

PRINCE CON 29



Phases:

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

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

Missile Weapon Chart (see p.31)																
Weapon	Notes	Length	Useable By										Damage	Range		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	Daglir	Gaia	Mavors		Point Blank	Short	Long
Dagger		1'	Y	Y	Y	Y	Y	Y			Y	Y	d4	0'	20'	60'
Hand Axe		2'	Y	Y		Y	Y			Y	Y	Y	d6	0'	20'	60'
Heavy Crossbow		3'	Y	Y			Y						d10	60'	120'	360'
Light Crossbow	OS	2'	Y	Y		Y	Y			Y		Y	d6	60'	120'	240'
Long Bow		5-6'	Y				Y						d8	60'	120'	360'
Short Bow		3'	Y	Y	Y	Y	Y			Y			d6	60'	120'	240'
Sling	OS	4'	Y	Y	Y	Y	Y			Y	Y	Y	d4	0'	60'	180'
Spear		6'	Y	[-]	2H[-]	2H[-]	Y				Y		d6	0'	20'	60'
Stone		2"r	Y	Y	Y	Y	Y			Y	Y	Y	d4	10'	25'	50'
War Hammer		3'	Y	Y		Y	Y			Y			d6	0'	20'	60'

Melee Weapon Chart (see p.31)													
Weapon	Notes	Length	Useable By										Damage
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	Dagdir	Gaia	Mavors	
Battle Axe	2S, 2H	5'	Y	Y			Y						d10
Club		3'	Y	Y	2H	Y	Y			Y	Y	Y	d6
Dagger		1'	Y	Y	Y	Y	Y	Y		Y	Y	Y	d4
Flail	2S, 2H	6'	Y				Y			Y		Y	d8
Halberd	2S, 2H	7'	Y				Y						d10
Hand Axe		2'	Y	Y		Y	Y			Y	Y	Y	d6
Long Sword		4'	Y	2H		2H	Y					Y	d8
Mace		3'	Y	[-]		2H	Y			Y		Y	d6
Mattock	2S, 2H	4'	[-]	Y			Y			Y			d10
Morning Star	2S	6'	Y				Y			Y		Y	d8
Mounted Lance	OS	8'	Y				Y						d10
Pike	OS	9'	Y				Y						d8
Pole Arms	OS	7'	Y				Y						d8
Short Sword		3'	Y	Y	2H	Y	Y					Y	d6
Spear	2D	6'	Y	[-]	2H [-]	2H [-]	Y				Y		d6
Staff	2H	5'	Y				Y	Y		Y		Y	d4
2 Handed Sword	2S, 2H	6'	Y				Y						d10
War Hammer		3'	Y	Y		Y	Y			Y		Y	d6
Unarmed	TD		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	d3-1

To Hit Probabilities

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

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

Contests			Saving Throws		Requisite Effects					
Difference	Ability / Level	Skill	Level	Base	Requisite	Save Bonus	Strength Melee	Strength Damage	Dex. Missile	Dex AC Bonus
-10		0%	0	20	3	-12	-12	-1	-12	-1
-9		1%	1	24	4	-10	-10	-1	-10	-1
-8		2%	2	28	5	-8	-8	-1	-8	-1
-7	0%	4%	3	32	6	-6	-6	0	-6	0
-6	1%	8%	4	36	7	-4	-4	0	-4	0
-5	2%	12%	5	40	8	-2	-2	0	-2	0
-4	5%	18%	6	44	9	0	0	0	0	0
-3	10%	24%	7	48	10	0	0	0	0	0
-2	20%	32%	8	51	11	0	0	0	0	0
-1	35%	40%	9	54	12	0	0	0	0	0
0	50%	50%	10	57	13	+3	+2	+1	+2	+1
1	65%	60%	11	60	14	+6	+4	+1	+4	+1
2	80%	68%	12	63	15	+9	+6	+2	+6	+2
3	90%	76%	13	66	16	+12	+8	+2	+8	+2
4	95%	82%	14	68	17	+15	+10	+3	+10	+3
5	98%	88%	15	70	18	+18	+12	+3	+12	+3
6	99%	92%	16	72	19	+21	+14	+4	+14	+4
7	100%	96%	17	74	20	+24	+16	+4	+16	+4
8		98%	18	76	21	+27	+18	+5	+18	+5
9		99%	19	78	22	+30	+20	+5	+20	+5
10		100%	+1	+2	+1	+3	+2			

Our Story

In the days of old, dragons roamed the Great Wheel and the men of the Axis saw this and were displeased by it. Rising, they took arms and hunted the Lords of the Sky to their last... when finally the great sage, Granleel, called an end to the hunt.

Following that bloody era, humankind and their cousins spread, pulled by the irresistible force of the turning of the wheel. They poured into the lands of the Fomorian, children of the unknown goddess, without cause and took all that they desired by the sword. Their bloodlust had made them confident. No village could withstand their invasion. Soon the people of the night were purged from their motherlands and murmurs of bloody discontent spread throughout their camps. Their people slaughtered by the fair races, their children starving in the wastelands... how long before they too were erased from the surface of the earth as the dragons before them? Yet all was not lost. A humble troll emerged from the shadows and, in his hand, he held a sign of hope: the next generation of the Lords of the Sky, for these wise beasts had secreted their young from the murderous intent of their foes. All was not lost and sooner or later, vengeance has at last come to hand!

Henchlings! You may not be the best of the best, but the fact is that you are the last of the last... and we need YOU! Whether or not you remember, whether or not you were drunk, whether or not you were under enchantment: last night each and every last one of you signed up with the resistance. That's right, you are the few, the proud and the ugly that'll bring our people home. We're fighting for our countries, for our kings, for our young and for our loot, and we're taking it all the way to the Axis, got that? You got it, He-Who-May-Not-Be-Named has ordained that we shall seize the Tree of Life itself and make these sniveling weaklings bow down to us.

What? You think you aren't man enough, hmm? Well, then be Monster enough for the Goddess' sake! We have to tow the line here, folks. We need every last one of you from beholder to drake, born yesterday or otherwise. So pick up your manual and ask a mage to read it to you. Divide yourselves into lines by race and class (that would be by occupation, you one-eyed pansies), now march to registration and divvy up. There are missions to be fulfilled, people to kill and treasures to be reaped! When you have been registered, inspected and otherwise put through your drills, select your squad leader from the posts about the hole. Return when your mission is completed and not a moment before! There will be copious quantities of ale (if you capture it and return with it) for those who come back here again. Don't be shy, boys! Live or die, it's all a flip of the wheel anyway and if we let them push us around much longer, we'll be on the far side anyway!

We here at Henchling Hole believe in you. Go get 'em, trolls!

Welcome to Princecon XXIX

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

What's New

You may have noticed by now that the “usual” character races have taken a holiday this year so that the monstrous classes can strut their stuff. All players, even those who have committed prior Conbooks to memory, should take a careful look at the various monstrous species so that you have an idea of your comrades’ strengths and weaknesses.

Returning experienced players should also be aware of the following differences between these monster rules and rules at past conventions:

1. PC monsters do not get a +12% natural weapon attack bonus; they get Strength to hit bonuses instead.
2. As a rule, PC monsters do not get fighter maneuvers, hero specialties, or the fighter 1/3 of movement combat step. All monsters get a combat step of 1/6th of their movement. Those monsters that get a free weapon switch in item phase have it explicitly noted.
3. PC monsters are often more restricted than demi-humans in the use of “standard” magic items. The monster descriptions list the class, weapon, and armor restrictions of each monster and also note those cases where the sheer size or physiology of the monster prevents the use of “standard” items. Please ask your GM or the desk if you have concerns about a particular item. An item card may specifically override these defaults.

PC monsters that can ingest liquids can benefit from potions (subject to character class restrictions, of course). Some of them may need help opening the bottle....

Best Player Awards

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

Strategy:	represents progress toward the long-term goals of the Con and the scenario, including gathering and passing along information.
Tactics:	means using the resources at hand to deal with immediate puzzles and combats.
Role-playing:	how well you play your persona and interact with other characters and NPCs.

Each character, surviving or not, will be rated in these categories and will receive an overall score for the convention. Based on these total scores, an award will be given to the best Player (not character) in each category: strategy, tactics, role-playing, and overall. All characters played by a given Player will be included in the scoring. Please be aware that players who run more than twice with any one Game Master will not be eligible for awards.

A Note to All Participants

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

Acknowledgements

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

Nayla Oliver organized this year's convention. Aaron Mulder maintained the software and mailing lists, Alex Reutter maintained the conbook, and Sang Lee contributed the artwork. Nayla Oliver, Steve Caruso, Andrew Bell, Alex Reutter, Yianni Yessios, Blue Carstensen, Robert West, and Shantanu Saha have answered the call to GM.

Special thanks to Evan Williams for arranging rooms with the university administration and filling out paperwork.

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

The Gamers Realm: Princeton Arms Center 2025 Old Trenton Road, West Windsor NJ (www.gamersrealm.com)

The Game Room: Woodbridge Mall

Wizards of the Coast: Bridgewater Mall, Woodbridge Mall

Knight Dreams: Above the Burger King on Nassau street in Princeton.

Artwork Credits

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

Future Events

Announcements concerning future events and conventions will be posted on

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

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Introduction

About PrinceCon

The PrinceCon game system is a fantasy role-playing game system developed and maintained by the Princeton Games Union. It has been actively maintained for 29 years, and is used both for the annual PrinceCon gaming convention and active campaigns at Princeton and elsewhere. While originally based on early versions of *Dungeons & Dragons*, it has been customized over the years, and has seen numerous changes to the races, classes, religions, spell system, combat system, and so on. Today, we find it makes for fast play at the convention as well as an entertaining system for campaigns.

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

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

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

About the Con Book

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

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

Playing at the Convention

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

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

During the convention, you will likely play one character throughout the entire weekend. The desk will generate the character based on your selections (see Instant Character Generation on page 7), and your character will gain experience after every adventure, improving throughout the weekend. If by some tragic twist of fate your character does not survive, you will be given the opportunity to generate a new character, who will begin his career with most of the experience earned by his predecessor.

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

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

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

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

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

Playing in a Campaign

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

Player Characters

Character Generation

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

Monster Species: See species beginning on page 14 for details.

Beholder	Fearsome in melee and possesses limited mage spell use
Bughieman	Master of surprise attacks from the shadows
Cyclops	Enormous melee combatant
Djinni	Powerful mage, but poor at combat
Doppelganger	Shape-changer handy in combat and possessing limited cures
Drake	Youthful dragon (need we say more?)
Gargoyle	Clerical spellcaster that is also a strong melee combatant
Manticore	Lion-sized melee combatant with deadly poison tail spikes
Mindflayer	Masters of mental spells
Naga	Half-man, half-snake warriors with limited curing ability
Ogre Mage	Spellcaster that is also an excellent combatant
Rock Troll	Fearsome melee combatant that heals quickly
Sea Hag	Demonic clerical master of decay
Sphinx	Clerical masters of information gathering
Sprite	Powerful mage, but poor at combat
Succubus	Demonic clerical master of seduction
Umber Hulk	Fearsome melee combatant that tunnels
Werewolf	Specialist in combat and clerical prayers

Pack: See Packs on page 30 for details.

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

Armor: See Armor on page 31. Available armor types depend on your race, class, and for clerics, religion.

Weapons: See Weapons on page 31. Available weapon types depend on your race, class, and for clerics, religion.

Rollup Procedure

Once you've made the basic selections above, the computer chooses an appropriate physical form (*trust the computer – the computer is your friend!*). Of course, since there is a certain amount of Darwinism at work, each character is guaranteed to meet certain qualifications in the three most significant requisites for his species. Beyond that, every adventurer is an individual. Of course, the final requisites will continue to improve as the character advances in level.

Provided below is a chart of the rollups used at the convention.

Monster	STR	INT	WIS	DEX	CON	WILL
Beholder	3d4+6	3d3+9	3d6	3d4	3d5+3	3d3
Bughieman	3d4+6	3d5+3	3d6	3d3+9	3d5+3	3d3
Cyclops	3d3+21	3d4	3d4	1d6+2	3d3+9	3d4
Djinn	3d4+3	3d3+9	3d5+3	3d5+3	3d5+3	3d6
Doppleganger	3d5+3	3d5+3	3d6	3d3+9	3d5+3	3d4+6
Drake	2d3+18	3d4+6	3d6	3d6	3d4+6	3d5
Gargoyle	3d4+6	3d5	3d3+9	3d5	3d5+3	3d6
Manticore	3d3+12	3d6	3d6	3d3+9	3d4+6	2d6
Mind Flayer	3d6	3d3+9	3d6	3d5+3	3d5+3	3d5+3
Naga	3d3+9	3d4+6	3d6	3d4+6	3d4+6	3d4
Ogre Mage	2d3+18	3d3+9	3d5	3d5	3d4+6	3d5
Rock Troll	2d3+18	3d4	3d4	3d6	2d3+13	3d4
Sea Hag	3d4+6	3d6	3d3+9	3d6	3d4+6	3d3
Sphinx	3d3+9	3d4+6	3d3+9	3d6	3d4+6	3d5+3
Sprite	3d4	3d3+9	3d5+3	3d4+6	3d4+3	3d5+3
Succubus	3d6	3d5+3	3d3+9	3d6	3d5+3	3d3+9
Umber Hulk	3d3+15	3d6	3d6	3d6	3d4+6	3d4
Werewolf	3d4+6	3d5	3d3+9	3d4+6	3d4+6	3d5

Requisites

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

Intelligence: Intelligence is a measure of a character's mental discipline. It determines a mage's spell points and it affects Mental saving throws.

Wisdom: Wisdom is a measure of a character's spiritual strength. It determines a cleric's prayer points. It affects Spiritual saving throws.

Dexterity: Dexterity is a measure of a character's control over his muscles. It gives a bonus to hit with missile weapons as well as an AC bonus.

Constitution: Constitution is a measure of a character's metabolic strength. It determines one's chance to survive system shocks such as resurrection, polymorph, and certain other spells. It also can give a bonus to each hit die of the character. It affects Physical saving throws.

Will: Will measures an individual's force of will. It affects a character's response to fear, his ability to negotiate, and the performance of troops he commands. It also modifies Will saving throws.

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

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

Religions

Monsters, being a rather disorganized and self-centered lot, do not follow religions. Monsters capable of casting clerical prayers do so by special evolutionarily-honed compacts between that species and supernatural forces.

Special Senses

Infravision: Infravision is the ability to see into the infrared range of the light spectrum. It allows one to differentiate temperature and to use hot objects as sources of illumination. Normal colors cannot be seen unless there is visible light and images are not as sharp as in normal vision. Hot objects can be seen far away, but using reflected heat is ineffective beyond 60-120'.

Ultraviolet Vision: Ultraviolet vision is the ability to see into the ultraviolet range of the light spectrum. It allows one to see clearly even in total darkness outdoors, and to navigate by the sun regardless of cloud cover.

Cat's Eye: The possessor has enhanced normal vision, sufficient for low-light situations. Some light is still required,

but even starlight or the moon on a cloudy night allow vision out to 60'. Unlike the spell, the innate ability of Cat's Eye does not protect against being momentarily blinded by sharp changes in light levels.

Dark Sight: The possessor has magically assisted vision and can see even in total darkness out to a distance of several miles. Colors are muted. It allows sight in a Clerical Darkness.

Enhanced Hearing: The possessor has extremely keen hearing.

Bloodhound: The possessor has an extremely accurate sense of smell, and will be able to detect nearby creatures, some poisons, and scent trails.

Panther Senses: Combines Cat's Eye, Enhanced Hearing, and Bloodhound.

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

Experience Points

Characters begin with 20,000 experience points. If a character dies, the next character will get a fraction of the experience points the previous character had when he died (but always at least 20,000). The following chart shows the number of experience points required to earn a new level (all numbers in the chart are in thousands).

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

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

Hit Points

Hit points measure the physical and mental health of characters. A character gains hit points each time they reach a new level. Each class has a hit die rating which defines the type of die rolled to generate hit points. First-level characters are given hit points equal to the maximum possible roll for their hit die. Hence, 1st level Drakes have 8 hit points, plus their constitution bonus, if they have one. Subsequent levels add normal hit dice.

A character who ends any phase with 0 hit points is unconscious (see Phases on page 33). A character that ends any phase with negative hit points is dead. Unconsciousness or death occurs at the end of the phase in which the remaining hit points are 0 or negative and any remaining actions for that round are lost. Thus, a hero who dies in melee phase while holding a missile attack cannot be cured in Clerical Spell phase or shoot as a final action. Unconscious characters may be cured; they will then be immediately aware and able to communicate, but they may not act until the following round.

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

Saving Throws

A character uses Saving Throws to avoid various ill effects (such as many damaging spells), as well as some positive effects the character is simply unaware of (such as an unexpected *Cure* spell). A character's saving throw is determined by adding the base value for his level to his bonuses for the relevant requisite. In order to save the character must roll less than or equal to this number on a d100.

Saving Throws are divided into four types:

- Physical: Fire, electricity, paralysis, poison, breath, magic of a physical nature, etc.
- Mental: ESP, Confusion, Mind Blast, magic of a mental nature, etc.
- Spiritual: Finger of Death, Cures / Causes, Quests, curses, magic of a spiritual nature, etc.
- Will: Sleep, Charm, Hold, temptation, torture, Harpy's lure, etc.

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

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

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

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

Dropping Saving Throws

A character has the option of dropping all saving throws for a round. An individual exercising this option must state so in the Declaration Phase. If this is done any saving throws required that round will automatically be missed. This is often done in order to accept cures from allied clerics.

Contests

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

Skill Contest

Contests between skills are resolved using the Contest of Skills Chart. For some tasks, such as sneaking past a guard, defusing a trap, etc., the character is in direct competition with another character (the guard, the trap setter, etc.) In this case, the task difficulty is simply the skill rating of the opposing character. The GM will modify the difficulty for circumstances (e.g. it is harder to sneak in broad daylight).

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

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

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

Ability Contest

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

Level Contest

When two spells are in conflict, the outcome often depends upon the difference in levels between the casters. A level contest is used to resolve the conflict. This chance may rarely be modified, but if the level difference is more than 6, there is no chance for the lesser caster to prevail.

Requisite Contest

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

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

Engaging in a requisite contest implies that one is ignoring all other attacks (see Combat Modifiers on page 36); it is also an action and it precludes making other attacks, casting spells, invoking prayers or otherwise moving. However, creatures may resist a Strength contest with some of their strength and still act, as described under strength contests.

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

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

Creatures preparing spells have an effective strength of 3.

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

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

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

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

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

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

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

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

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

Will Contest: A Will Contest occurs whenever two creatures are attempting to use their will in opposition to each other. For example, a hypnotist and his subject engage in a contest of wills to determine who gets control of the subject's mind. A merchant and a buyer engage in a contest of wills to see who gets the better price.

Monster Species

Beholder

The Beholder is an armored floating sphere with a gaping maw, large central eye, and L eyestalks that grow out of the main body. It measures $2 + L/3'$ in diameter and weighs 150 pounds.

It has a considerable presence in melee, but it is the myriad of eyes that carry the power for which it is truly feared. The small eyes on top of the Beholder project potent magical effects, while the large central eye absorbs incoming spells.

The Beholder has only one reserve of hit points. All attacks and spells affect only the main body; the eyes cannot be targeted unless the Beholder is helpless. Damaged eyes heal in a week.

Hit Dice: d8
TACO: $4 \times L$
AC: 3
Attack: bite d10
Armor: none
Shield: none
Weapons: none
Move: 60' fly

Special Senses: The Beholder has Infravision. Its eyestalks also allow it to see in all directions, save directly underneath.

Special Defenses: The large central eye gives it Magic Immunity. Any spell or prayer cast at the beholder (except by itself) must win a level-versus-level battle to affect the Beholder. If the main eye is destroyed, this ability is lost.

Special Powers: The Beholder has a minor telekinesis (50 pounds, 10' range) that it can use at will.

Special Rules: Unlike other monsters, the Beholder may take its full movement after using an Innate Spell.

Allowed Items: As mages, but only Eyes and Lenses may be used. Beholders are limited to Pack D.

Spells: Beholders can cast the mage spells listed below as a level L mage. All spells are cast as Innate Spells (see page 34) projected through the smaller eyes. Only if all of the smaller eyes are lost does the Beholder lose spell casting ability.

Morphic Spells	Page	ZOE	Range	Duration	ST
Illusion	52	20' r sphere	120'	10 minutes	none

Level I Base Spells	Page	ZOE	Range	Duration	ST
Confuse	57	1 being	60'	12 rounds	mental
Lightning Lance	58	1 target	60'	momentary	none
Shield	59	caster	none	10 minutes	none
Sleep	59	60' cone	Always zero	see description	will
Telescopic Vision	59	self	as sight	3 hours	none

Level II Base Spells	Page	ZOE	Range	Duration	ST
Combat Slow	62	1 being	touch	12 rounds	physical
Infravision	60	self	none	12 hours	none
Knock	60	see spell	10'	momentary	none
Pain	61	1 target	120'	momentary	will
See Invisible	61	self	none	90 minutes	none

Level III Base Spells	Page	ZOE	Range	Duration	ST
Dimension Door	65	special	240'	12 rounds	none
Fear	65	60' cone	always zero	until saves	will
Implosion	63	1 being	120'	momentary	Phys. $\frac{1}{2}$ damage
Suggestion	64	1 being	120'	2 weeks	will
Telekinesis	71	1 object	60'	12 rounds	none
Level IV Base Spells	Page	ZOE	Range	Duration	ST
Charm Monster	68	1 being	60'	concentration	will
Cold Cone	65	60' cone	always zero	momentary	Phys. $\frac{1}{2}$ damage
Feeblemind	69	1 being	120'	permanent	mental –15%
Levitate 10' r	66	10' r circle	none	90 minutes	physical
Second Sight	64	self	as sight	90 minutes	none
Level V Base Spells	Page	ZOE	Range	Duration	ST
Death Spell	72	60' cube	120'	momentary	physical –30%
Phase In	70	1 being	60'r	20 rounds	none
Prot / Normal Missiles	64	1 being	10'	90 minutes	none
True Sight	74	self	as sight	90 minutes	none

Bughieman

The mysterious Bughieman is a tall (8') creature, human in form but covered with bristly black hair and possessed of piercing black eyes hidden in the recesses of their hooded black cloaks. Bughiemen prefer the darkest places for they can merge with the shadows to teleport as they wish. Bughiemen weigh about 250 pounds.

Bughiemen have scouting skills equivalent to a level *L* hero with the Ranger specialty. They also possess the Sixth Sense hero specialty.

Hit Dice: d6
TACO: $3 \times L$
AC: as armor
Attack: as weapon
Armor: leather
Shield: none
Weapons: one-handed, non-blunt
Move: 120' + shadow walk

Special Senses: The Bughieman has Dark Sight.

Special Attacks: When making a surprise attack with a piercing melee weapon (spear, short sword, or dagger), bughiemen automatically do maximum weapon damage in addition to any bonuses for surprise (usually +20% to hit, +4 damage).

Special Powers: Bughiemen have a form of teleportation called *shadow walking* that they can perform once per round. The Bughieman walks into an area of shadow (large enough to cover him completely) and emerges from a similar area of shadow up to $100 + 20 \times L$ feet away. Line of sight is not strictly required, but the Bughieman must have seen the target location within the last minute. As a Movement Phase action, the Bughieman is limited to 60' of movement aside from the shadow walk. If the Bughieman shadow walks as part of a combat step, the target must win a contest of attributes (target's Awareness versus the Bughieman's Hide skill); else the Bughieman's attack counts as a surprise attack.

Allowed Items: Any items usable by heroes. Bughiemen have the same pack restrictions as demihumans.

Cyclops

A Cyclops is a giant humanoid, standing 20' tall and weighing as much as 3 tons. It has only one eye and thus is not terribly coordinated, but its enormous strength more than compensates in melee. Cyclopi love nature, and typically avoid going indoors much (other than caves).

The only weapon a Cyclops can wield is its mammoth club, which strikes for 2d8+STR bonus. During item phase and in addition to any other action that round, the Cyclops may ready its club if it is immediately at hand (or on the ground near its feet).

Hit Dice: d8
TACO: $4 \times L$
AC: 6 (natural); 4 with hides
Attack: 2d8; or as maneuver
Armor: hides
Shield: none
Weapons: giant club
Move: 150'

Special Attacks: Cyclopi may throw rocks as missile weapons. See page 35 for details.

The Cyclops also has several other maneuvers available:

- Stomp:** If the Cyclops hits, the target takes 2d4+(STR damage bonus) damage and must make a physical save or be stunned. Stunned opponents may do nothing until the next Movement phase in which they can act, at which point they stand up. If the victim made its save, it may stand up as a free action in Movement phase (of the current round).
- Pick Up:** If the Cyclops hits (usual AC), the target is picked up in both hands. If the target inflicted damage on the Cyclops in melee phase, then the Cyclops must make a physical save to successfully pick up the target. The victim takes d4 damage and is held above the Cyclops's head, perhaps to be thrown the next round. The victim gets a physical save to have its arms free; if successful, it may use 1-handed melee weapons but may not cast gesture spells. The Cyclops must make a physical save to avoid dropping its club during this maneuver; if dropped, the Cyclops must wait until item phase to pick up the club.
- Throw:** The target is thrown. The Cyclops must make a missile attack to aim the victim. Range is 30' for humans in plate, 40' for humans in chain, 50' otherwise. Elves fly 10' further, hobbits 20'. Damage is as per Impact.
- Kick:** If the Cyclops hits, the target is kicked and knocked back. The target may not be aimed. Range is half that of Throw, damage is as per Impact.
- Impact:** d10+(STR damage bonus) damage, save to half. If save is failed, victim is stunned (as described in Stomp). The save is always failed if the target hit a solid, unyielding object. The save is always made if the victim flew horizontally into an object (or person) that broke his/her fall. The victim inflicts equal damage on the landing site. Falling damage (if the victim is thrown off a wall, for example) may subsequently add d6 per 10' fallen.

Allowed Items: As heroes, but no standard item will fit. Cyclopi are limited to Pack D.

Djinn

Djinn (singular djinni) appear as humans except for blank, featureless black eyes. In fact, they are magically-adept air elementals, capable of transforming from their solid humanoid form into a gaseous mist. When solid, djinn are human- size yet weigh only 100 pounds.

Hit Dice: d4
 TACO: $2 \times L$
 AC: 9
 Attack: fists d4
 Armor: none
 Shield: none
 Weapons: none
 Move: 120' run; 180' fly in mist form.

Gaseous Form: Djinn can become gaseous at will. The gaseous form looks like a misty (but still opaque) version of the djinn's normal form, although it may change size at will, from a minimum 1' tall to a maximum 30' tall. The gaseous form can fly at 180' per round and ignores gravity. It may penetrate any barrier that is not airtight, but cannot move through packed earth, solid stone, or underwater. The gaseous form can speak normally.

Turning gaseous happens in Declaration phase and does not count as an action: ditto for turning solid again. Gaseous form cannot touch, manipulate, or carry anything: all possessions carried will drop to the ground. Gaseous form cannot attack or cast spells (innate or otherwise), but a gaseous Djinni can solidify and declare spells in the same Declaration phase. Note that human-sized creatures fall approximately 500 feet in their first round of free fall, and approximately 1100 feet in their second.

Gaseous form cannot be harmed by any weapons or natural melee/missile attacks, regardless of enchantment, except for Flaming or Cold weapons which do damage equal to the magical bonus. Any spell or prayer that does damage by physical impact, crushing, cutting, or like effects (e.g. Magic Missile, Ice Storm, Implosion, Blade Barrier) has no effect on the gaseous form; all other spells have full normal effect. A Djinni may sleep while gaseous. A Djinni who is knocked unconscious (0 HP) will automatically become gaseous on the next Declaration phase.

Special Senses: Djinn have Dark Sight.

Special Powers: Djinn need not eat or drink, but do need to sleep. They are immune to poison and disease.

Air Elementals are friendly to Djinn and will not attack them. Any Djinni, at any level, can break someone else's control over an Air Elemental with a successful level-vs-level battle: this is resolved in Breath Phase, counts as the Djinni's action for the round, has LOS range, and can be performed while gaseous. With regard to the Conjure Elemental spell, a Djinni may transform to gaseous form while maintaining concentration; if concentration is broken, the air elemental will do as it pleases, but is not hostile to the Djinni.

Allowed Items: Any items usable by mages, including the non-weapon functions of magical staves and daggers. Djinn never carry packs.

Spells: Djinn cast spells as level L mages. Unlike human mages, djinn do not need to speak or gesture to cast spells. Hence they can cast normally when bound, gagged, or in a Silence. They still must commit to casting in Declaration phase, cast spells in Mage Spell phase, and can be interrupted normally by damage. They regain spell points by sleeping, as usual.

A Djinni can cast any spell on a target who has requested that spell (requests may be made in Declaration phase during combat) for 1 spell point less than normal. The spell point cost cannot be reduced below 2 spell points.

Djinn may cast the following spells as Innate Spells: *Illusion* (page 52), *Skylore* (page 55), *Ventriloquism* (page 59), *Air Blast* (page 59), *Levitate Self* (page 60) (self only), *Fly Self* (page 63) (self only), *Size Change Self* (page 66) (self only)

Djinn CANNOT cast the following spells: *Conjure Elemental* (page 69) (for the purpose of Conjuring an Earth elemental), *Stone Walking* (page 70), *Wall of Stone* (page 71), *Move Earth* (page 73), *Tremor* (page 74)

Doppelganger

A mimic with foul purposes, the doppelganger has no form of its own but instead can perfectly reproduce the image of other humanoids. It can thereby pass undetected into civilized areas, accomplishing its goals by trickery and surprise.

Doppelgangers have scouting skills equivalent to a level L hero. Moreover, they gain the skill bonus of the form they are in while making the check. Once a specific skill check is made, they may not retake the same test for the same purpose after a shape change, regardless of the initial form or success.

Hit Dice: d6
TACO: $3 \times L$
AC: 9
Attack: as weapon
Armor: any
Shield: any
Weapons: any one-handed or missile
Move: 120'

Special Senses: Infravision.

Special Defenses: The Doppelganger has the benefit of Protection from Locate and Detects (i.e. incoming spell must win level-vs-level battle to succeed) against those spells that would identify the Doppelganger as an imposter.

Special Powers: The doppelganger may change shape as an Innate Ability (see page 34). The new shape can range from the size of a hobbit to that of a large human (75 to 250 pounds). The doppelganger may manifest ordinary metal armor and weapons; of course these cannot be given to others and disappear when he changes forms. Shapechanging doesn't allow new movement abilities or special powers.

L times per day, the Doppelganger may lay hands on a target and reshape its flesh so as to heal d6 damage. This occurs in Item phase and requires a full action. Only fleshy, living targets may be healed; undead, succubi, sea hags, and gargoyles may not benefit.

Allowed Items: Any item usable by heroes. Doppelgangers have the same pack restrictions as demihumans.

Drake

A drake is a young dragon, not yet possessed of its full powers, but more than a match for most opponents. The drake measures about 25' head to tail, with a similar wingspan, and weighs about 2 tons. Drakes are strong fliers and can carry up to 500 pounds. Because they are still growing, Drakes need more sleep than other monsters, typically 8-10 hours a day.

Hit Dice: d8
TACO: $4 \times L$
AC: see chart
Attack: see chart
Armor: none
Shield: none
Weapons: none
Move: 90' run, 240' fly

The table below details the normal growth of a drake.

Level	Senses	Bite / Claw	AC
1	Cat's Eye	d6	5
2	Telescopic Vision	2d3	5
3	Detect Magic, 5' range	d8	4
4	Enhanced Hearing	2d4	4
5	See Invisible, 30' range	d10	3
6	Detect Magic, 30' range	d12	3
7	See Invisible, 120' range	2d6	2
8	Observe Magic, 30' range; Detect Magic, 120' range	3d4	2
9	Observe Magic, 120' range	2d8	1
10	nothing additional	4d4	1

Special Attacks: The drake may breathe fire L times per day for 2d6 fire damage (physical save to half) and has the option of adding +1d6 damage at the cost of one of its daily uses (e.g., for 4d6 damage, the drake must expend 3 uses). The breath weapon is a cone 60' long.

Special Defenses: Resistant to Fire.

Special Rules: Drakes get 1000 EP for each magic item they add to their hoard; in game terms, players turn items in to the Hireling Hole desk. Truly trivial magic items give no experience.

Allowed Items: As fighters, but no standard items will fit. Drakes are limited to Pack D.

Gargoyle

These living winged statues can often be found as the guardians of temples, castles, and the like. Gargoyles are extremely difficult to injure, and are capable of casting a wide variety of clerical magic towards the task of safeguarding the location or objects under their protection. Gargoyles are 5' tall and weigh 400 pounds. They can fly, carrying up to 50 pounds.

Hit Dice: d8
TACO: $4 \times L$
AC: 0
Attack: fists d10
Armor: none
Shield: none
Weapons: none
Move: 90' run, 120' fly

Special Senses: Infravision.

Special Defenses: Non-magical weapons do not harm gargoyles. Gargoyles are immune to crushing damage (Implosion, Ice Storm) and resistant to fire and cold. They are immune to poison and disease.

Special Rules: Gargoyles cannot eat, drink, or breathe. They do sleep, in which form they resemble an inanimate statue.

Allowed Items: Any items usable by clerics, save that robes and cloaks won't fit due to the gargoyle's wings. Gargoyles are limited to Pack D, but don't carry food.

Spells: Gargoyles cast as level L clerics. See page 82 for details.

Manticore

Manticores are enormous lion-like creatures with bat wings and a tail of poisoned spikes, which can be flung at distant targets or simply embedded into fools who stray too close to this foul-tempered animal. Manticores are typically 10' head to tail with a 12' wing span and weigh about a ton.

A manticore may carry 300 pounds while flying.

Hit Dice: d8
TACO: $4 \times L$
AC: 5
Attack: Claws 2d8, see below
Armor: none
Shield: none
Weapons: none
Move: 120' (run) / 180' (fly)

Special Senses: Panther Senses.

Special Attacks: In melee, manticores may bite or claw for 2d8 damage or strike with their tails for d10 plus poison. The poison requires the victim to make a physical save or take d6 damage with continuing damage of 1 point every subsequent Breath phase. The victim gets a new save every 10 rounds to end the continuing damage. Using its tail in melee does not count against the number of spikes usable at range.

The manticore has L tail spikes that it may launch at targets up to 240' away. Targets beyond 120' are 20% harder to hit. The manticore may launch one spike as a Missile phase action. A spike does 2d8 damage plus poison as above (no Strength damage bonus, of course). The manticore regrows its spikes 24 hours after each was used.

Allowed Items: As heroes, but all standard items won't fit. Manticores are limited to Pack D.

Mind Flayer

These powerful mentalists have crawled out of their subterranean lairs to wreak havoc on the weak-minded humans. Mind Flayers have a variety of psychic attacks, but are most notorious for their ability to use their 4 tentacles to draw forth the brain of a living creature through its nostrils. Mind Flayers have pale skin and featureless black eyes, stand 6' tall, and weigh 175 pounds.

Hit Dice: d6
TACO: $3 \times L$
AC: 7
Attack: claws d6
Armor: none
Shield: none
Weapons: daggers
Move: 120'

Special Senses: Infravision.

Special Powers: Once per day, a mind flayer may use its tentacles to devour the brain of a helpless or recently killed sentient creature. This gruesome feast takes 3 rounds, and the Mind Flayer gains d3 spell points.

Allowed Items: Any item usable by mages, but they may not cast spells from scrolls. Mind Flayers have the same pack restrictions as demihumans.

Spells: Mind Flayers can cast the spells listed below as level $L + 1$ mages. All the spells are cast as Innate Spells. Spell modifiers may be added, as described on page 45. A mind flayer's spell points are equal to its Intelligence. They regain spell points by sleeping, as usual.

The two following spells are available only to Mind Flayers:

Stun: The target must make a Mental saving throw at -30% or take no action for the remainder of the round. The target retains its defenses. Modifiers: Extra Duration (+1 round) +1.

ZOE: 1 being; *Range:* 60'; *Duration:* 1 round; *Saving Throw:* Mental -30%

Cone of Pain: All within the 60' cone must make a Mental save or take 4d6 of damage as the Pain spell. Modifiers: Extra Damage (+3d6) +1.

ZOE: 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Mental

Level I Base Spells	Page	ZOE	Range	Duration	ST
Confuse	57	1 being	60'	12 rounds	mental
Range Loser	58	1 target	180'	90 minutes	mental
Sleep	59	60' cone	Always zero	see description	will
Stun	20	1 being	60'	1 round	Mental -30%

Level II Base Spells	Page	ZOE	Range	Duration	ST
ESP	59	60' r sphere	120'	40 minutes	mental
Pain	61	1 target	120'	momentary	will

Level III Base Spells	Page	ZOE	Range	Duration	ST
Clairsentience	62	30' r sphere	240' no LOS	90 minutes	mental
Cone of Pain	20	60' cone	always zero	momentary	Mental
Suggestion	64	1 being	120'	2 weeks	will

Level IV Base Spells	Page	ZOE	Range	Duration	ST
Fear	65	60' cone	always zero	until saves	will
Telepathy	67	60' r sphere	240'	90 minutes	none*

Level V Base Spells	Page	ZOE	Range	Duration	ST
Charm Monster	68	1 being	60'	concentration	will
Feeblemind	69	1 being	120'	permanent	mental –15%
Mind Blast	70	1 being	60'	12 rounds	mental
Mind Link	70	1 being	unlimited	12 rounds	none
Mind Shield	70	self	none	3 hours	none
Misdirection	70	30' r sphere	60'	12 rounds	mental

Naga

Nagas are 20' long snakes with human torsos and heads. The human section has a reptilian cast, is covered with nearly undetectable scales, and has a forked tongue. Strong and skilled in combat, nagas are particularly dangerous because of their unusual tactics and movement abilities. They weigh about 400 pounds.

Nagas can swim at 60' per round and can hold their breath for CON minutes.

During item phase, a Naga may switch weapons or ready a shield in addition to any other action that round. The weapon or shield must be immediately at hand.

Hit Dice: d8
TACO: $4 \times L$
AC: 5 torso, 4 tail
Attack: weapons, see below
Armor: any on torso, none on tail
Shield: any, only protects torso
Weapons: any
Move: 90' ground,
60' swim, unimpeded by armor

Special Defenses: The torso of a Naga is AC 5 but this can be improved with armor; moreover, armor on the torso does not slow movement at all. The tail of a Naga is AC 4. A shield provides protection only to the torso. If a Naga has been moving, its tail is stretched out behind it and is thereby subject to attack.

Special Powers: L times per day, a Naga may cure d6 damage from a target at range touch; this occurs in Clerical phase and requires a full action.

Special Maneuvers: Nagas have several special combat abilities:

- Coil:** If the Naga does nothing else in a round, it may coil its body under the torso. This prevents attacks to the more vulnerable parts and allows the Spring. Coiling takes place in movement phase.
- Spring:** The Naga leaps up to 180' either as a regular move or a combat step. It must be coiled to spring, and it may not make a constriction attack in the same round.
- Constrict:** On a successful attack roll, the Naga wraps an opponent in its coils and constricts for d6+(STR damage bonus) damage the first round and each round thereafter. Each subsequent Breath Phase, roll a Contest of Attributes (Strength-vs-Strength) to see if the opponent can break out.
 - If the opponent succeeds:
 - He has broken out
 - He suffers no damage for that round
 - Neither he nor Naga may take any other actions that round.
 - Otherwise, during Constriction:
 - The Naga may act normally (except for movement)
 - No one may strike at the victim, not even the Naga
 - The Naga loses all DEX bonuses to its AC.

Allowed Items: As heroes, but no items worn on legs or feet (i.e., boots). Nagas have the same pack restrictions as demihumans.

Ogre Mage

These 10' humanoids might appear as simple hulking club-swingers, but they are in fact potent spell casters as well as skilled combatants... not that they don't enjoy a good thigh bone as much as the next Joe. Ogre Mages weigh about 700 pounds.

Ogre Mages may wield human-sized two-handed weapons with a single hand. During item phase, an Ogre Mage may switch weapons or ready a shield in addition to any other action that round. The weapon or shield must be immediately at hand.

Hit Dice: d8
TACO: $4 \times L$
AC: 6
Attack: weapon
Armor: none
Shield: any
Weapons: any
Move: 120'

Special Attacks: Ogre Mages may throw rocks as missile weapons. See page 35.

Allowed Items: Items usable by fighters or mages, but rings don't fit their fingers. Ogre Mages have the same pack restrictions as demihumans.

Spells: Ogre Mages cast mage spells as level $L - 1$ mages. They regain spell points by sleeping, as usual. Remember that mage spell casting requires that one's hands be free of both shield and weapon while casting.

Rock Troll

Trolls are massive (10') humanoids. The most deadly are the Rock Trolls, whose booming voices and immense size strike fear into the hearts of their opponents. The skin of these trolls is rock-plated and solid, boosting their weight to nearly 2 tons. Rock Trolls are very strong-willed and will fight to the death for their cause. This has been known to cause consternation among enemies.

Rock Trolls normally wield giant axes and hammers which do 2d6 damage. They can also wield normal 2-handed weapons with one hand (doing normal damage). During item phase, they may switch weapons in addition to any other action that round. The weapon must be immediately at hand.

Hit Dice: d8
TACO: $4 \times L$
AC: 0
Attack: 2d6 or as weapon
Armor: none
Shield: none
Weapons: any
Move: 120'

Special Senses: Infravision.

Special Attacks: Rock Trolls may throw rocks as missile weapons. See page 35.

Special Powers: Rock trolls regenerate at 1 hit per minute, but die without hope of regeneration at -1 hit point. They do, however, regenerate from acid and fire damage.

Special Rules: Rock trolls do not float in water.

Allowed Items: Any item usable by fighters, but anything intended to be worn will be too small. Rock Trolls are limited to Pack D.

Sea Hag

Sea Hags are demonic creatures that revel in decay, disease, and corruption. They are 5-6' tall humanoids with loose decaying clothes and skin, a disturbing stench, and long sharp claws. They weigh about 150 pounds.

Hit Dice: d6
TACO: $3 \times L$
AC: 6
Attack: claws d8
Armor: none
Shield: none
Weapons: none
Move: 120' (run or swim)

Special Senses: Infravision on land; Dark Sight underwater.

Special Attacks: Damage done by the claws of a Sea Hag generally becomes infected and does not heal by mundane means, although magical Curing works as usual.

Special Defenses: Sea Hags are resistant to cold. They are immune to disease and poison.

Special Rules: Sea Hags need not breathe, eat, or drink.

Sea Hags function underwater and on land equally well. They can swim at 120' per round and speak and cast verbally underwater.

Sea Hags will detect as demons.

Allowed Items: Any item usable by clerics. Sea Hags are limited to Pack B or less.

Spells: Sea Hags cast prayers as level *L* clerics. See page 84 for their spell list and spell-related powers.

Sphinx

Among the most knowledgeable of all monsters, the sphinx prides itself on posing riddles that others cannot answer. Indeed, it has developed this skill into a magical art, by which it can pry away information or even inflict punishment on those who fail its puzzles. Sphinxes are pony-sized creatures (1200 pounds) with a lion body, hawk wings, and the head of a human. They can imitate demihuman speech, though not proper mimicry.

Sphinxes can carry 300 pounds while flying.

HitDice: d8
TACO: $4 \times L$
AC: 5
Attack: claws d10
Armor: none
Shield: none
Weapons: none
Move: 150' run or fly

Special Senses: Panther Senses.

Special Powers: A sphinx has excellent memory and can make use of effects equivalent to the Clerical prayers *Lore* (page 111) and *Memory Enhancer* (page 111) (self only) at will, without expending spell points.

Allowed Items: As clerics, but only items intended for a humanoid's head can be worn, such as helms, medallions, amulets, or eyes. Sphinx are limited to Pack D.

Spells: Sphinxes cast as level *L* clerics. See page 86 for details.

Sprite

Although similar in appearance to the demi-human fey folk, sprites are malevolent and cruel by nature. Sprites are 4' tall, thin, winged humanoids with delicate features and weighing perhaps 50 pounds.

Sprites are extremely agile fliers and are capable of hovering and extremely tight turns. They may only carry 20 pounds while flying.

In combat, Sprites use daggers and tiny bows (treat as slings). They are at -20% to be hit by missiles, due to their small size and agility.

Hit Dice: d4
TACO: $2 \times L$
AC: 9
Attack: as weapon
Armor: none
Shield: none
Weapons: Dagger, tiny bow
Move: 90' run, 180' fly

Special Senses: Sprites have Infravision, and can also Detect Magic at range touch as an item phase action (no spell cost).

Allowed Items: Any item usable by mages, save that cloaks and robes won't fit due to the Sprite's wings. Sprites have the same pack restrictions as Fey.

Spells: Sprites cast spells as level *L* mages. They regain spell points by sleeping, as usual.

They may at their option cast the following as Innate Spells: Invisibility, Displace Self, Sleep, Suggestion, and Phase Shift. The latter is cast as a special 5th level spell, as the Archmage spell but with a 3 round duration.

In addition to mage spells, the Sprites may cast Cure Wounds *N* as a *N*th level spell. This will cure *N*d6 damage from the target if it fails a Spiritual saving throw. Range: 60', extendable by Extra Range.

Succubus

Succubi appear as incredibly alluring humanoids, but they are in fact demons dedicated to seduction and corruption. While their victims unusually disagree at the time, the demon is merciless in using charm and trickery to achieve its goals. Succubi can switch gender and race freely, but all forms bear a similarity in appearance that prevents accurate mimicry of a particular individual.

Hit Dice: d6
TACO: $3 \times L$
AC: 6
Attack: as weapon
Armor: leather
Shield: none
Weapons: dagger, whips
Move: 120'

Special Senses: Infravision.

Special Defenses: Humanoids attracted to the Succubus's current form must win a Contest of Attributes (Succubus's Will vs. Target's Will) to take an offensive action against the Succubus, unless they witness an offensive action made by the Succubus. Moreover, humanoids so attracted will not notice spell casting by the succubus, instead interpreting it as normal speech or gestures.

Special Powers: The demon may alter its form as an Innate Ability (see page 34). It cannot take on arbitrary appearance; rather, each form will appear related to the other, with hair color and facial features remaining consistent. Thus, the demon is not able to pass as another creature. Any form is, of course, an incredibly beautiful manifestation of the chosen gender/species. Mass may only be altered by a factor of two, i.e. hobbit to bugbear size.

Succubi are demons and therefore need not eat, sleep, or breathe.

Succubi may use whips as melee weapons. A whip may strike out to a range of 20', it does d4 damage or adds +10% to the Succubi's grappling attempt in the next phase.

They are immune to poison and disease. They do not detect as living and will detect as demons and Evil to many human religions.

They have the benefit of Protection from Locate and Detects (i.e. incoming spell must win level-vs-level battle to succeed) only against spells that would identify its demonic nature.

Special Rules: If reduced below half their hit points, the demon loses the ability to conceal the nature of its blood and it appears as ichor.

Allowed Items: Any item usable by clerics. Succubi have the same pack restrictions as demihumans.

Spells: Succubi cast as level L clerics. See page 88 for their spell list and spell-related powers.

Umbur Hulk

The umbur hulk are large cylindrical creatures, 8' tall, with two legs, two powerful arms ending in large claws, and a large head with huge tusks and mesmerizing eyes. They are greatly feared by the dwarves, as they delight in tunneling into the dwarven caves and raiding for food. They weigh one ton.

Hit Dice: d8
TACO: $4 \times L$
AC: 3
Attack: claws 2d6
Armor: none
Shield: none
Weapons: none
Move: 90' run + tunneling

Special Senses: Umbur Hulks possess Infravision, and can see through stone and loose earth for a distance up to $5 \times L$ feet.

Special Defenses: Umbur Hulks have a fearsome gaze attack that affects all opponents engaging it in melee from the front 180° arc. These opponents must avert their eyes or be Confused as the first level mage spell, no save. Averting one's eyes yields a -10% chance to hit and a +10% chance to be hit.

They are Resistant to Crushing.

Special Powers: Umbur Hulks move at 90' on the surface and can tunnel at 60' rate through soil and 10' rate through stone. Note that unless the soil is very loose, the debris from the tunneling cannot be significantly compressed and will clog the tunnel behind the Umbur Hulk. Even if the tunnel can be cleared, long narrow tunnels tend to have very bad air in them.

Umbur Hulks can hold their breaths for up to L hours.

They need only eat once per week.

Allowed Items: As fighters, but no standard items will fit. Umbur Hulks are limited to Pack D.

Werewolf

These are human/wolf lycanthropes, capable of taking on three distinct forms. Stealthy and strong, they are most dangerous because of their magical abilities to call forth the fury of the beast. Werewolves weigh 200 pounds.

Werewolves have the hero skills Hide, Move Quietly, Awareness, and Tracking as a level L hero.

Hit Dice: d8
TACO: $4 \times L$
AC: as form
Attack: as form
Armor: leather, as form
Shield: none
Weapons: as Gaia cleric, plus all bows
Move: as form

Special Defenses: Some forms are resistant to non-magical, non-silver weapons.

Special Powers: Werewolves have three forms, which they may switch between as an Innate Ability. Equipment remains when switching between human and wolfman form. When switching to wolf form, non-metal, non-magical equipment disappears (and reappears when returning humanoid forms); however, metal or magical equipment does not transform, usually falling to the ground. Small pieces of metal (e.g. arrow tips, armor buckles) are transformed.

Human form: AC 9, Move 120'. May wear leather armor and use weapons. At night, the werewolf must make a Spiritual save every hour to remain in this form. The human form does not have Panther Senses.

Wolfman form: AC 9, Move 150'. Panther senses. May wear leather armor and use weapons. May attack with claws for d6. Non-silver, non-magical weapons inflict only half damage.

Wolf form: AC 5, Move 210'. Panther senses. Claw or bite for 2d6 damage. The werewolf may not cast spells in this form, nor can it use armor, weapons, or items. This form is immune to non-silver, non-magical weapons.

Allowed Items: Any item usable by clerics. Wolf form may not use items. Werewolves have the same pack restrictions as demihumans.

Spells: In human or wolfman form, the Werewolves cast prayers as level *L* clerics. See page 90 for details.

The Enemy: Demihumans

The Monstrous Intelligence Agency (MIA) has spent years collecting information on the Demihuman Threat. The results of their research is distilled below, with other references scattered throughout the ConBook where appropriate.

Races: Demihumans come in the following flavors.

- Human Tall, robust, strong. Tasty. Lives in cities.
- Elf Shorter than Humans, slender. Gamy. Lives in forests.
- Dwarf Shorter than Elves, stocky, strong. Crunchy. Lives under ground.
- Hobbit Smaller than Dwarves, stocky, nimble. Juicy and tender. Lives in small villages.
- Fey Smaller than Hobbits, slender, winged. Not much meat on 'em. Lives in tree houses and on cliffs.

Classes: Unlike monsters, a demihuman of any race can be good at any number of things. These are the professions we worry about most.

More detailed sections on these demihuman classes are presented later in the ConBook for reference, since monstrous abilities are often defined in the context of these demihuman classes. Unless noted in the monster species or class descriptions, you can generally assume that class abilities are demihuman-specific.

- Mage Master of powerful and flexible magic but poor at combat.
- Cleric Master of prayer and more capable at combat than mages.
- Guardian Capable of both magic and combat.
- Hero Master of combat and stealth.

Religions: Fearful demihumans prostrate themselves before “gods”.

- Pantheist Worships all gods, each in their own sphere.
- Aru Apostles of Life. These chickens don't even fight back! But they seem to be good at healing.
- Mavors Oblates of the Sword. Crusader-knights that defend weaker demi-humans.
- Daglir Brethren of Stone. Master craftsmen, both of demi-human weapons and citadels.
- Gaia Keepers of Nature. We could almost like these guys, except they frown on killing for fun.

Movement and the Environment

Walking and Running

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

Flying

Each 1' of altitude gained removes 2' of horizontal movement. Each 2' of altitude lost removes 1' of horizontal movement. A distance (measured horizontally) exceeding the creature's turn mode must be flown between each 60-degree turn. A creature flying directly upward may use a single such turn to acquire any 3-D facing.

A creature with wings cannot fly if the wings are fouled.

Sprites, gaseous forms, and creatures under a Fly spell have a turn mode equal to 1/6 of the distance moved that round. They may hover or fly upward (at the usual penalty to total distance).

Other winged creatures have a turn mode equal to 1/6 of their maximum movement rate. They cannot hover or fly directly upwards; rough behavior is as a large bird. Such creatures cannot remain airborne while moving at less than half of their maximum movement rate. Failing to achieve such speed causes the difference between their current speed and their half movement speed to be converted into a drop in altitude (i.e. 2' for each 1' difference).

A flying creature who ended the previous round traveling at speed and who wishes to take some other action in the current round while remaining airborne (e.g. swoop and attack, breathe fire, use an innate spell or item) must glide forward half of their flying rate. Only one 60-degree turn is permitted in that distance, except that Sprites and those using innate spells retain their usual maneuverability. Note that creatures using a Fly spell cannot cast spells except while hovering.

Swimming

All characters know how to swim and can move at the movement rates specified in the Armor Chart for their level of encumbrance. Trying to carry or pull a pack while swimming will decrease a character's movement rate. Negative movement rates indicate the character is sinking. Should anyone wear metal armor into the water, he will sink, but can use his unencumbered swimming rate to partially offset the sinking. This, of course, constitutes an action in Movement Phase and prevents the character from taking other actions, such as removing armor.

Underwater Actions

Characters' movements are restricted underwater. Most weapons are useless; however, mages and clerics may make proper gestures for casting spells or prayers. Since one cannot speak underwater, mages must use the Cast in a Clerical Silence modifier in order to cast spells, and clerics must gesture, unless a spell or item allows speaking.

Drowning and Suffocating

A character that takes a deep breath can hold it for Constitution rounds. Less well-prepared characters can hold their breath for $\text{Constitution} \times 2/3$ rounds. After this, the character will start to drown. Drowning does 1d6 hits / round, but half the damage taken will cure itself if the character regains an air source.

Characters in a confined space use up the oxygen in about a cubic foot of air a minute. Sitting perfectly still, or meditating can reduce air consumption by half. Vigorous exercise will typically double air consumption. Once the air is used up, the character will begin to suffocate. Suffocation does 1d6 hits / round, but half the damage taken will cure itself if the character regains an air source.

Equipment

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

Packs

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

Pack Chart			
Pack A	Pack B	Pack C	Pack D
1 Weapon 3 flasks of oil (*1) Grappling hook * Wine skin * Lantern	2 Weapons 3' brass rod * 10' collapsible pole * 12 hardened bronze spikes (*6) Mallet	3 Weapons 50' rope (*25') 6 torches (*3) Tinderbox 3 large sacks	4 Weapons Knapsack 1 week's rations Water skin
Each pack includes all items, except weapons, in the packs listed to the right of it; thus, Pack A includes all items.			

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

Certain monsters are limited in their choice of pack. See the individual monster descriptions for details.

Magic Items

When you find a magic item, or any special item that may be carried out of a scenario, the GM will hand you an Item Card. This card will contain a serial number and a brief description of the item. **Do not lose this card!** You may trade most items in Hireling Hall simply by trading cards; however, some items cannot be traded. These items are entered into the computer and will appear on your character sheet and on the GM's expedition sheet.

Most items are described in the Princecon Item Book. The GM will read you the full description of any item at the end of the expedition in which you find it. If you trade items, you may check the assay at the desk. Of course, some items have secret properties (good and bad) that you can only discover by actual use. In order to bring an item on a run, you must give the item card to the GM before you leave Hireling Hall. If you lose the item, use a single-use item, or an item burns out, you must surrender the card to the GM.

At Princecon, we do not keep track of charges for items. Most items that would have charges in other systems are subject to a burnout roll. Before each use, the GM rolls a d100. If the roll is \leq the burnout percentage, then the item has burned out. It does not work this time and will never work again. Often, it will turn to dust. Some items have variable powers, and the burnout percentage is dependent upon how much power is being used.

Magic Item Saving Throws

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

1. Non-weapon magic items have a save of $50\% + 10\% \times \text{the level of the item}$.
2. Magic weapons have a save of $50\% + 5\% \times \text{the plus of the weapon} + 5\%$ for each additional power.

Armor

In the Princecon system, armor protects by making the character more difficult to hit. A character's choice of armor is limited by race, class and, for clerics, religion. The Armor Chart (placed inside the front cover for easy reference) shows the armor choices that are available. It is assumed that metal armor includes a functional under-layer of leather armor; heroes may at times wish to leave behind the metal layer so as to maximize their scouting abilities. The leather under-layer counts as leather armor when it is worn without metal armor over it. It takes at least one minute (10 rounds) to don or doff a layer of armor.

Note that armor does not "stack"; when a monster wears armor, their AC is the better of their "natural" AC or the armor they are wearing. Thus, whether a Succubus should bother wearing non-magical leather depends entirely on the fantasy life of their victim, because it won't help their AC.

Weapons

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

Silvered weapons are required to strike some targets, such as were-creatures. When used against other targets, they are -5% to hit and -1 to damage. You may have any weapon silvered by so informing the GM at the beginning of the expedition. If you wish to use silver arrows, the entire quiver must be silvered.

Missile weapons are weapons that can be used at range. The missile weapons that are available in the Princecon system are listed in the Missile Weapon Chart.

Missile weapons have a short range and long range; bows and crossbows also have a point blank range (see the Missile Weapon Chart). If the target is within point blank range, the target takes $+1$ damage if hit. If the target is within short range, there is no penalty to the chance to hit. If the target is between short and long range, there is a 20% or -4 penalty to hit the target. If the target is farther away than long range, there is no chance to hit.

Bows, both long and short, require both hands to draw and fire. A crossbow may be fired one-handed, but requires two hands to cock. A light crossbow fires every other round (one round to cock); a heavy crossbow fires every third round (2 rounds to cock).

Melee Weapons are weapons that can be used in hand-to-hand combat. The melee weapons that are available in the Princecon system are listed in the Melee Weapon Chart.

Notes on the weapons charts:

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

weapon must be allowed by each of race, class, and religion (clerics only) to be usable.

Y: Usable by this race or class.

2H: Usable, but only two-handed.

[-]: Usable, but at a 10% to hit penalty and -1 to damage.

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

Missile Weapon Chart																
Weapon	Notes	Length	Useable By										Damage	Range		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	Dagdir	Gaia	Mavors		Point Blank	Short	Long
Dagger		1'	Y	Y	Y	Y	Y	Y			Y	Y	d4	0'	20'	60'
Hand Axe		2'	Y	Y		Y	Y			Y	Y	Y	d6	0'	20'	60'
Heavy Crossbow		3'	Y	Y			Y						d10	60'	120'	360'
Light Crossbow		2'	Y	Y		Y	Y			Y		Y	d6	60'	120'	240'
Long Bow	OS	5-6'	Y				Y						d8	60'	120'	360'
Short Bow		3'	Y	Y	Y	Y	Y				Y		d6	60'	120'	240'
Sling	OS	4'	Y	Y	Y	Y	Y			Y	Y	Y	d4	0'	60'	180'
Spear		6'	Y	[-]	2H[-]	2H[-]	Y				Y		d6	0'	20'	60'
Stone		2"r	Y	Y	Y	Y	Y			Y	Y	Y	d4	10'	25'	50'
War Hammer		3'	Y	Y		Y	Y			Y			d6	0'	20'	60'

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

Combat

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

Phases

Rounds are divided into ten phases. Each phase is reserved for a specific activity. Phases are not intervals of time, but represent the fact that certain actions are likely to interrupt other actions. All actions within a phase must be announced before any action is resolved, and all will be completed, even if the character is killed during that phase.

A character declares intentions in Declaration Phase, then acts in only one phase each round. Except for those decisions listed under Declaration Phase, players may change their minds until the dice are rolled, but are asked not to delay the game needlessly. Actions may be declared in their normal phase and held until a later phase or dropped. This allows actions such as, “If he moves, I’ll shoot.” Spells and prayers may be held, but the target and all modifiers (for mages) must be selected, and spell points are deducted immediately. Actions may never be held past the end of the round. In order of occurrence, the phases are:

Declaration Phase:	All players inform the GM of their intentions. Some decisions are final: dropping saving throws, selection of mage base or morphic spells (not modifiers or targets), the Dodge maneuver, any action that will affect the entire melee round.
Breath Phase:	Resolve attacks by breath weapons and gazes, and continuing attacks such as immolation, poisoning and attached creatures. Power Word spells are cast and take effect. Regeneration, shape changing, etc. takes place.
Missile Phase:	Resolve all attacks by missile and thrown weapons.
Melee Phase:	First, those entering melee combat may take a combat step of up 10’ (or 1/3 movement for heroes and guardians). Second, all targets and maneuvers are declared. Finally, all attacks are resolved. When previously unengaged combatants meet in melee, the longer weapon strikes first.
Grappling Phase:	Grappling attacks, efforts to break free of attached creatures and most non-standard actions are resolved.
Clerical Prayer Phase:	Clerical prayers take effect in order of increasing cost. While clerics may not interfere with each other, prayer effects may (see Casting of Clerical Prayers on page 79).
Mage Spell Phase:	Modifiers and targets are declared; spells take effect in order of increasing cost. While casters may not interfere with each other, spell effects may (see Preparing and Throwing Spells on page 42).
Item Phase:	Switching weapons, readying shields, and taking things out of packs, pockets, etc. occurs now. Use of most magical items occurs now. Heroes and guardians can change weapons in item phase as a free action.
Movement Phase:	All movement is resolved now.
Haste Phase:	Characters with a <i>Panther Reflexes</i> (page 112) prayer take their second actions now. If multiple characters are hasted, resolve actions in regular phase order. Mages may not cast spells in the Haste phase, but may take other actions. Fighters who make melee attacks in the Haste phase must use the same maneuver as they used in the regular round.

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

Innate Abilities

Some magical abilities can be performed so easily by the monster that they do not require a full round's attention. These so-called Innate Abilities may be performed in Breath phase, generally without any movement, gesture, or sound. Only one Innate Ability may be performed in a round. In performing such an action, the monster may take another action later in the round, EXCEPT that it may not cast a clerical or mage spell and it may not move more than half its maximum movement. However, following an innate ability with a combat strike, use of an item, or a half-move is fine.

Like other actions, an Innate Ability may be delayed into a later phase so long as the decision is committed in Breath phase. No movement is allowed prior to using an Innate Ability.

Please note the difference between Innate Abilities and Innate Spells. The latter cost spell or prayer points to use.

Innate Spells

Many spell-casting monsters have spell-like abilities that it can perform with very little preparation yet still only perform a limited number of times per day. These abilities are treated as Innate Spells. An Innate Spell is performed like an Innate Ability, but the spell or prayer points expended in casting the spell must be deducted from the monster's spell or prayer points as usual. Modifiers and Prayer Options may be applied as normal.

Hence, Innate Spells cost the same as normal spells. The advantage is, of course, that an Innate Spell can be cast in Breath phase without gestures, sound, or any chance of being interrupted. Moreover, the caster is free to do other things later in the round, except (as above) for casting another spell or moving more than half its maximum rate.

Like other spell casting, an Innate Spell may be delayed into a later phase so long as the spell points to cast are committed in Breath phase. If the spell is held and the caster is damaged before it is released, the spell is disrupted and the spell points lost. No movement is ever allowed prior to using an Innate Spell.

To Hit Probabilities

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

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

Princecon combat maneuvers and spells usually list combat modifications as a percentage (+5% or -10%). Magical weapons and armor are usually stated as a modification to AC (+1 or -2) rather than as a percentage. Each plus / minus equals +5% / -5% respectively.

Monster Combat

PC Monsters, like demihumans, compute their to-hit probabilities according to the formula $TACO + \text{Requisite Bonus} + 5 \times AC$.

Although many monsters have different types of attacks (e.g. claws and bite, weapons, and so on), they may only make one attack per round. Claw and bite attacks, where appropriate, do equal amounts of damage; the monster is free to choose which to employ.

Natural weapon attacks from monsters of sufficient level will affect creatures that can only be hit by natural weapons. 4th level monsters can hit creatures hittable only by +0 weapons; 6th level, +1; 8th level, +2; and 10th level, +3. This rule includes all natural weapon melee attacks: the Manticore's tail spikes, the Cyclops club, and the Rock Troll's giant axe. It does not include any other artificial weapon; characters will have to find real magical items!

NPC Monster Combat

A monster's chance to hit is $4 \times \text{HD} + 5 \times \text{AC}$. If a creature is attacking with natural weaponry, such as teeth, claws, etc. it gets an additional +12% bonus. Certain creatures receive additional bonuses to hit or do damage. A creature of X + Y hit dice hits as an X hit die creature with a Y% bonus.

Throwing Rocks

Cyclopi, Rock Trolls, and Ogre Mages may throw rocks. Short range for rocks is 60'; damage at short range is d4 plus STR damage bonus. Long range for rocks is 180'; the attack is at -20% to hit, and damage is d4 + half the STR damage bonus (round down).

A bag of rocks may be carried as a weapon slot; like the usual PrinceCon quiver, this is considered to be a large number of rocks. Of course, rocks can also be picked up as opportunity arises.

Combat Maneuvers

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

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

Monsters that may switch weapons freely have that noted in their description. All monsters have a combat step that is equal to 1/6 of their normal movement. Monsters do not have the combat maneuvers listed below.

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

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

Dodge, unlike other combat maneuvers, can be announced in any phase. Dodge, once declared, applies its AC bonus to all attacks including missile attacks, but the character is committed to the Dodge for the rest of the round. A character may move

up to 30' while Dodging. A character that is Dodging is assumed to be moving about and giving ground, so a character cannot (for example) keep enemies out of a door or hold a line of battle while Dodging; enemies can move past a Dodging character without being engaged.

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

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

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

Disarm allows the attacker to remove a weapon from the defender's grasp. It requires a successful hit and the defender must fail a physical save. Both the defender's magical weapon bonus and strength damage bonus will add +5% per plus to the save. Using a two-handed weapon adds +20% to the save. If successful, the weapon falls d6 feet away and the defender must use a round to pick it up, if this is possible at all.

Combat Modifiers

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

Grappling

All combatants are rated with a grappling value. The chance for a grappling attack to be successful is equal to the grappling value of the attacker minus the grappling value of the defender. One must have both hands free to attempt a grappling attack. If one is hit in the Melee Phase, then one may not make a grappling attack.

A successful grappling attack means that the defender is being held by the attacker and is at a substantial disadvantage. Each round thereafter, the attacker must repeat the attack in order to maintain the hold; however, this attack is at +40%. If such an attack is unsuccessful, the defender has broken free.

While held, the defender may do nothing save attempt to break free and speak. He gains no defensive bonus from dexterity and is at +20% to be hit, but in most cases he may not be automatically killed. The attacker can do nothing except continue to hold the victim; however, if there is a second person, this one may tie up the victim in two melee rounds. In addition, in all rounds after the initial attack, the attacker may choose to inflict a natural weapon attack (minimum d3 damage) upon the held victim.

Grappling Value

Base

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

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

Species

Human	0
Dwarf / Elf / Hobbit	−10
Fey / Sprite	−20
Cyclops	+20
Naga	+ 10

Defender Only

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

Creatures without Strength / Dexterity

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

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

Other Modifiers

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

Note that one cannot grapple more than twice the total attacker's weight.

If more than one person is attempting to grapple a defender, they will make a combined attack. Take the best grappling value and then add half of the next best, a third of the third best, etc. The total is the attacking grappling value. The rolls after the first round of successful grappling will be made similarly. Any person attempting to tie up the victim is not included in the sum.

Heroes

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

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

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

Hero Specialties

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

Basic Specialties

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

Advanced Specialties

Berserker:	(Prerequisite: Warrior). The character can go berserk at will when in combat, or in an appropriate non-combat situation. While berserk, the character gains an extra +10% to hit and +2 damage
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on all melee attacks. The character must attack, using the combat maneuver with highest damage potential, if an enemy is within reach; if no target is in reach, the character must move toward the nearest enemy at top speed. While berserk, the character may remain alive and active down to -15 hits; however, if the berserk period ends while the character is at negative hits, the character instantly dies or goes unconscious. The Berserk hero will keep fighting as long as any enemy is functional; the character may attempt a Spiritual save to end the berserk after his current opponent falls. After all opponents fall, the Berserk automatically ends. While Berserk, the character is completely immune to Fear, Confusion, and related effects.

- Blind Fighting:** (Prerequisite: Warrior) The character takes no penalties in melee for being unable to see an opponent. He may attack at full normal chances regardless of lack of light, darkness spells, or invisibility of the target. Blind Fighting gives no bonuses in ranged combat.
- Sharpshooter:** (Prerequisite: Archer) The character may spend 1 combat action aiming at a specific target: this will grant $+20\%$ to hit that target on the next shot, provided the Sharpshooter does not take damage or move before firing. The Sharpshooter may also ignore long-range penalties, with or without taking time to aim at a specific target.
- Double Fire:** (Prerequisite: Archer) The hero may fire twice per round with any self-bow (not crossbows or slings). Each shot takes a -20% penalty to hit. If the hero is also a Sharpshooter, he does not receive sharpshooter bonuses when double-firing. Double-fire is resolved during Missile phase and is considered simultaneous with all other missile fire; the hero is simply shooting two arrows. The hero may fire at two different targets provided they are within 60 degrees of each other as seen from the archer's position. The character must declare both targets before resolving either.
- Sixth Sense:** (Prerequisite: Ranger) The hero becomes aware of attacks and other threats an instant before they happen. This character can never be surprised in combat and always gets a full combat action in response to any attack, no matter how sudden or unexpected. Attacks from behind get no bonus to hit this character. A character with Sixth Sense may also choose to drop saving throws selectively according to the source of the effect, rather than dropping all saving throws.
- Double strike:** (Prerequisite: Warrior) The character can attack twice in melee with a single weapon. Both attacks take a -20% penalty to hit. The character may attack two different opponents, but this must be declared before either attack is resolved. Both attacks must take the same combat maneuver, which may be any maneuver EXCEPT Sweep, Aimed Strike, or Disarm. A maneuver's TACO modifier applies to each swing; its AC modifier applies only once to the character's AC.

Hero Skills

Hero skills include a variety of stealth, manipulation, and awareness abilities. All characters can attempt such tasks, but heroes are much more talented at them. All characters have a numerical skill rating in each of the hero skills. The chance of succeeding at a certain task is computed by comparing this skill rating to the numerical difficulty of the attempted task. Compute the difference between the character and task ratings and consult the Contest of Skills Chart (see page 12).

Character Skill Ratings

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

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

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

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

It is not easy to switch between metal and leather armor (see Armor on page 31), however, a hero could do this in the course of an adventure. It is assumed that chain and plate mail contain an undergarment that can function as leather armor, but of course the metal outer layer must still be carried along somehow!

Skill Descriptions

Awareness: This allows the hero to make active attempts to detect things with any sense. It subsumes Hear Noise and Detecting Secret Doors, but also would include tasting poison, smelling gas, or keeping track of a partially invisible creature. This ability often takes some time to use. This ability covers only active attempts in which the hero has a specific idea.

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

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

Conceal Item: This allows the hero to conceal an object on their person when not being directly observed. The item must be small enough to fit easily within the hero's clothing, and/or fit through the seams in their armor.

Disguise: This covers all forms of acting, mimicking, or disguise. Note that the disguise function is limited by the available materials; it is unlikely that the hero will find the objects to make him appear a foot shorter. The GM may modify the chance of success as appropriate to the situation.

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

Hide: A successful roll allows the hero to move at half speed while remaining hidden. Standing completely still is of course easier. The hero must make this roll at the beginning, and then every round that he moves through an area that is under active surveillance. This ability has no effect at zero range.

A hero may attempt this roll while moving at half speed in cover to allow him to make better use of the cover. If the hero makes the roll, then he gains the normal cover bonus that would apply to a creature hiding motionless in the cover.

Move Quietly: Heroes have the ability to move through an area without making any undue noise. To pass unnoticed, a hero must win a contest of skill using his Move Quietly skill against possible observer's Awareness skills. Make this roll every

round. If there are multiple potential observers in the area, the Hero need only beat the most likely of observers, i.e. the GM does not need to roll for all 20 guards, just the closest ones.

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

Tracking: Heroes are expert trackers. Tracking at full ability allows only half speed movement. The GM should modify this roll as he sees fit; some guidelines are: tracking is more difficult if it has rained since the tracks were made, the terrain is packed dirt or rock, or significant time has passed since the tracks were made. The tracks can also be obscured by other tracks.

Traps: This includes Finding, Removing, and Setting Traps. If a hero fails at removing a trap, roll again. If the second roll fails then the trap is sprung. Traps that are not in the native terrain of the hero take a -3 penalty to set up.

Using the Ratings

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

Mages

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

Magic System

Mages are capable of great flexibility in their spell casting. This versatility goes beyond simply having a large spell list; they in fact have the ability to alter their spells on the spot in a very creative and flexible manner. They are the mana scientists, and thus they understand what they are doing in a way that end-users such as clerics and others do not. Mages can stretch the parameters of their spell in many ways, provided they can pay the price.

Mage spells are composed of base spells and modifiers. Base spells are the familiar spells found in the spell list, and all have levels of whole numbers. They have default ranges, zones of effect, durations, and other characteristics given in the description. They may be cast purely "as is", in which case the spell will use the default characteristics, and the spell cost is simply determined by the spell level as in the spell cost chart.

Certain base spells, called Morphic Spells, do not have default effects. Although they are described in more detail in the spell descriptions themselves, they are, in short, completely variable spells. Mages pick a certain target type, a certain effect, and add together the levels indicated to determine the base level. At that point, it will behave as just another base spell.

Finally, to tailor the base spell to the current situation, the mage is allowed to change various effects. This is done by adding modifiers. Modifiers will add to the range, duration, zone of effect, etc., by increasing the level of the spell. All modifier costs are multiples of 1/2.

For example, a seventh level mage is casting Fireball, base level 3, which would normally cost 4 spell points. However, the mage adds three increments of Extra Range, adding $1\frac{1}{2}$ to the level of the spell, for a total of $4\frac{1}{2}$, or a cost of 8 spell points (see the costs chart on the next page). The Fireball now has a range of $\frac{1}{4}$ mile instead of the normal 120 feet.

The mage gets spell points which he may use to throw any spell he knows, provided that he has enough points to pay for it. A mage gets a number of Spell Points equal to his intelligence. Once he has used any spell points, he will be able to regain spell points (up to his maximum) while sleeping. Mages regain 1 spell point per hour slept plus 1 per hour of the night's longest continuous sleep, with the daily total not to exceed the mage's intelligence. For example: a mage with a 14 intelligence who slept for 3 hours, was awakened and then slept for 5 hours would regain 6 points during the first nap and 7 during the second; if the second nap were also 3 hours only 3 additional points would be recovered as the bonus for a three consecutive hour nap had already been gained.

Preparing and Throwing Spells

A mage must prepare a spell before casting it. This is represented by requiring the mage to choose his spell (but not modifiers) in the Declaration Phase. He may then either drop it (at no spell point cost) or cast it during the Mage Spell Phase of the same round. A mage cannot hold a spell prepared past the end of the round, nor can he do anything else in a round he has prepared a spell (even if the spell is interrupted or dropped).

Spells take effect at the end of the Mage Spell Phase in which they are thrown. Thus they are dealt with after the effects of missile fire, melee, and clerical spells. No mage spell may prevent an action being taken in the phase in which it is cast unless the description specifically states otherwise. On the other hand, spell effects are resolved in the order of decreasing spell point cost. Thus a Shield spell that cost 4 points to throw would give complete protection from a Magic Missile that cost 6 points, even though both were thrown in the same phase. Spells cast from scrolls are treated as one point less than a first level spell

would cost. If the reader of the scroll is not a mage, treat the scroll as if it cost 6 points to throw. In the event of a tie, the higher-level caster's spell goes first.

If a spell has a duration specified as N rounds, it would normally take effect at the end of the phase in which cast, and end at the conclusion of the (N-1)th round following. If the caster prefers, he may specify that the effect will start in the Declaration Phase of the round after casting, and end at the conclusion of the Nth round after casting. Note that, no matter what, spell duration ends at the conclusion of a round, never in the middle.

If distracted while attempting to throw a spell, the mage does not get the spell off but loses no spell points. Distraction is automatic if the mage suffers damage, is grappled, etc. If a mage is bound or grappled, he is unable to prepare or cast spells. If the mage is gagged or otherwise prevented from speaking, he cannot cast; however, he may cast underwater or in a clerical silence, using the appropriate modifier (see page 46).

Mage Spell Costs Chart																		
Spell Level	Level of Mage																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
1.5	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1
2.5	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
3.5	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1
4	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
4.5	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5.5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6.5	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7.5	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

Mage Cantrips

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

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

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

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

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

Spell Modifiers

Spell modifiers affect the normal properties of a spell. Modifiers must be specified when the spell is cast in Mage Spell Phase. Some modifiers are universal, while some are spell specific. Unless otherwise noted or prohibited by common sense, modifiers can be bought more than once.

Universal modifiers are listed here and can be applied to any spell that satisfies the conditions in the description of the modifier. The default cost is given in the description of the modifier, although it could be changed in the spell. If a universal modifier has any spell-specific effects, they are detailed in the spell description. Some spells specifically prohibit or change these modifiers.

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

At Range: This modifier enhances a spell with range touch, none, or 10' to have a range of 60'. This can then be extended with Extra Range. It cannot be used on spells with range of Always Zero. The default cost is $+\frac{1}{2}$.

Extra / Reduced Range: This can be applied to any spell with a range of 60' or more. Each increment of extra range doubles the range of the spell. For example, if the base range were 120', one increment would make the range 240', two increments would make it 480', and three increments would make it 960'. Reduced Range cuts the range in half and is useful to constrain detect spells to a lesser area. Note that two applications of Reduced Range would be meaningless. See At Range above. The default cost is $+\frac{1}{2}$.

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

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

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

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

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

6 rounds, 12 rounds, 24 rounds, 5 minutes, 10 minutes, 20 minutes,

40 minutes 90 minutes, 3 hours, 6 hours, 12 hours, 1 day.

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

Lasting Duration: This is an extension of Extra Duration that can only be applied to spells with durations of 1 day or greater. It makes the duration of the spell "lasting". Spells with lasting duration will last a long time, although they will eventually decay. For convention purposes, they will last 1 adventure. They may be dispelled as normal. An individual may only have two spells of lasting or permanent duration on himself. The cost of Lasting Duration is +2.

Extra / Reduced ZOE: This can be applied to spells with non-individual ZOE's. Single target spells may never take this modifier. The default cost is $+\frac{1}{2}$. The default effect is that the ZOE is expanded (or reduced) by half the base ZOE per increment. So:

1. Spells that affect several individual targets may affect half the base number again per increment of extra ZOE. For example, a spell that affects 4 persons would affect 6 with one increment, 8 with two increments, and 10 with 3 increments.
2. Spells whose ZOE's are characterized by a linear distance, such as 60' wall, or spells that affect an area or volume that is specified by a linear dimension, such as a 20' r sphere or a 30' square, can affect half the base linear distance again per increment. Thus, our 20' r sphere becomes 30' with one increment, 40' with two increments, and so on.
3. Spells that affect an area or volume that is specified in square or cubic units, such as 10 square feet or 20 cubic feet, gain half the base ZOE again for each increment. Thus, our 20 cubic feet becomes 30 cubic feet with one increment, 40 cubic feet with two increments, etc.

Reduced ZOE can be used to constrain a large spell to act in approximately half the size. The GM should not allow unreasonable precision. Notice that two applications of reduced ZOE would be meaningless.

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

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

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

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

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

Concealment: The spell is concealed, making it harder to detect using *Detect Magic* (page 57) and similar spells. It does not hide the fact that a mage is casting a spell if the mage is seen or heard casting. If concealment is applied to a Detect, Locate, or Trace spell, it conceals the fact that the caster has a spell on him (these spells have a long duration to allow the searcher to track the target), but does not affect whether the spell will trip the Warning spell. The default cost is +1.

Cast in a Clerical Silence: Allows the mage to cast underwater or in a clerical silence. The default cost is +2.

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

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

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

Mage Spell List

Morphic Spells	Page	ZOE	Range	Duration	ST
Attune	52	1 object	touch	permanent	none
Illusion	52	20' r sphere	120'	10 minutes	none
Locate	53	self	480'*	10 minutes	none
Monster Summoning	53	1 being	none	12 rounds	none
Patterning	53	see description	touch	see description	none
Pyromancy	54	up to 10' square	60'	see description	none
Shaping	54	1 target	none	see description	Phys. if living
Skylore	55	120' r sphere	none	40 minutes	none
Veil	56	1 being / object*	touch	1 day	none

Level I Base Spells	Page	ZOE	Range	Duration	ST
Cleanse	57	10 cubic feet	10'	momentary	none
Color Change	57	5 objects*	10'	momentary	none
Confuse	57	1 being	60'	12 rounds	mental
Detect Magic	57	self	as sight	10 minutes	none
Detect North	57	self	none	90 minutes	none
Displace Self	57	self	none	10 minutes	none
Enhance Hearing	57	1 target	10'	3 hours	none
Fire Lance	58	1 target	60'	momentary	none
Hold Portal	58	1 portal	10'	2d6 rounds	none
Ice Lance	58	1 target	60'	momentary	none
Lightning Lance	58	1 target	60'	momentary	none
Magic Missile	58	60°	see spell	momentary	none
Message	58	1 person	240'	1 round	none
Range Loser	58	1 target	180'	90 minutes	mental
Read / Write Languages	58	self	as reading	40 minutes	none
Read Magic	58	caster	as sight	90 minutes	none
Shield	59	caster	none	10 minutes	none
Sleep	59	60' cone	Always zero	see description	will
Swim	59	self	none	40 minutes	none
Telescopic Vision	59	self	as sight	3 hours	none
Trip	59	1 biped	120'	momentary	physical –15%
Ventriloquism	59	self	60'	40 minutes	none

Level II Base Spells	Page	ZOE	Range	Duration	ST
Air Blast	59	60' cone	always zero	momentary	physical
ESP	59	60' r sphere	120'	40 minutes	mental
Faerie Fire	60	30' cube	60'	90 minutes	none
Faux Magic	60	Spell's ZOE	touch	1 day	none
Fire Bomb	60	10' r sphere	60'	momentary	physical
Flame Weapon	60	1 weapon	10'	40 minutes	none
Infravision	60	self	none	12 hours	none
Invisibility	60	10' cube	10'	90 minutes	none
Knock	60	see spell	10'	momentary	none
Levitate Self	60	self	none	90 minutes	none
Long Talk	60	special	5 miles	1 round	none
Magic Hand	60	special	10'	90 minutes	none
Magic Mouth	61	special	10'	until it speaks	none
Mini-Flash	61	1 being	60'	momentary	physical
Mirror Image	61	10' r circle	none	6 rounds	none
Observe Magic	61	self	60'	10 minutes	none
Pain	61	1 target	120'	momentary	will
Prot / Enchanted Monster	61	self	none	90 minutes	none
Range Finder	61	self	20 miles	10 minutes	none
See Invisible	61	self	none	90 minutes	none
Weakness	61	1 person	120'	40 minutes	physical
Web	61	see spell	10'	40 minutes	none
Wizard Lock	62	1 portal	10'	4 days	none

Level III Base Spells	Page	ZOE	Range	Duration	ST
Analyze Spell	62	self	60'	10 minutes	none
Clairsentience	62	30' r sphere	240' no LOS	90 minutes	mental
Combat Slow	62	1 being	touch	12 rounds	physical
Cool Object	62	see description	120'	12 hours	none
Disguise	62	1 being	10'	1 day	none
Dispel Magic	63	10' r sphere	60'	momentary	level contest
Disrupt Spell	63	1 spell	60'	momentary	level contest
Explosive Runes	63	1 book or scroll	10'	until triggered	none
Fireball	63	20' r sphere	120'	momentary	physical
Fly Self	63	self	none	90 minutes	none
Heat Object	63	1 object*	120'	12 hours	none
Implosion	63	1 being	120'	momentary	Phys. $\frac{1}{2}$ damage
Invisibility 10' r	64	10' r	none	6 hours	none
Lightning Bolt	64	line 120' x 1'	120'	momentary	physical
Movement Slow	64	30' r sphere	120'	40 minutes	physical
Prot / Normal Missiles	64	1 being	10'	90 minutes	none
Rope Trick	64	special	24'	3 hours	none
Second Sight	64	self	as sight	90 minutes	none
Snowball	64	20' r sphere	120'	momentary	physical
Suggestion	64	1 being	120'	2 weeks	will
Velocity Finder	64	self	20 miles	10 minutes	none
Water Breathing	65	1 being	10'	90 minutes	none

Level IV Base Spells	Page	ZOE	Range	Duration	ST
Blinking Flash	65	10' r sphere	60'	2d6 rounds	physical
Cold Cone	65	60' cone	always zero	momentary	Phys. $\frac{1}{2}$ damage
Control Self	65	self	none	90 minutes	none
Dimension Door	65	special	240'	12 rounds	none
Fear	65	60' cone	always zero	until saves	will
Growth Plants	65	up to 80' x 80'	120'	1 week	none
Hallucinatory Terrain	65	2000' square	120'	1 day	none
Ice Storm	66	60' cube	120'	instantaneous	none
Levitate 10' r	66	10' r circle	none	90 minutes	physical
Magic Bridge	66	120' x 10'	10'	40 minutes	none
Magical Trap	66	30' trigger range	10'	1 week	none
Massmorph	66	120' r circle	always zero	6 hours	none
Prot / Magical Missiles	66	1 being	10'	90 minutes	none
Size Change Self	66	self	none	90 minutes	none
Telepathy	67	60' r sphere	240'	90 minutes	none*
Temporary Bag of Holding	67	1 bag	contact	12 hours	none
Trace Summoning	67	1 being	120'*	4 days	none
Trace Warning	67	1 warning	unlimited	4 days	none
Wall of Electricity	68	see description	60'	12 rounds	see description
Wall of Fire	68	see description	60'	12 rounds	see description
Wall of Frost	68	see description	60'	12 rounds	see description
Wizard Eye	68	special	360'	1 minute	none

Level V Base Spells	Page	ZOE	Range	Duration	ST
Charm Monster	68	1 being	60'	concentration	will
Cloudkill	69	40' r x 10' H	60'	12 rounds	physical
Cone of Weakness	69	60' cone	always zero	instantaneous	Phys. $\frac{1}{2}$ damage
Conjure Elemental	69	480' control	10' to summon	concentration	none
Contact Higher Plane	69	self	none	1 minute	veracity roll
Feeblemind	69	1 being	120'	permanent	mental –15%
Growth Animals	69	90' cone	always zero	90 minutes	physical
Hold Monster	69	60' r sphere	60'	concentration	will
Immolate	69	self	none	40 minutes	none*
Mind Blast	70	1 being	60'	12 rounds	mental
Mind Link	70	1 being	unlimited	12 rounds	none
Mind Shield	70	self	none	3 hours	none
Misdirection	70	30' r sphere	60'	12 rounds	mental
Pass Wall	70	see spell	10'	12 rounds	none
Phase In	70	1 being	60'r	20 rounds	none
Prot / Normal Weapons	70	1 being	10'	90 minutes	none
Stone Walking	70	1 being	10'	6 hours	none
Summon	70	1 attuned object	480'	momentary	mental
Telekinesis	71	1 object	60'	12 rounds	none
Teleport	71	self	unlimited	momentary	none
Trace Teleport	71	30' r	120'	4 days	none
Wall of Iron	71	see spell	60'	40 minutes	none
Wall of Stone	71	see spell	60'	4 days	none

Level VI Base Spells	Page	ZOE	Range	Duration	ST
Anti-Magic Shell	72	20' r sphere	always zero	90 minutes	none
Concentrate	72	caster	none	40 minutes	none
Death Spell	72	60' cube	120'	momentary	physical –30%
Flame Storm	72	see spell	180'	8 rounds	Phys. $\frac{1}{2}$ damage
Geas	72	1 being	touch	variable	mental
Invisible Stalker	72	1 mission	none	1 week	none
Legend Lore	72	1 item	touch	momentary	none
Lower Water	72	10,000 feet ²	240'	90 minutes	none
Magic Jar	72	1 object*	see description	see description	mental*
Move Earth	73	240' cube	240'	40 minutes	none
Part Water	73	see spell	60'	90 minutes	none
Projected Image	73	self	120'	10 minutes	none
Prot / Magical Weapons	73	1 being	10'	90 minutes	none
See True Form	73	1 target	120'	instantaneous	none
Shield Of Protection	73	self	none	until destroyed	none
Teleport Attack	73	1 being	60'	momentary	physical
Tremor	74	360' square	480'	3 rounds	physical*

Level VII Base Spells	Page	ZOE	Range	Duration	ST
Damp Teleport	74	120' r sphere	none	1 hour	none
Mass Invisibility	74	120' square	60'	90 minutes	none
Permanent	74	1 spell	10'	permanent	none
Phase Door	74	6' W x 8' H *	10'	10 minutes	none
Reincarnate	74	1 body, 1 soul	none	momentary	none
Reverse Gravity	74	60' cube	120'	12 rounds	none
True Sight	74	self	as sight	90 minutes	none
Warning	74	self	none	1 day	none

Level VIII Base Spells	Page	ZOE	Range	Duration	ST
Power Word Stun	75	1 being	60'	4d6 rounds	special

Level IX Base Spells	Page	ZOE	Range	Duration	ST
Alter True Self	75	self	none	momentary	none
Astral Spell	75	self	1000 miles	6 hours	none
Avalanche	75	see description	240'	momentary	Phys. $\frac{1}{2}$ damage
Clone	75	1 being	none	momentary	none
Cone of Feeblemind	75	60' cone	always zero	momentary	mental –15%
Great Barrier	75	see description	none	3 hours	none
Mass Suggestion	75	240' r sphere	always zero	1 day	mental –15%
Meteor Swarm	75	see description	240'	momentary	Phys. $\frac{1}{2}$ damage
Mind Blank	75	self	none	1 day	none
Phase Shift	76	self	none	40 minutes	none
Power Word Kill	76	1 being	60'	momentary	see description
Repulsion	76	10' r sphere	self	10 minutes	none
Symbol	76	1 symbol	touch	until triggered	variable
Time Stop	76	60' cube	always zero	d4+2 rounds	none
Time Travel	76	self	none	permanent, momentary	none
Tsunami	76	see description	480 feet	d6 rounds	none

Descriptions of Mage Spells

All spells referred to in the tables above are explained in this section. A few common terms and concepts will help in understanding the descriptions. Spells are listed by level, alphabetically within level.

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

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

Zone of Effect (ZOE): All spells have a zone of effect. If this is the caster himself or a single visible target, ZOE so specifies.

If a number of targets, a random target, or a volume of material, the ZOE is specified as a volume in which all targets must be at the time of casting. If a sphere, the radius is given. If a cone, the height is given, and the cone has a base of radius $\frac{1}{2}$ the height. If a cube, the length of a side is given. If an indefinite word such as “vicinity” is used the caster has great freedom.

Range: All spells have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. the range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. Note that range Always Zero may not be extended with modifiers. If the spell primarily gives the caster an ability (detects), the range is the range of the ability. If a spell must pass through stone, treat stone as 10 times its thickness. All spells require a line of sight to the target or the center of the area of effect unless otherwise stated.

Duration: Most spells have a limit to how long they work. If the duration is given as “lasting”, the spell will last per the Lasting Duration modifier. If “permanent”, the spell lasts until dispelled or countered. If “momentary”, the spell lasts but a moment, but its effects, typically damage, are quite real and permanent. Spells detect as magical during their duration, so if a spell has permanent or lasting duration, it will be detectable (unless Concealed), but if a spell has momentary duration, it will not be detectable. Spells with duration longer than “momentary” may be delayed in effect until the declaration phase of the next round, at the option of the caster, provided that the spell could have gone into effect immediately. If the spell goes into effect immediately, the current round counts as a full round for computing duration.

Time: A round, also known as a melee round, is defined as the correct amount of time for combat to make sense. Rounds average 6 seconds. There are 10 rounds in a minute.

Saving Throw: Unless otherwise indicated, a successful saving throw negates the spell effect. The proper Saving Throw is indicated. Sometimes a save must be failed to gain some beneficial effect. This is made clear in the descriptions.

Morphic Spells

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

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

Locate (page 53) works better with attuned objects.

Message (page 58) works at much greater range with attuned persons.

ESP (page 59) works at greater range and effectiveness with attuned persons.

Clairsentience (page 62) works at greater range and effectiveness with attuned persons.

Telepathy (page 67) may be forced on attuned targets and used at greater range than normal.

Summon (page 70) only works with attuned objects.

Teleport (page 71) to distant locations only works with attuned places or objects.

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

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

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

ZOE: 1 object; *Range:* touch; *Duration:* permanent; *Saving Throw:* none

Illusion: This is a very powerful tool. It can be used to create illusions by warping air to reflect light or sound. Illusions are not artifacts of mind control. **An illusion will never cause damage.** The instant that an illusion would have caused damage, the spell will be broken. All modes except programmed (see below) automatically have the Concealment modifier cast upon them.

It has two modes, visual and aural. It has two modifiers, programmed and interactive. Use of each mode allows the caster to construct an illusion using that sense.

Visual: this is of course the most common. It may be used to create or hide a door, disguise a person, or create a false image of something threatening, or any other purpose imaginable.

Aural: most illusions will be far more convincing when used with sound. Many animals will not be fooled by any illusion without sound; in fact, some animals will not even detect an illusion without sound.

The Visual and Aural modes can be bought any number of times each, proportional to the complexity of the illusion desired. A single tone or blank wall would be one level, a voice or body two, a specific voice or body three or four, a symphony or army five, etc.

The programmed modifier allows the mage to set a specific set of circumstances that would trigger the illusion. The illusion then will perform some prearranged show. It will only work once, unless a Permanence is cast upon it. The site where the illusion is to take place will detect as magic unless it is concealed.

The interactive modifier will allow the caster, if concentrating, to shape the illusion's responses and actions. Note that unless the illusion is interactive, the entire script of the illusion must be chosen at the time of casting. Hence, shadow fighters must be interactive, and thus require concentration.

There is no such thing as "disbelieving an illusion". Illusions are really there: illusory walls do block sight, loud noises will obscure other sounds. Creatures can ignore them just as they can ignore anything else. Remember that illusions will never cause damage. In addition, most illusions are dispelled by touch of flesh; all illusions can be dispelled by *Dispel Magic* (page 63).

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

ZOE: 20' r sphere; Range: 120'; Duration: 10 minutes; Saving Throw: none

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

Attuned object: Base level 1 and base range $\frac{1}{2}$ mile. The object may be a person, place or literal object.

Person: Base level 2. A specific sentient creature is targeted. The creature must be named in a unique fashion.

Specific Object: Base level 2. A specific object is targeted. The object must be described enough to distinguish it from all items that are not completely identical, or named in the case of named artifacts.

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

The range is 480' extendible along the following progression at the cost of $+\frac{1}{2}$ per step:
480', $\frac{1}{4}$ mile, $\frac{1}{2}$ mile, 1 mile, 2 miles, 4 miles, doubling.

Extra Effect +1: Range is reduced to 60' but all targets in range are located. Range may be doubled for $+\frac{1}{2}$.

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

ZOE: self; Range: 480'; Duration: 10 minutes; Saving Throw: none*

Monster Summoning: This spell will summon a single being, which will appear next to the caster in the breath phase of the round after the spell is cast. The creature will be inclined to serve the caster, under conditions similar to those specified for the 3rd level spell *Suggestion* (page 64).

The creature is real and has been transported here from elsewhere in the general region. At the end of the spell's duration, it will return, alive or dead, whence it came, along with everything it brought with it. The spell's duration begins when the monster appears, so the monster will return after 13 rounds.

To summon a monster from the Nth level list is a base spell of Nth level. The caster may choose the monster from the Monster Summoning Table (see page 76) or from other tables as supplied by the GM. Attempts to summon unique individuals or of monsters into inappropriate terrain (as a non-flying creature in midair) generally has no effect. The summoning of monsters that are not found in the region may produce unexpected results, as detailed in the Monster Summoning Table. Modifiers: Extra Duration is +1.

ZOE: 1 being; Range: none; Duration: 12 rounds; Saving Throw: none

Patterning: This allows the mage to tighten or weaken the fabric of a substance. The base spell level depends on the substance being worked. The spell is reversible to weaken or even disintegrate objects. For full effect, the entire object must fit into the ZOE. Employing patterning on part of a larger object (such as one stone of a building) will reduce the effectiveness of the spell considerably.

The spell has four modes: bind, seal, mend, and grand. Bind will strengthen the substance, seal will make it watertight, and mend will repair an actual break or tear. A material cannot be sealed or bound if it is broken or torn, although frays and small holes do not prevent it. The duration of these three modes is "lasting".

Grand Patterning will strengthen a substance magically so that it cannot be broken or weakened, even magically, without a Level Contest. It will be stronger than the substance was originally. This spell is necessary but not sufficient for the creation of most magical items. The duration of Grand Patterning is permanent.

Each modifier has the appropriate reverse.

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

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

ZOE: see description; *Range:* touch; *Duration:* see description; *Saving Throw:* none

Pyromancy: Use of this spell allows the mage to control, start, or stop fires. There is a distinction between normal fire and magical fire. Please note that just because a fire was started with a spell, it is not automatically magical.

The spell has three modes: increase, decrease, and control. Only one mode may be cast, although it may be cast several times. It has one special modifier, which is magical.

Increase fire will increase the intensity of a fire, or start one if none is present. If this mode is cast once and there is no fire, then only a substance susceptible to flame will catch, such as an oil soaked rag. Additional levels of this mode will increase the likelihood of a non-flammable object catching fire.

Decrease fire will act the same way, except in reverse. Extremely flammable objects will need multiple levels of this mode to extinguish.

Control fire will act to control the area which the fire is burning, either limiting or encouraging the range of the fire or changing its shape. It can also affect the amount of smoke output, noise, and light to either half or double for each application of this mode. The command cannot be changed during the duration of the spell.

Magical fire will burn much hotter, burn fuel more slowly, have more chance of melting magic objects, and need special measures to put out. If put even near flammable objects, they burst into (non-magical) flame, and burn quickly. Magical fire will cause damage as normal fire to creatures that require magic weapons to hit, and double damage to others. It will detect as magic. Note that this modifier must be cast with any mode if the target fire is magical. The cost of this modifier is +3.

Mode	Base Level	Cost for Additional Castings
Increase	1	+3/2
Decrease	1	+3/2
Control	2	+2

The duration of Increase and Decrease are momentary. The duration of Control is 10 minutes.

ZOE: up to 10' square; *Range:* 60'; *Duration:* see description; *Saving Throw:* none

Shaping: This spell allows the mage to transform himself, others, or objects into various other substances or creatures. Its most common uses are to turn oneself or another into a creature, and to transform substances into other substances, such as flesh to stone, stone to mud, or water to wine.

The base level is determined by the nature of the object or creature being shaped. Legal target types are self, other living creature, and any non-magical object or substance. Non-monster plants and organic matter may be considered to be objects. An object of up to 1000 pounds and 25 cubic feet may be affected; this can be doubled for an additional +1.

The level is then modified by the degree of change between the target and the product. A change of substance will increase the level by one, for example stone to gold. Note that living creature to living creature usually does not involve a change of substance. Also, the caster may choose to change the size of the target, as defined under *Size Change Self* (page 66), for an additional +1 for each casting of the modifier.

The caster decides, when casting the spell, which of two modes to employ.

Willing Mode allows the target to end the spell at will, even in the same phase that it was cast. (He senses the transformation beginning, before it has progressed far enough to have a game effect.) Duration is 40 minutes, unless ended sooner. If the target is "self", the mode is always willing.

Unwilling Mode allows a physical saving throw to avoid the effect and has lasting duration, which cannot be ended prematurely without using *Dispel Magic* (page 63).

Finally, the level is modified further by the number of special abilities given to the target. Without these modifiers, a man shaped into a dragon would walk at human speed, not be able to fly, fight as an unarmed human, and have no breath weapon. These ability modifiers **MUST** be bought semisuccessfully. There are four ability modifiers, each detailed below: Movement, Combat, Senses, and Magical. Movement must be bought **BEFORE** any others, and Magical, if desired, must be bought **AFTER** all others.

Buying movement will give the target the natural movement abilities of the shape assumed, for example flight, tunneling, swimming, etc. It will not give magical abilities like teleportation. The Combat modifier gives non-magical combat abilities of the form assumed, for example claw-claw-bite, spikes, etc. The senses modifier gives the target the senses appropriate to the form assumed, i.e. an eagle's eyes, bloodhound's nose, etc.

The Magical Abilities modifier allows the caster to use all abilities of the assumed form. These include poison, teleportation, breath weapon, phase shift, level drain, etc. Note that spell ability beyond the caster's level can never be gained, and that no spell casting is possible unless the form has humanoid hands and vocal abilities.

Any of these modifiers may be used in a Shaping cast on a non-living object. For example, creating a sword requires the casting of the Combat Abilities modifier. In general, if something can inflict damage, it must have the Combat modifier. Unlike with living targets, Combat may be bought without first buying Movement, and Magical may be bought without first buying Senses. Magic items can not be affected or created by this spell.

Target	Base Level	Changes	Abilities
Self	3	Change of Substance	+1 Movement +1
Object	4	Size Change	+1 Combat / Senses +1
Living, willing	4		Combat + Senses +1
Living, unwilling	5		Magical +1

ZOE: 1 target; *Range*: none; *Duration*: see description; *Saving Throw*: Phys. if living

Skyllore: This spell gives the mage the ability to control the weather. He may bring or banish rain, lightning, clouds, storms of various intensity, and raise or lower the temperature. This spell will never cause normal damage except to creatures that would be harmed by normal weather, e.g. water damage from rain. If the mage is attempting to control magical or sentient storms or weather controlled by another mage, he must win a Level Contest.

It has five spheres of control: temperature, wind, rain / snow, clouds, and lightning. When casting the spell, the mage may cast one or any combination of spheres, positively or negatively, and may stack multiple castings of a sphere. The only exception to this is the casting of rain or lightning which only requires clouds.

When decreasing weather effects, each level of a sphere will decrease the effect by one unit. When increasing all effects except temperature, the caster must build the effect as if there were no existing weather. For example, faced with a Force-4 wind, the caster may spend one level to decrease it to Force-2. To increase the wind to Force-6, he must cast three levels of wind.

Wind Sphere: Each half-level of this sphere increases or decreases the wind velocity by one increment on the Beaufort Scale (generally about 6 knots). The minimum casting cost is one level. If the caster is increasing or equaling the speed of the wind, he may also determine the direction. All missile rolls suffer a –5% penalty per 12 knots of wind.

Temperature Sphere: Each casting of this sphere will raise or lower the existing air temperature by 10° F. Temperatures above 100° or below 0° generally have deleterious effects on humans.

Rain Sphere: This will appear as snow if the temperature is below freezing.

1 level: light snow or rain. Visibility is 200 feet.

2 levels: medium rain or snow. Visibility is 100 feet.

3 levels: hard rain or snow. Visibility is 50 feet.

4 levels: driving rain or blizzard. Visibility is 15 feet.

5 levels: torrential rain or whiteout. Visibility is 5 feet.

Further levels are possible. All melee and missile rolls suffer a basic –10% penalty per level. After a number of rounds, movement will be decreased, especially if traveling on loose soil. This sphere can only be used in conjunction with clouds.

Cloud Sphere: Basic use of this sphere allows the mage to summon either clouds in the sky or fog on earth. For fog, visibility is the same as rain. If clouds, the amount of light will be cut in half for each level and the sight of the sun or stars will be blocked. Melee and missile attacks suffer a penalty of 5% for each level. This sphere must be cast if lightning or rain is to be cast.

Lightning Sphere: Basic use of this sphere creates lightning and thunder in the ZOE. Although there are no melee or missile modifiers, this will act as a considerable modifier against morale checks for animals and primitives. This can only be cast if clouds are present. The number of lightning flashes a minute is the square of the number of levels of the sphere.

Each level of each sphere will increase the cost of the spell by one spell level. Traveling, which moves the center of the ZOE with the caster, increases the level by +1.

The Extra ZOE modifier will double the radius of the ZOE for +1 level.

ZOE: 120' r sphere; Range: none; Duration: 40 minutes; Saving Throw: none

Veil: This spell veils the target from various magical means of detection. Once veiled, a target can only be affected by spells that it is veiled against, if the opposing caster wins a Level Contest against the adjusted level of the mage that cast the Veil. If the target has been *Attuned* (page 52) by either the mage who cast the Veil, or the mage attempting to detect it, that mage receives a 3 level bonus for purposes of the Level Contest. Veil takes 10 rounds to cast and is automatically Concealed, so the spell only radiates magic only if two Level Contests are lost.

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

Targets are defined as follows:

Self is the caster plus the caster's non-magical possessions.

Other is another living animal or plant.

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

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

Castle is any structure larger than a house.

Space is an area of up to 3000 square feet.

Magic Item is any magic item

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

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

Protection is defined as follows:

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

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

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

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

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

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

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

Level I Base Spells

Cleanse: It cleans up to 5 pounds of dirt from any non-living material or a being. Dirt, grime, etc. slough off the target, without damaging delicate items. Modifiers: Extra Effect (+5 pounds of dirt).

ZOE: 10 cubic feet; Range: 10'; Duration: momentary; Saving Throw: none

Color Change: The mage can change the color of objects small enough that they could be completely enclosed in his hand. The spell will not change the weight, texture, etc. of the object. Modifiers: Extra Effect (cubic foot sized objects) +1, Extra ZOE (+5 objects).

ZOE: 5 objects; Range: 10'; Duration: momentary; Saving Throw: none*

Confuse: A confused creature will not be able to coordinate his actions with anyone else. (In the case of player characters, the players may not consult, and must submit orders in writing.) In addition there is a 1/3 chance each round that the creature will not be able to decide what to do that round, and thus will do absolutely nothing at all. Those creatures controlled by some outside source will not be affected, unless the controlling force also fails to save or fails to make other relevant control check. Only those of 4 HD or more will get saving throws. Those of 2 HD or less are affected immediately; others get a delay of d6 minus the level of the caster rounds. Modifiers: Extra Effect (+d10 duration), cannot take Extra Duration.

ZOE: 1 being; Range: 60'; Duration: 12 rounds; Saving Throw: mental

Detect Magic: Detects magic in effect within range in LOS, be it spell or item (since an item is just an extended spell) or prayer. It does not detect Concealed Magic, nor reveal hidden or invisible objects. The caster sees a faint blue glow around anything magical that he could otherwise see. The spell offers no analysis, not even whether something is a spell or a prayer or a magic item, nor does it tell whether or not several of these sources are stacked on each other.

ZOE: self; Range: as sight; Duration: 10 minutes; Saving Throw: none

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

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

Displace Self: It warps light (and infrared and ultraviolet) waves, so that the caster appears to be up to 1 foot away from where he actually is. This will add 10% to defense from melee or missile attacks, and plus 15% versus targeted non-area spells. It provides no defense vs. area spells. Modifiers: Extra Effect (+5% to both) +1.

ZOE: self; Range: none; Duration: 10 minutes; Saving Throw: none

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

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

Fire Lance: It does 3d4 points of fire damage to the target, provided the caster hits AC 10 as with a missile weapon. It neither hits any other target, nor ricochets. *Resist Fire* (page 115) provides complete protection. Modifiers: Extra Damage (+d4).

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

Hold Portal: Holds closed a door, chest, panel, etc., which must be completely closed at the time of casting. A strongly anti-magical creature (e.g. Balrog) may shatter it. *Dispel Magic* (page 63) gets rid of it automatically, as does a *Knock* (page 60), which will open the door. Forcing the door open by brute strength requires a strength contest against a difficulty representing the strength of the door's construction. This difficulty is usually 25 for dungeon and castle doors but the GM may assign higher or lower values based on the condition of the door. Forcing the door destroys it.

ZOE: 1 portal; *Range:* 10'; *Duration:* 2d6 rounds; *Saving Throw:* none

Ice Lance: It does 3d4 points of cold damage to the target, provided the caster hits AC 10 as with a missile weapon. It neither hits any other target, nor ricochets. *Resist Cold* (page 115) provides complete protection. Modifiers: Extra Damage (+d4).

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

Lightning Lance: It does 3d4 of electrical damage to the target, provided the caster hits AC 10 as with a missile weapon. It neither hits any other target, nor ricochets. *Resist Lightning* (page 115) provides complete protection. Modifiers: Extra Damage (+d4).

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

Magic Missile: Magical missile(s) emanate from the caster's fingers. Each missile hits and does damage exactly as if the caster had fired a +1 heavy crossbow bolt (d10+2 out to 60', d10+1 out to 120', and d10+1 with a -20% chance to hit out to 360'). The Extra Range modifier affects all range breaks. The base spell gives one missile, extra missiles are added as a modifier. Multiple missiles may be aimed at separate targets as long as all are within a 60° arc. Roll for each missile separately to see if it hits. A *Shield* (page 59) spell provides total defense. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) + $\frac{1}{2}$.

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

Message: The Mage sends a telepathic message of up to 25 words per round to any recipient in range. There is no saving throw unless the recipient is trying to avoid the message. If the recipient is trying to avoid the message, the save is mental. The message cannot be overheard, and background noise and Silence have no effect on it, although they may prevent the spell itself. If the recipient is attuned by the mage their save is halved, and the base distance is $\frac{1}{2}$ mile instead of 480'.

ZOE: 1 person; *Range:* 240'; *Duration:* 1 round; *Saving Throw:* none

Range Loser: If the single victim fails to save, he will be unable to accurately gauge distances. He will not be aware of this fact. The victim takes a penalty of -10% at short range and -30% at long range to both missile fire and spell targeting. The chance of targeting a spell correctly is normally 100%, and short range for a spell is 120 feet. The effects of mistargeting a spell are left to GM discretion. This spell is cancelled by *Range Finder* (page 61) or *Velocity Finder* (page 64). Modifiers: Extra Effect (-10% more to both ranges).

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

Read / Write Languages: It gives the caster the ability to both read and write one specified language. He can do so as would an ordinary native. Optionally, the GM may require Extra Effect to read especially obscure languages.

ZOE: self; *Range:* as reading; *Duration:* 40 minutes; *Saving Throw:* none

Read Magic: This spell is used to read magical writings. Magical writing appears to the unaided eye as meaningless constantly shifting and changing blue script. This spell enables the caster to read this magical script. It is not necessary to use this spell to cast a spell off a scroll.

ZOE: caster; *Range:* as sight; *Duration:* 90 minutes; *Saving Throw:* none

Shield: It gives the mage complete protection from *Magic Missile* (page 58), partial protection from *Ice Storm* (page 66), AC 2 vs. other missiles, and AC 4 vs. melee attacks. The AC given by this spell does not sum with any other protections.

ZOE: caster; *Range:* none; *Duration:* 10 minutes; *Saving Throw:* none

Sleep: Roll 4d4 for the strength of a sleep spell; the sleep will affect creatures within the ZOE, beginning with the lowest levels, until the strength of the spell is used up or no more creatures can be affected. It takes one point of sleep to sleep a 1st level; 2 to sleep a 2nd level; 4 for a 3rd level; 8 for a 4th level; etc. Undead or other non-living entities can not be slept regardless of level. Creatures that fail their save will be wakeable by non-magical means after 10 rounds. If they are not disturbed they will sleep for 2 hours. Modifiers: Extra Duration (+5 non-awakeable rounds, +1 hour normal sleep), Extra Damage (+d4).

ZOE: 60' cone; *Range:* Always zero; *Duration:* see description; *Saving Throw:* will

Swim: This spell allows the caster to swim at 60' per round. The caster may stay afloat or stay under water as he desires. It does not give the ability to breathe underwater. Modifiers: Extra Speed (+30' / round) + $\frac{1}{2}$.

ZOE: self; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* none

Telescopical Vision: It allows the mage to see things as if they were closer to him. The mage must concentrate on one region. The maximum magnification is six-fold. Modifiers: Affects Others + $\frac{1}{2}$, Extra Effect (+3x).

ZOE: self; *Range:* as sight; *Duration:* 3 hours; *Saving Throw:* none

Trip: This spell knocks the victim prone if he fails his save. Prone combatants are at a disadvantage. It usually takes one round to get up.

ZOE: 1 biped; *Range:* 120'; *Duration:* momentary; *Saving Throw:* physical –15%

Ventriloquism: The mage may make the sound of his voice come from somewhere else up to the spell range distant. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. This function of the spell may be used in conjunction with *Magic Mouth* (page 61), *Long Talk* (page 60), or *Disguise* (page 62).

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

Level II Base Spells

Air Blast: It produces a damaging blast of air, which does 2d6 points of damage to those in the area, unless they save. It does not affect non-corporeal creatures or air-based creatures. It has half effect on creatures currently flying, but knocks them back 30' if they are smaller than man-sized. If they hit an obstacle in this distance, they take full damage. Modifiers: Extra Damage (+d6).

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

ESP: ESP allows the caster to know what another being is currently consciously thinking. If the victim saves, then he will know some spell has been thrown at him. It may be targeted on a single visible or attuned individual, or at the ZOE.

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

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

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

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

ZOE: 60' r sphere; Range: 120'; Duration: 40 minutes; Saving Throw: mental

Faerie Fire: It surrounds all objects or creatures within the ZOE with a pale blue glow. It will outline invisible objects or creatures. Creatures and objects continue to glow if they leave the ZOE.

ZOE: 30' cube; Range: 60'; Duration: 90 minutes; Saving Throw: none

Faux Magic: This spell does nothing, but it detects as another spell. Only spells that the mage could cast can be faked. This ruse will affect *Detect Magic* (page 57), *Observe Magic* (page 61), and *Analyze Spell* (page 62). A Level Contest is needed to see the truth. If the Faux Magic is concealed, then the fake spell will appear concealed, and its concealment must be overcome before the fact that it is fake can be tested. The fake spell cannot be concealed unless Faux Magic is concealed. Targeting a *Dispel Magic* (page 63) against the spell the Faux Magic appears to be, rather than the Faux Magic, will always result in failure.

ZOE: Spell's ZOE; Range: touch; Duration: 1 day; Saving Throw: none

Fire Bomb: It does fire damage of 2d6 to all in the ZOE who fail to save. It has no effect on fire based creatures, and *Resist Fire* (page 115) gives complete protection. Modifiers: Extra Damage (+d6).

ZOE: 10' r sphere; Range: 60'; Duration: momentary; Saving Throw: physical

Flame Weapon: Allows the caster to cause any edged non-magical weapon to flame along its edge. Bonus in combat is per the "Flaming Sword" (plus 5% on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus 3 to damage versus Undead and Ents). In this case, the Concealment modifier makes the weapon look like a magical weapon instead of a spell.

ZOE: 1 weapon; Range: 10'; Duration: 40 minutes; Saving Throw: none

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

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

Invisibility: It makes something not visible, including to those using Infravision or Ultraviolet vision. The spell will be broken the instant that the recipient: completes casting a spell, actively uses a magical device, opens a door, becomes immersed in water, engages in melee, attempts to grapple, or fires a missile. The recipient may always break the spell if he chooses. Extended periods of invisibility (about an hour or more) tend to attract various nasty beings, especially Spectres. Such beings have bonuses to hit invisible creatures. The longer the period of invisibility, the greater the danger. If a being is made invisible, objects he is carrying at the time become invisible. A group of related objects (as a pile of coins) may be treated as one object, but the object, being, or objects must fit in the ZOE. An illusion, or an object concealed by an illusion, cannot be made invisible.

ZOE: 10' cube; Range: 10'; Duration: 90 minutes; Saving Throw: none

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

ZOE: 1 portal, chest, etc.; Range: 10'; Duration: momentary; Saving Throw: none

Levitate Self: It allows the caster to levitate himself, vertically only. He may lift up to 50 pounds besides his own weight. Maximum Height: 100'. Maximum Vertical Speed: 60' per round. If cast on a falling creature, it will cease to accelerate and may slow its descent by up to the Maximum Vertical Speed each round. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+100') + $\frac{1}{2}$, Extra Speed (+60' / round, cannot cause damage) + $\frac{1}{2}$.

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

Long Talk: The caster may send a verbal message of up to 25 words in length per round. A magical mouth will appear and speak the message at the place specified by the caster, who must specify exact distance and direction from his present location.

ZOE: special; Range: 5 miles; Duration: 1 round; Saving Throw: none

Magic Hand: It creates a small humanoid hand that can hold up to 300 lbs. of stress. (So for example, one could cast a rope to it, and then scale the rope.) The hand is unable to grasp an unwilling living object. The location of the hand remains fixed, although it can open and close, and rotate around a fixed point. Modifiers: Extra Effect (+150 pounds).

ZOE: special; Range: 10'; Duration: 90 minutes; Saving Throw: none

Magic Mouth: The spell is cast on an object. At a later time the object will deliver the specified message once. A mouth will appear on the object or the spell will use the mouth of the object if it has one, and it will speak the message in the caster's voice. The message may be up to 25 words long per round. The speaking time is 1 round, extendable with Extra Duration. The conditions under which the Magic Mouth will speak are limited to those that the caster, if physically present, could answer using non-magical means, plus any spells (detects, locates, etc.) that are placed upon the Magic Mouth. This may be done by the caster of the Magic Mouth as if casting upon himself, or by other mages or clerics or from items as if casting on a willing character that had dropped his saving throws. A spell of Lasting Duration will be effective until the mouth speaks, others will cease to be effective when their duration is up, possibly making triggering of the Magic Mouth impossible.

ZOE: special; Range: 10'; Duration: until it speaks; Saving Throw: none

Mini-Flash: May be thrown at one creature. A small bright flash will go off in front of all its eyes. Unless a Saving Throw (vs. Physical) is made, it is blind for 2d4 rounds. If its eyes are closed or covered, give plus 20% on the saving throw. This spell is useless vs. creatures that do not use eyes, such as Undead or bats. Modifiers: Extra Effect (+d4 rounds of blindness).

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

Mirror Image: The mage creates d4 images of himself, randomly distributed around him within the ZOE, which are indistinguishable from him and appear to do exactly what he does. Any attack (melee, missile, or single target damage spell) upon an image will dispel it, whether the attack would have been successful or not. Modifiers: Extra Effect (+1 image).

ZOE: 10' r circle; Range: none; Duration: 6 rounds; Saving Throw: none

Observe Magic: Per *Detect Magic* (page 57), but it forces a Level Contest to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, enchanted item, or is an innate ability of some creature. It does not reveal the alignment of a prayer.

ZOE: self; Range: 60'; Duration: 10 minutes; Saving Throw: none

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

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

Prot / Enchanted Monster: Gives the mage +20% on defense (both vs. attacks and on saving throws) against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Summoned Demons, Angels, Simulacra, and undead.) It will add to other kinds of protection. Modifiers: Extra Effect (+5% protection).

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

Range Finder: The caster will know the precise range (but not velocity) of all objects which he can see. This gives +10% on missile fire and targeting chances. This cancels a Range Loser.

ZOE: self; Range: 20 miles; Duration: 10 minutes; Saving Throw: none

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

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

Weakness: The victim must save or lose 2d4 strength. A person can receive multiple weakness spells, but his strength may never be reduced below 3.

ZOE: 1 person; Range: 120'; Duration: 40 minutes; Saving Throw: physical

Web: It creates a barrier of sticky strands (if there is something to anchor it to) which are difficult to sever, but are subject to flame. Hill Giants and similarly large creatures can break through in 1d4 rounds. Man size creatures take 2d4 rounds. Fire or flaming sword would slash through in a single round. Modifiers: Extra ZOE does not make it thicker. Extra Effect (thicker: time to struggle free extended by the base amount) +1.

ZOE: a wall 20' x 100' x $\frac{1}{2}$ '; *Range:* 10'; *Duration:* 40 minutes; *Saving Throw:* none

Wizard Lock: Wizard Lock holds closed a door, chest, drawer, etc., which must be completely closed at the time of casting. A strong anti-magical creature (e.g. a Balrog) may shatter it. A Knock spell will automatically open it unless it is also physically barred. A mage three levels higher than the caster, or the caster himself, will not be affected by the spell. Forcing the door open by brute strength requires a strength contest against a difficulty representing the strength of the door's construction. This difficulty is usually 25 for dungeon and castle doors but the GM may assign higher or lower values based on the condition of the door. Forcing the door destroys it. Modifiers: Hard to Knock (Knock requires a Level Contest) +2, Extra People (+1 person can enter freely) + $\frac{1}{2}$.

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

Level III Base Spells

Analyze Spell: Analyze Spell reveals the presence of all spells, prayers, and items per *Observe Magic* (page 61). A Level Contest is required to analyze a spell cast with Concealed Magic. It completely analyzes all detected mage spells, telling base spell and modifiers (but not caster's level, nor whether the modifiers come from the caster or from an item). Also, in Breath Phase, the caster learns what mage base spells or morphic spells are being prepared in that round, and will know in which phase (if any) the spell is being cast. He will get this information before he announces his action for that phase. If two Analyze Spells are in effect, the higher-level caster will know what the lower-level caster is doing.

ZOE: self; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* none

Clairsentience: This spell enables the caster to tap into one sense, usually sight or hearing, of another being, thus sensing what that being is sensing. He will sense with the abilities of that being, but will not gain any control over what is being sensed. It may be targeted on a single visible or attuned individual, or at the ZOE.

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

If it is targeted at a person attuned by the mage their saving throw is halved and the base range is $\frac{1}{2}$ mile.

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

The ZOE will center on the target thereafter, and the caster may switch to any other target within the ZOE. Of course, the new target gets a saving throw, which will end the spell if successful. The caster's own sense will be almost nil while employing the spell, but he may turn it off and then turn it on again. Clairsentience may be cast simultaneously with ESP for the sum of the spell point cost, without taking any additional time. Modifiers: Extra Effect (get another sense) +3/2.

ZOE: 30' r sphere; *Range:* 240' no LOS; *Duration:* 90 minutes; *Saving Throw:* mental

Combat Slow: Combat Slow prevents the affected creature from acting in consecutive rounds. If 10 rounds are taken to cast this spell, there is no saving throw. A successful *Panther Reflexes* (page 112) will negate a Combat Slow.

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

Cool Object: It takes 10 rounds to cast and then begins cooling one solid object to about 30° Fahrenheit in 20 rounds. The maximum weight is 300 pounds. It may also be used to freeze water; it will produce a maximum of 3000 cubic feet of ice. If someone is in contact with a metal object being cooled, like metal armor, give them damage as in heat object, as well as a 1/6 chance per round that it will stick to his skin, doing d8 hit points when it is removed. Modifiers: Extra ZOE will affect the mass of the object or water affected.

ZOE: see description; *Range:* 120'; *Duration:* 12 hours; *Saving Throw:* none

Disguise: The caster may change the recipient's appearance so that he looks like someone else. (The being imitated must be a member of a humanoid species of similar size.) There is no saving throw against being fooled. In order to fool a member of the species concerned that the recipient is a particular member of that species, the caster must be a member of that species himself, and the caster must have had a chance to carefully study the model. This spell only affects visual details. *Ventriloquism* (page 59) may be used to imitate voices.

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

Dispel Magic: This spell permanently breaks magical spells and prayers. It cannot be used on items. A mage is always successful against enchantments that he cast himself; this ability can never be transferred with the Affects Others modifier. Otherwise determine success by a level contest. Attempts against prayers take a -3 penalty to the caster's level in this contest (and see page 81 for details on dispelling a Mass or Touch prayer). If the mage fails to dispel a continuing enchantment, he does not get a second chance until he makes his next level. The spell will exorcise possessions by demons, Magic Jar, etc., but it takes a -3 level penalty.

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

Disrupt Spell: This spell focuses against one mage spell that has been analyzed with Analyze Spell. It dispels the enchantment per Dispel Magic, with either a +3 bonus to the level contest, or with the casting priority as if cast by a mage three levels higher, at the caster's option.

This spell can be cast as a counter-spell to a spell that is being cast in the same round. A spell of momentary duration can only be disrupted if the Disrupt Spell is cast in the same phase as the spell to be countered and goes into effect first or simultaneously. Of course, a level contest still applies, and the other mage is charged spell points for the spell he cast.

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

Explosive Runes: The mage inscribes a scroll or book with protective runes to keep it from being read by other than a specified list of people. The maximum number of people on this list is the level of the caster. If the reader is not one of the persons named when the spell was cast, then the runes will explode. This destroys the book or scroll and does 6d6 damage to the reader and anyone else within reading distance of the Runes. The Runes may be detected by a Mage only if they declare they are searching for explosive runes and they win a Level Contest against the caster. Modifiers: Extra Damage (+d6), Concealment +2.

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

Fireball: This creates a 20' r explosion of magical fire. All within must save or take damage, but the amount of damage differs depending on the distance from the blast center. The damage is 5d6 within 2' of the center, from 2' to 10' it is -1 / die, and from 10' to 20' it is -2 / die. The magical fire does not ignite loose combustibles, but will destroy any scrolls on a person killed by it. If cast in a confined space, the spell is volume filling. Modifiers: Extra Damage (+3d6) +1.

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

Fly Self: It allows the caster to fly through the air. Maximum speed is 120' / round, of which 30' can be vertical. The caster can carry besides his own weight, 50 pounds of encumbrance. Flying requires the same concentration as walking. Hovering allows casting. Combat moves are allowed. Note that, regardless of height, visibility is generally limited to 20 miles or so because of natural haze, etc. Ceiling: 1000' above ground level. Modifiers: Extra Speed (+60' / round, +15' vertical) + $\frac{1}{2}$, Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') + $\frac{1}{2}$.

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

Heat Object: It takes 10 rounds to cast. It then begins heating one solid non-living object to about 200° Fahrenheit in 20 rounds. The maximum weight is 300 pounds, extendable with the Extra ZOE modifier. Cast on metal armor will give the recipient wearing the armor $(T / 5) - d4$ (rounded to the nearest non-negative number) hit points of damage per round. T is the number of rounds since the heating began if less than 20, and 20 otherwise.

ZOE: 1 object*; *Range:* 120'; *Duration:* 12 hours; *Saving Throw:* none

Implosion: The caster attempts to crush one victim, for 5d4 damage. This will not work against non-corporeal beings or beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc. Modifiers: Extra Damage (+3d4) +1.
ZOE: 1 being; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Invisibility 10' r: An expanded version of *Invisibility* (page 60). However, it affects all objects and beings within 10' of the caster at the time he cast it, as well as the caster. The whole spell is broken if the caster does anything that would normally turn him visible (per *Invisibility*). The spell ends if the caster dies. Even if the spell remains up, others become visible if they do something that would normally turn them visible, or if they are no longer within 10' of the caster. (If you move outside of the 10' r moving back inside does not help).
ZOE: 10' r; *Range:* none; *Duration:* 6 hours; *Saving Throw:* none

Lightning Bolt: It does 5d6 of electrical damage to all in the area of effect who fail to save. Save results in no damage. Lightning bolts do not bounce or ricochet, and always point away from the caster. Modifiers: Extra ZOE affects the length, not the width; Extra Damage (+3d6) +1.
ZOE: line 120' x 1'; *Range:* 120'; *Duration:* momentary; *Saving Throw:* physical

Movement Slow: All beings in the ZOE who fail their saving throws have their movement rate halved. *Combat Slow* (page 62) supercedes Movement Slow while they are both in effect. A successful *Swiftness* (page 121) negates a Movement Slow.
ZOE: 30' r sphere; *Range:* 120'; *Duration:* 40 minutes; *Saving Throw:* physical

Prot / Normal Missiles: The recipient becomes impervious to non-magical missiles fired by beings of less than the level of the caster. Missiles fired from magical weapons are considered magical. Ballistae and other engines of war are treated by summing the levels of the standard crew. Thus, a three-man ballista manned by H2s can hit an M6, but not an M7. Modifiers: Extra Effect (raise level by 2 for maximum protection).
ZOE: 1 being; *Range:* 10'; *Duration:* 90 minutes; *Saving Throw:* none

Rope Trick: The spell enables the caster to throw a rope (of length 6' to 24') in the air and have it stand upright. Any who climb the rope to the top will vanish into a tiny "pocket universe". This pocket universe is only big enough to comfortably hold 4 people. It has breathable air but no natural light. The rope may be pulled up into the pocket universe. When the spell ends anything in the pocket universe finds itself back in the normal plane at the appropriate height above ground. Modifiers: Extra Effect (+2 more people).
ZOE: special; *Range:* 24'; *Duration:* 3 hours; *Saving Throw:* none

Second Sight: Allows the caster to see perfectly normally without the use of his eyes, or the need for any light. This spell does work in a clerical darkness.
ZOE: self; *Range:* as sight; *Duration:* 90 minutes; *Saving Throw:* none

Snowball: Does 5d4 cold damage throughout the ZOE, which is not volume filling. This spell will destroy any potions on a person killed by it. Modifiers: Extra Damage (+3d4) +1.
ZOE: 20' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* physical

Suggestion: If the single target fails to save (vs. Will), then the caster may make one suggestion to him. If the caster has a high Will the victim has less of a chance to save. (For 18 Will it's -15%, for 17 it's -10%, for 16 it's -5%.) The suggestion must be short and simple. It is made telepathically the round after the spell is cast. The victim will then follow the suggestion, provided it is something that he might very well have chosen to do himself. The key is that it must be a viable option that the victim might have chosen of his own free will. A victim who fails to save will have no memory of the spell's having been cast on him or that his actions were affected. Modifiers: Lasting Duration (makes the suggestion lasting) +2.
ZOE: 1 being; *Range:* 120'; *Duration:* 2 weeks; *Saving Throw:* will

Velocity Finder: The caster will know the precise range and velocity of all objects that he can see. This gives +20% on missile fire and targeting chances. It will cancel a *Range Loser* (page 58).

ZOE: self; *Range:* 20 miles; *Duration:* 10 minutes; *Saving Throw:* none

Water Breathing: It allows the recipient to breathe under water, as if he were in air. It does not allow free underwater movement but does allow speech.

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

Level IV Base Spells

Blinding Flash: The caster may create a flash of light. All within the ZOE must save or be temporarily blinded. Those who are facing away from the center or who have their eyes closed, get two chances to save. Modifiers: Extra Duration (+d6) +1.

ZOE: 10' r sphere; *Range:* 60'; *Duration:* 2d6 rounds; *Saving Throw:* physical

Cold Cone: Does 6d4 points of magical cold damage to all within the ZOE who fail to save. A save results in half damage. Modifiers: Extra Damage (+3d4) +1.

ZOE: 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Control Self: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. The caster takes only half damage from crushing attacks. Finally the caster can make his body do amazing feats, such as hold his breath for extended periods of time, stop his heartbeat, hold objects with an iron grip, seal his ears, etc. (He can't perform actions physically impossible for his body).

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

Dimension Door: The mage creates a pair of opaque vertical doors 6' wide and 8' tall. The mage must designate one of the doors as the origin and the other as the destination. Creatures or objects that enter the origin door immediately come out the destination door. If part of the destination door is blocked, that part of the origin door is also blocked. Once part of the creature or object is through the rest will be drawn through as well. Objects that can not fit through the unblocked portions of the doors will bounce back out of the origin door. One of the doors must be within 10' of the mage at the time of casting and not touching a being. The other may be up to the spell range away. The location of the doors must be specified in reference to the position of the mage.

ZOE: special; *Range:* 240'; *Duration:* 12 rounds; *Saving Throw:* none

Fear: All those failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of 60 / T rounds, where T is his level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his hands when hit by the Fear. This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their control rolls. A creature controlled by an outside source (e.g. a magical sword) is immune. Modifiers: Extra Effect (+30 / T rounds per chance to save).

ZOE: 60' cone; *Range:* always zero; *Duration:* until saves; *Saving Throw:* will

Growth Plants: It may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown, making the area virtually impassable. This takes only one round to happen. It may also be used to aid the growth of crops. In that mode the plants will grow twice their ordinary rate during the duration of the spell. Modifiers: Lasting Duration (per the Extra Duration modifier) +1.

ZOE: up to 80' x 80'; *Range:* 120'; *Duration:* 1 week; *Saving Throw:* none

Hallucinatory Terrain: It may be cast only outdoors, creating an illusion that affects a large area. Terrain features can either be hidden or created within the ZOE. When any intelligent creature contacts the area affected, the spell will be broken, unless he is specifically trying not to do so. Totally unintelligent creatures (say those below the intelligence of a horse) will be totally unaffected by the spell.

ZOE: 2000' square; Range: 120'; Duration: 1 day; Saving Throw: none

Ice Storm: This spell may not be cast indoors. It creates a storm of large hailstones. It does 3d6+6 hit points of damage to those within. There is no saving throw, due to the large number of hailstones, but *Prot / Normal Missiles* (page 64) will give complete protection (as will *Prot / Magical Missiles* (page 66)). *Resist Cold* (page 115) does not help, since the damage is from impact. It does not affect completely non-corporeal beings, (e.g. Spectres). Those who get their shields overhead in the Item Phase take half damage, as do those with a *Shield* (page 59) spell. A *Fireball* (page 63) would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Modifiers: Extra Damage (+d6).

ZOE: 60' cube; Range: 120'; Duration: instantaneous; Saving Throw: none

Levitate 10' r: As the second level spell, except that the caster levitates, and all within the ZOE levitate with him. Those who do not wish to levitate receive a saving throw. The Affects Others modifier will make another the controller of the spell. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+150') + $\frac{1}{2}$, Extra Speed (+60', cannot cause damage) + $\frac{1}{2}$, At Range may only be bought with Affects Others.

ZOE: 10' r circle; Range: none; Duration: 90 minutes; Saving Throw: physical

Magic Bridge: It allows the caster to produce a temporary bridge, similar to a fine netting, and thus may also be climbed. It may not be detached by ordinary means, but *Dispel Magic* (page 63) has its usual chance of working. The bridge will remain until the end of the spell duration, or until the caster dismisses it. The bridge dimensions must not exceed the ZOE. The bridge may support 1200 pounds. Modifiers: Extra Weight (+600 pounds) + $\frac{1}{2}$.

ZOE: 120' x 10'; Range: 10'; Duration: 40 minutes; Saving Throw: none

Magical Trap: This spell may be set with one spell from the caster. The chosen spell and the Magical Trap spell are cast simultaneously, for the sum of the spell points, taking 10 rounds. The spell must be one the caster can normally throw. The caster must state the conditions under which the trap is to be sprung, which are limited to those that the caster, if physically present, could answer using non-magical means, plus any spells (detects, locates, etc.) that are cast upon the Magical Trap. This may be done by the caster of the Magical Trap as if casting upon himself, or by other mages or clerics or from items as if casting on a willing character that had dropped his saving throws. Such spells are only effective until their duration expires, possibly making triggering of the Trap impossible thereafter. The spell can only be cast on an inanimate object that is fixed either to the ground or to a large object such as a ship. Concealment need only be bought on the Magical Trap spell to hide the spell before triggering. Modifiers: Lasting Duration +2, Concealment +2.

ZOE: 30' trigger range; Range: 10'; Duration: 1 week; Saving Throw: none

Massmorph: It may only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, less than or equal to man-size). They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. A *Detect Magic* (page 57) will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break *Invisibility* (page 60) will no longer be concealed by this spell. Unwilling or moving recipients are not affected by this spell. Modifiers: Extra Effect (+50 people).

ZOE: 120' r circle; Range: always zero; Duration: 6 hours; Saving Throw: none

Prot / Magical Missiles: The recipient becomes impervious to non-magical and +1 magical missiles, fired by beings of less than the level of the caster. A magical arrow fired from a magical bow counts as the sum of the two plusses. Lance spells and Ice Storm count as +0 missiles. *Magic Missile* (page 58) counts as +2 (more if enhanced). Other spells are unimpeded by this spell. Ballistae and other engines of war are treated per *Prot / Normal Missiles* (page 64). Modifiers: Extra Effect (raise level by 2 for maximum protection), Extra Plus (add +1 to maximum weapon plus) +1.

ZOE: 1 being; Range: 10'; Duration: 90 minutes; Saving Throw: none

Size Change Self: The caster may freely vary his size anywhere from 4 times his normal size to $\frac{1}{4}$ his normal size while the spell lasts. Everything that he is carrying or wearing changes size with him, although large weapons do normal damage. There is corresponding change in his mass and movement rate, and a related one in his effective strength. Effective strength is the strength usable in combat or against doors; however, the caster is always strong enough to move. When combined with *Might* (page 112), the strength bonus from *Might* plus the recipient's normal strength may not exceed racial maximum. The strength bonus from *Size Change* is then added to this sum. In addition, changing size affects how difficult one is to hit in combat. If the caster is grown, he is easier to hit in melee or missile combat; similarly, if he is shrunk, he is harder to hit. When the spell ends he returns to his original size. Modifiers: Extra Effect (another $\times \frac{1}{4}$) +1.

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

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

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

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

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

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

The caster may attempt to influence the actions of the person who he is communicating with. If the victim fails to save, he will act on the suggestion with either +2 to negotiation dice (2d6) or +2 to caster's Will (whichever is more appropriate to the situation).

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

Temporary Bag of Holding: If cast on an ordinary sack, it will act as a Bag of Holding for the duration of the spell. The bag will hold 1000 pounds as if they were only 30. Objects of up to 10' by 5' by 3' may be stuffed into the bag, but they seem as if they weigh only 30 pounds encumbrance. Anything inside the bag when the spell wears off is lost. One may not put one Bag of Holding inside another. Modifiers: Extra Effect (+500 pounds and +2' x +1' x +1') +1.

ZOE: 1 bag; *Range:* contact; *Duration:* 12 hours; *Saving Throw:* none

Trace Summoning: Allows the caster to find the direction to the caster of a summoning spell when confronted with the summoned monster. The summoned creature must still be in the control of the other caster. The range of the spell is the maximum distance between the caster and the summoned creature. If the summoning was cast with the Concealment, then a successful Level Contest is needed to trace the spell. Affects Others makes someone else know the direction, but the initial casting range is still calculated from the caster. Modifiers: Learn Distance (distance to the target is learned) +2.

ZOE: 1 being; *Range:* 120'*; *Duration:* 4 days; *Saving Throw:* none

Trace Warning: This spell allows the caster to learn the direction and distance to the caster of a spell that has set off a Warning spell. Hence, it can be used to Trace a Detect, a Locate, a Sending, or even another Trace. Following the Warning, the caster has 10 rounds to cast the Trace Warning. He then learns the direction to the original caster. For +2 levels, he also

learns the distance to the caster. For +4 levels, he sees the true form of the caster (illusions and polymorphs are pierced) as well as the distance. The duration of the spell is 4 days. If the Trace is cast against a spell that was transferred to another with the Affects Others modifier, then the caster of the Trace has a choice of whether to trace the actual caster or the recipient of the spell. In this case, repeated castings are possible. Modifiers: Extra Initial Duration (+10 rounds to cast the Trace spell) +1.

ZOE: 1 warning; *Range:* unlimited; *Duration:* 4 days; *Saving Throw:* none

Wall of Electricity: It creates a wall of magical electricity, with *Resist Lightning* (page 115) providing half protection. The shape of the wall is either a 20' r hemisphere, or a plane up to 60' long, and 20' high. The wall is completely transparent. Thus it will not be visible, but those who stand very near it or approach it very cautiously will feel something (e.g. the hair on the back or their hand stands up.) It remains where it is cast for the duration, unless dispelled. It gives damage to all those who attempt to pass through it that are not immune to lightning. (e.g. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Anyone taking damage from the wall must make a physical saving throw to pass through the wall, failure resulting in them bouncing out in the direction they entered from. Creatures who are standing in water or are otherwise well grounded take 4d6, others take 2d6. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20', as a smooth curve or as a corner) +1.

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

Wall of Fire: It creates a wall of magical fire, from which *Resist Fire* (page 115) provides half protection. The shape of the wall is either a 20' r hemisphere or a plane up to 60' long and 20' high. The wall is opaque, which will make it impossible for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Anyone attempting to pass through the wall will take damage and must make a physical saving throw, with those who fail stopping just short of the wall. Undead and cold-based creatures take 4d6, others take 2d6. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. The wall prevents the passage of cold based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20', as a smooth curve or as a corner) +1.

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

Wall of Frost: It creates a wall of magical frost, from which *Resist Cold* (page 115) provides half protection. The shape of the wall is either a hemisphere of 20 foot radius, or a plane of up to 60 feet long, and 20 feet high. The wall is opaque and 1' thick, which will make it impossible for missile fire or non-area spells to be targeted through it. An individual attempting to pass through the wall must make a saving throw to do so, failure to save results in the subject bouncing off the wall. If someone succeeds in making it through the wall alive, a hole is left through which others may attempt to pass (1 / round). To pass through a hole requires a saving throw to avoid touching the wall. When touching or breaking through the wall, fire-based creatures take 4d6 damage, all others take 2d6 damage. The wall remains where it is cast for the duration, unless dispelled. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. It prevents the passage of fire based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

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

Wizard Eye: It produces, initially at the location of the caster, a remotely controlled visual sensor in the form of an eye. The eye is invisible but it can be detected by *See Invisible* (page 61). It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 360' / round. Modifiers: Extra Speed (+360' / round) + $\frac{1}{2}$.

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

Level V Base Spells

Charm Monster: This spell will charm targets that fail a will saving throw. The charmed victim then obeys the mage's commands, but will not do anything blatantly self-destructive, nor anything strongly contrary to its nature. Commands are not telepathic and the spell does not give any language ability, although hand signals may work in some cases. The

mage must continue to concentrate on the spell, and in addition, the victim will get an additional saving throw every 6 / T hours, where T is its level. Mindless creatures are immune to this spell.

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

Cloudkill: It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 20' / round in the direction of the wind, or directly away from the caster if there is no wind. Unfortunately, due to the vapor's ability to seep through skin, holding one's breath is no defense, although getting under water will work. If an initial saving throw is failed, an initial d6 of damage is taken, and this is followed by 2 hits per round, until a saving throw is made. Larger than man-sized creatures get a chance to save every d10 rounds, others every 2d10. Victims continue to take damage until they save, and then they are immune to further contact with that Cloudkill. The cloud is heavier than air, and thus it will follow the contours of the ground. It will be dispelled by unusually strong winds or by trees. Modifiers: Extra Speed (+20' / round) + $\frac{1}{2}$, Extra Damage (+1d6 surge, +1 continuing damage) +1 $\frac{1}{2}$.

ZOE: 40' r x 10' H; Range: 60'; Duration: 12 rounds; Saving Throw: physical

Cone of Weakness: All within the cone are affected by a Weakness spell, losing 2d4 of strength if they fail to save vs. physical, and d4 if they succeed. A person's strength may never be reduced below 3.

ZOE: 60' cone; Range: always zero; Duration: instantaneous; Saving Throw: Phys. $\frac{1}{2}$ damage

Conjure Elemental: This spell conjures a 12 HD elemental. There are four kinds of Elemental: Fire, Earth, Water and Air. In order to call forth an elemental one needs a considerable quantity of the corresponding element. The caster must be within 10 feet of the element. The elemental springs forth from the element. A mage may not call forth more than one elemental of the same type during any 24 hour period. If at any time an elemental occupies a point within 400 feet of where another elemental of the same type is or was during the previous 24 hours, the elemental will return whence it came. The mage must maintain undivided attention on the elemental in order to maintain control of it. Once broken, control may not be re-established, and the elemental will move directly to attack the one who summoned it. Any who try to bar its path are also attacked. An uncontrolled elemental will return whence it came after a period of time 10 times that during which it was controlled. A controlled elemental will return whence it came at the command of the one who summoned it. Modifiers: Extra Effect (+4 HD, can only be bought 2 times) +1, Extra Safety (caster may withstand up to 10 points of damage without losing control for up to 1 round in a row. +1 round per level of extra safety) + 3/2.

ZOE: 480' control; Range: 10' to summon; Duration: concentration; Saving Throw: none

Contact Higher Plane: Spell points used to cast this spell are expended for one week. It allows the mage to seek knowledge from creatures inhabiting higher planes of existence. One question will be answered, only yes or no. If the creature does not know the answer to a question, it will answer randomly, though the answers will be consistent from casting to casting. The base chance for knowing the answer to a question is 90%, but this should be modified downwards for difficulty and obscurity. Modifiers: Extra Effect (+1 question) +3/2.

ZOE: self; Range: none; Duration: 1 minute; Saving Throw: veracity roll

Feeblemind: This causes a mage spell user to suffer a massive backlash from the mana field. This leaves the victim with an intelligence of 6 and unable to cast any spells. It will only have an effect against mages or wielders of mage spells.

ZOE: 1 being; Range: 120'; Duration: permanent; Saving Throw: mental -15%

Growth Animals: It causes up to 8 ordinary animals (e.g. cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increased by a factor of two. Animals trained to accept the spell get no saving throw. It does not give the caster any control. The animals will revert to normal after the spell duration. This spell will not be effective on humans in animal form. Modifiers: Extra Effect (double size again, combat doesn't change) +1, Extra Animals (+4 animals) + $\frac{1}{2}$.

ZOE: 90' cone; Range: always zero; Duration: 90 minutes; Saving Throw: physical

Hold Monster: This spell will affect d4 Monsters in the ZOE, immobilizing them for as long as the Mage continues to concentrate. Should either the caster or a held target take damage, the spell will be broken for that target. Modifiers: Extra Effect (+1 monster).

ZOE: 60' r sphere; Range: 60'; Duration: concentration; Saving Throw: will

Immolate: The caster may cause his body to burst into flames at will. Creatures who come into contact with his body take d6 +8 points of damage. Cold-based creatures take double damage, while *Resist Fire* (page 115) gives complete protection. Creatures in melee with the caster who hit AC 10 are presumed to have touched the caster, as are those who grapple him or whom he grapples. Those who hit AC 10 with natural weapons take full damage, those who hit AC 10 with a metal or other heat-conducting weapon take half damage. Creatures that the caster hits with a natural-weapon attack will take full damage, half if they make a physical saving throw. The caster gains the effects of *Resist Fire* while immolating.

ZOE: self; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* none*

Mind Blast: If the target fails its save, it is knocked unconscious and cannot be awakened until the spell expires or is dispelled. The target must have a mind.

ZOE: 1 being; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* mental

Mind Link: This spell allows the caster to make mental contact with another being, which must be sentient. The caster must have LOS to the other being or must know his position due to a *Locate* (with Distance) or *Scrying* spell / item. The link is automatically established. Either side can attempt to break the spell, but if the other party is unwilling, a Level Contest results. Full two-way communication is allowed. In addition, any Mental attack spells can be cast through the link, without range restrictions. These include: *Suggestion*, *Magic Jar* possession, *Mind Blast*, *Hold / Charm Monster*, *Fear*, *Clairsentience*, *ESP*, *Pain* etc. The spells affect only the linked mind, even if they are multi-target spells. Spells such as *Range Loser*, *Control Self*, *Concentrate*, or *Mind Blank* are not allowed. This spell cannot take Affects Others.

ZOE: 1 being; *Range:* unlimited; *Duration:* 12 rounds; *Saving Throw:* none

Mind Shield: This spell fortifies the caster's mind against mental attacks or possession attempts. It gives +30% on saves and +3 on Level Contests when defending against these attacks. Modifiers: Extra Effect (+10%, +1) +1

ZOE: self; *Range:* none; *Duration:* 3 hours; *Saving Throw:* none

Misdirection: A profound dizziness strikes the victims. They are unable to tell direction. This halves movement rates and causes -20% to melee combat and -40% to missile combat and spell targeting. Spells count as 100% targeting normally. Modifiers: Extra Effect (-10% on these rolls) +1.

ZOE: 30' r sphere; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* mental

Pass Wall: It opens a hole in non-magical, solid wood, stone or earth. It will not work through metal. The hole is 6' wide, 8' high, and 10' deep. At the end of the spell duration, the hole closes from the center first, so there is a chance to jump out either side. Modifiers: Extra Cross-Section (+3' by +4') + $\frac{1}{2}$, Extra Length (+10') + $\frac{1}{2}$.

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

Phase In: This spell is useful against beings in another plane (e.g. Normal, Ethereal, Astral, etc.) It will temporarily bring one such being into the plane occupied by the caster. It would enable one to attack a Phase Spider, will make non-corporeal undead and Shadows solid, and therefore subject to attack by ordinary weapons, etc. Modifiers: Extra Effect (+1 creature, within a ZOE of 30' r sphere) +1.

ZOE: 1 being; *Range:* 60'r; *Duration:* 20 rounds; *Saving Throw:* none

Prot / Normal Weapons: The recipient becomes impervious to non-magical weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot / Normal Missiles* (page 64). Modifiers: Extra Effect (raise level by 2 for maximum protection).

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

Stone Walking: It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is up to 10' / hour. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breath while he is in the stone. Modifiers: Extra Effect (+5' / hour speed).

ZOE: 1 being; *Range:* 10'; *Duration:* 6 hours; *Saving Throw:* none

Summon: This spell is used to summon attuned objects to the mage. When this spell is cast, the attuned object is teleported directly to the mage's reach. The object may be a literal object, which gets no saving throw, or a person, who gets a mental saving throw only if they wish to resist. Although the mage can be attuned to a place, the place can not be summoned. Attempting to summon a place is equivalent to *Teleport* (page 71). The mage need not know the location of the object to summon it. If the object is out of range, the spell points are wasted. *Damp Teleport* (page 74) automatically blocks a summon. If another mage is holding the target object and resists the summon, a Level Contest ensues, with a +2 level bonus to either mage that is attuned to the object. The base level of Summoning is limited to object of up to 250 lbs. The range is 480' extendible along the following progression at the cost of $+\frac{1}{2}$ per step: 480', $\frac{1}{4}$ mile, $\frac{1}{2}$ mile, 1 mile, 2 miles, 4 miles, doubling. Modifiers: Extra Effect +250 lbs. $+\frac{1}{2}$.

ZOE: 1 attuned object; *Range:* 480'; *Duration:* momentary; *Saving Throw:* mental

Telekinesis: This spell allows the caster to move an object at a distance by use of mental force. Maximum weight is 250 pounds. The maximum speed is 30' / round, and the motion occurs in movement phase. Modifiers: Extra Weight (+250 pounds) $+\frac{1}{2}$, Extra Speed (+30' / round, can only be bought 3 times) $+\frac{1}{2}$.

ZOE: 1 object; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* none

Teleport: This spell allows practically instantaneous transportation without regard to distance. The caster may teleport himself, his equipment and up to one other creature, provided the caster has the other's consent and grasps the creature with his free arm. However, the mage may only teleport 250 lbs. in addition to his own weight (creature and equipment combined). The destination must be in sight or given in relation to the mages current location or the mage must be attuned to it. An attuned destination could be a place the mage is attuned to or the location of a person or object the mage is attuned to. The mage will arrive at the chosen destination without error, however this is no guarantee of survival. If the destination is filled with solid matter the result is death through explosion, destroying all traces of bodies and items carried. Generally, the spell is forgiving, trying to place the mage in any available space at the destination. If one teleports into a room full of people, one will arrive at any space large enough to accommodate one's self and load. If one teleports into a room full of stone, one dies. The mage is assumed to be attuned to Hireling Hall unless otherwise specified.

Modifiers: Affects Others (the recipient teleports and controls the destination, although the caster can lend his attuned locations) +2, Extra Weight (+1 person or 200 pounds) +1, Concealment (for protection against Trace Teleport) +1.

ZOE: self; *Range:* unlimited; *Duration:* momentary; *Saving Throw:* none

Trace Teleport: This spell will give the direction, without range restriction, to the origins (destinations) of all Teleports, Dimension Doors, Words of Recall, etc. whether from a spell, prayer or item, which had destination (origin) within the ZOE within 10 rounds of casting the spell. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time. If the teleport spell was concealed, then a Level Contest is required to trace. Modifiers: Extra Initial Duration (+10 rounds to trace) +1.

ZOE: 30' r; *Range:* 120'; *Duration:* 4 days; *Saving Throw:* none

Wall of Iron: It creates an iron wall three inches thick. The maximum area is 500 square feet, and the wall must lie within a plane perpendicular to the ground. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends. Modifiers: Extra Thickness (+30 feet) $+\frac{1}{2}$, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

ZOE: 3" thick x 500 feet²; *Range:* 60'; *Duration:* 40 minutes; *Saving Throw:* none

Wall of Stone: It creates a stone wall two feet thick. The maximum area is 1000 square feet, and the wall must lie within a plane perpendicular to the ground. It may be battered down as one would a normal stone wall. Otherwise it will last until dispelled or the duration ends. Modifiers: Extra Thickness (+2' thick) $+\frac{1}{2}$, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

ZOE: 2' thick x 1000 feet²; *Range:* 60'; *Duration:* 4 days; *Saving Throw:* none

Level VI Base Spells

Anti-Magic Shell: Creates a 20' radius sphere centered on caster which inhibits magical spells or items. All magic will only function with a successful Level Contest, with the caster getting a +2 level bonus against spells and a +4 bonus against items. The caster can cast no spells except Dispel Magic at the shell, and then the spell only affects the shell. Magic items are only temporarily subjugated, and only one battle is to be fought between each one and the Shell. The anti magic wall of a prismatic sphere will keep out the shell. The shell moves with the caster, and the spell may never take Affects Others. Modifier: Full Shell (no Level Contest needed) +3, Immobile Shell (shell will be centered on the caster initially) +2.

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

Concentrate: Caster is immune from distraction due to physical damage and from mental attacks as with the spell *Control Self* (page 65). The caster will still be distracted by a successful grapple. This spell can never take Affects Others.

ZOE: caster; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* none

Death Spell: 4d8 creatures of 1st to 3rd level or less will die instantly. Creatures of less than first level are also killed, but do not count against the total. 4th levels count as 2 creatures, 5th levels as 4, 6th levels as 8, etc. There is no upper limit to the level, but ignore any leftover creatures. Begin with lowest levels first, rolling among equals. Modifiers: Extra Damage (+d8 creatures) +1. Extra Effect (−5% to save) + $\frac{1}{2}$.

ZOE: 60' cube; *Range:* 120'; *Duration:* momentary; *Saving Throw:* physical −30%

Flame Storm: This spell calls down a flame storm on an area. This spell requires at least a 40' ceiling. It ignites all inflammables and exposes other objects to great heat. It will cause all creatures in the storm 2d6 hits per round, Physical save to half. *Resist Fire* (page 115) provides complete protection, and some objects within the area may provide temporary protection. After the duration expires, any remaining fuel will continue to burn normally. If cast indoors, the duration is halved. Modifiers: Extra Duration (+4 rounds), Extra Damage (hotter flames cause +d6 more per round) +1.

ZOE: 120' x 120' x 40' H; *Range:* 180'; *Duration:* 8 rounds; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Geas: The victim must perform a task set out by the caster; otherwise his strength will ebb at one point per day until death at 0. The task must be one that could be completed in 1 week and must not be utter suicide. The spell lasts until the task is completed. Modifiers: Extra Difficulty (double the task completion time) +1.

ZOE: 1 being; *Range:* touch; *Duration:* variable; *Saving Throw:* mental

Invisible Stalker: The caster summons a stalker and can command it to perform a task which it will attempt regardless of the difficulty. If the task is not completed at the end of the duration, the stalker will return to its plane without notice.

ZOE: 1 mission; *Range:* none; *Duration:* 1 week; *Saving Throw:* none

Legend Lore: Through this spell, the mage may gain some knowledge of a legendary item etc. The base spell gives only the most obvious knowledge of the item. For extra levels, the caster may get more obscure knowledge and history of the item. For example, the base spell might reveal that a certain staff was the ruling staff of a certain ancient king and that its primary powers dealt with a specific magical sphere. But it might take 3 extra levels to find how the staff came to be lost by that king or what its power level was in his hands. GM discretion is necessary to judge what spell level is needed to get certain information. The mage may attempt to guide the spell to a certain field of knowledge. An item may only be probed by this spell once per day. This spell cannot take the At Range modifier.

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

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

ZOE: 10,000 feet²; *Range:* 240'; *Duration:* 90 minutes; *Saving Throw:* none

Magic Jar: This spell allows the caster to house his life in an inanimate, non-magical object, the so-called "Soul Gem". The Soul Gem must be within 30 feet of his body at the time of casting. His body will then be lifeless, until or unless the caster returns. However, his body will be preserved against ordinary decay so long as the Magic Jar spell lasts. The Soul Gem must weigh at least 1 pound. The caster may then try to possess the body of any living creature that passes within 120 feet of his Soul Gem. Each such possession attempt uses the same spell point cost as the casting of the Magic Jar spell would. The victim gets a saving throw (vs. Mental). If the victim fails, then the caster will have complete control over the body of the victim, and complete access to the memories of the victim. The victim will know what is happening, although he will be helpless at the time to take counteraction. The caster may not use any spell casting abilities of the possessed body; however, he may use his own spell casting abilities if the body has hands and can make the proper motions and sounds. If the possessed body is destroyed, the caster will return to the Soul Gem provided he is within 10 miles of it. Otherwise it is as if he suffered a normal death. While within 10 miles he may return to the Soul Gem at will. He may return from the Soul Gem to his body at will, thus ending the spell, provided it is within 30 feet of the Gem. From the Soul Gem he may attempt new possessions. If the Soul Gem is destroyed, the caster is totally annihilated (whether he is in the Gem or in a possessed body). If his body is destroyed while he is in the Soul Gem or a possessed body, he may obviously not return to his body. The Extra Range modifier may affect any one of the three ranges in this spell. The spell lasts until the caster returns to his body, or until the caster is destroyed.

ZOE: 1 object; Range: see description; Duration: see description; Saving Throw: mental**

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

ZOE: 240' cube; Range: 240'; Duration: 40 minutes; Saving Throw: none

Part Water: This will part a body of water, allowing dry passage. The passage can be no longer than 100 feet long or 30' deep. The mage cannot end the spell at will. Modifiers: Extra Length (+50 feet) + $\frac{1}{2}$, Extra Depth (+15' deep) + $\frac{1}{2}$.

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

Projected Image: The caster may create an image of himself from which all his spells, etc. seem to emanate thereafter. Spells that emanate from the image have their ranges calculated from it also. The image is at all times a mirror image of the status of the caster. Thus, they will have the same appearance and magic on them. If the caster is scarred by a Fireball, the same scars will appear on the image. The image is an illusion and cannot take damage or appear to take damage, nor can it receive spells other than those cast on the caster. The image will move independently of the caster: the appearance is transferred, but movement is not. The image can talk independently of the caster.

ZOE: self; Range: 120'; Duration: 10 minutes; Saving Throw: none

Prot / Magical Weapons: The recipient becomes impervious to non-magical and +1 weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot / Magical Missiles* (page 66). Modifiers: Extra Effect (raise level by 2 for maximum protection). Extra Plus (add +1 to maximum weapon plus) +1.

ZOE: 1 being; Range: 10'; Duration: 90 minutes; Saving Throw: none

See True Form: This spell pierces all Disguises, Polymorphs, and Illusions to see the true form of the target. The true form is what the target actually looks like. The caster must be able to see the target. This spell is considered a Detect type spell.

ZOE: 1 target; Range: 120'; Duration: instantaneous; Saving Throw: none

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

ZOE: self; Range: none; Duration: until destroyed; Saving Throw: none

Teleport Attack: This spell teleports its victim to a random location within 50 miles. The victim gets a Physical saving throw. The victim will always be placed safely in a compatible environment. Modifiers: Extra Effect (+50 miles).

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

Tremor: This spell causes an earthquake. The main ZOE is 360 feet square. Inside this area, weak structures will be toppled, bipedal creatures must save vs. Physical or be knocked down, animals will be startled, and weak underground areas may collapse. The Tremor will be felt up to a mile away, although no direction is transmitted. Modifiers: Extra Duration (+2 rounds), Extra Effect (increase the effects, double range of sensing; 3 levels should be a serious earthquake) +1.

*ZOE: 360' square; Range: 480'; Duration: 3 rounds; Saving Throw: physical**

Level VII Base Spells

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

ZOE: 120' r sphere; Range: none; Duration: 1 hour; Saving Throw: none

Mass Invisibility: This spell affects up to 200 men and horses, or up to 200 objects with an equivalent mass (about 200 tons). They are turned invisible and will remain so until the spell expires or they break the spell, per *Invisibility* (page 60). All must be in the initial ZOE, but can leave it invisibly.

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

Permanent: This makes a spell that has lasting duration have permanent duration. In addition, the spell will be at twice normal level against being dispelled. Only two spells of permanent or lasting duration may be on an individual at a time.

ZOE: 1 spell; Range: 10'; Duration: permanent; Saving Throw: none

Phase Door: This spell is similar to *Pass Wall* (page 70) except that the door is invisible and can be used by the caster only. The door is 6' by 8' and the wall can be up to 60 feet thick. It lasts for 7 uses, and may be dispelled by the caster at will. Modifiers: Extra Length (+30 feet thickness) + $\frac{1}{2}$.

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

Reincarnate: The spell requires a dead body to put the soul in, and requires a resurrection roll to be successful. For each multiple of the target's level that the target has been dead in days, the roll is at -10%. So, a 10th level target would have no penalty for the first 10 days, -10% for the next ten, -20% for the third ten, etc. The body can be of any species, but if it is not of the same species as the target then the resurrection roll is at -30%. Physical statistics are drawn from the body; mental ones from the soul. A failed roll means that the soul will never inhabit that body. Modifiers: Bonus to Resurrection Roll (+15%) +1.

ZOE: 1 body, 1 soul; Range: none; Duration: momentary; Saving Throw: none

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

ZOE: 60' cube; Range: 120'; Duration: 12 rounds; Saving Throw: none

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

ZOE: self; Range: as sight; Duration: 90 minutes; Saving Throw: none

Warning: This spell acts as a tripwire against spells of Detection, Location and Tracing, and Sending. If the protected character is the target of one of the spells covered by the Warning spell, then he will know. The spell is passive; a Warning spell will never set off a Warning spell of the offensive mage. The spell will protect both the mage and his belongings. The spell is tripped if: the mage is appraised by a Detect, the mage is the target of a Locate or Trace, or a creature magically Sent against the caster approaches within 120 feet LOS of the mage. In the first two cases, the mage will know the offending sryer if he is within LOS. In the latter case, the mage will know which creature is the Sent one. The mage can attempt to find out more information using Trace Warning. Tripping the spell will not cancel it.

ZOE: self; Range: none; Duration: 1 day; Saving Throw: none

Level VIII Base Spells

Power Word Stun: This spell knocks unconscious one creature of up to 80 hit points. Only those with more than half of this get saving throws. These numbers refer to the normal maximum hit points of the target. This spell automatically has the Power Word modifier applied. Modifiers: Extra Effect (+10 more hit points).

ZOE: 1 being; *Range:* 60'; *Duration:* 4d6 rounds; *Saving Throw:* special

Level IX Base Spells

Alter True Self: This spell can only be cast when a Polymorph is in effect on the caster. The caster's True Self is then permanently altered to take the form of the Polymorph. Normally a Polymorphed creature tends magically to return to its normal form. When this spell is cast, the creature will forever forget its old form; it will truly become the new one. This spell is irreversible. Modifiers: Affects Others (unwilling victims get +45% on their saving throws) +3.

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

Astral Spell: This spell allows travel in Astral Plane. The caster's body remains on the original plane. Speed of Astral Body: 100 miles / hour.

ZOE: self; *Range:* 1000 miles; *Duration:* 6 hours; *Saving Throw:* none

Avalanche: This creates four 20d4 snowballs in square pattern with centers 20 feet apart. Each is like the spell *Snowball* (page 64) with $\frac{1}{2}$ damage if physical saving throw is made.

ZOE: see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Clone: A piece of living flesh may be used to create a duplicate of the person from whom the flesh was taken. If the Clone and original are alive at the same time, the Clone will try to destroy the original or both will go insane. It takes 360 / L days to complete a clone.

ZOE: 1 being; *Range:* none; *Duration:* momentary; *Saving Throw:* none

Cone of Feeblemind: All within cone, mages and non-mages alike, are subject to a *Feeblemind* (page 69) spell.

ZOE: 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* mental -15%

Great Barrier: This spell creates a magical barrier of immense power. No one and nothing may pass through the wall, including the caster. No magic may pass through the barrier. The barrier may take two forms, either a wall 60' by 20', or a 20' radius hemisphere centered on the caster. In the latter form, the spell will provide complete protection from Detects, Locates, and Scrying spells, and the enclosed area will be under the effect of a Damp Teleport spell. Only *Dispel Magic* (page 63) can bring down the barrier, and even on this, the caster gains a +4 level bonus in the Level Contest to dispel it. The spell is user-friendly; the caster and others will not suffocate inside it, nor will it block the ambient light of the area, although it will block poison gas or harmful radiation.

ZOE: see description; *Range:* none; *Duration:* 3 hours; *Saving Throw:* none

Mass Suggestion: The mage speaks a suggestion per the spell *Suggestion* (page 64) which affects all who can hear him. All saves are at -15%.

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

Meteor Swarm: This produces four 20d6 fireballs in a square pattern with centers 20 feet apart. Each is per the spell *Fireball* (page 63) with $\frac{1}{2}$ damage if physical saving throw is made.

ZOE: see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Mind Blank: This spell protects the caster against all mental spells, without requiring a Level Contest or a saving throw.

ZOE: self; *Range:* none; *Duration:* 1 day; *Saving Throw:* none

Phase Shift: The caster switches out of phase. He becomes unaffected by all weapons and spells in his original plane. He can see in the original plane, but cannot hear or touch. He moves in the original plane, although he is not constrained by any obstacle. He may be attacked as normal in his new plane, and he may be forced back to the old plane by *Phase In* (page 70). Dispel Magic will not affect an out-of-phase mage. The mage moves at 120 feet and can move in 3 dimensions. He is not made invisible by this spell. He may return to the old phase at will, but may not switch back.

ZOE: self; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* none

Power Word Kill: This kills 1 being with less than 90 hit points. Only those with more than half this amount get saving throws. These numbers refer to the normal maximum hit points of the target. This spell automatically has the Power Word modifier applied. Modifiers: Extra Effect (+10 hit points of target).

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

Repulsion: This spell creates a 10' r sphere within which all objects or persons which attempt to move towards the caster will move in the opposite direction. This effectively makes him invulnerable to physical attack.

ZOE: 10' r sphere; *Range:* self; *Duration:* 10 minutes; *Saving Throw:* none

Symbol: This sets a trap for anyone touching, crossing or reading the symbol. Those whom the caster makes aware of the symbol's exact location may avoid its effects. Types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death. GM creativity and discretion are encouraged.

ZOE: 1 symbol; *Range:* touch; *Duration:* until triggered; *Saving Throw:* variable

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

ZOE: 60' cube; *Range:* always zero; *Duration:* d4+2 rounds; *Saving Throw:* none

Time Travel: Allows the caster to travel forward in time up to two weeks. Extra Effect (+2 weeks).

ZOE: self; *Range:* none; *Duration:* permanent, momentary; *Saving Throw:* none

Tsunami: This spell summons a 40' high wave. It requires a body of water at least 2 miles wide. The wave will be 720' long and will generally affect up to 540' inland. The effects of the wave at the shore line are disastrous, but they lessen as they move inland. Only the stoutest of castle walls can withstand the wave at full strength. The wave will arrive without notice d6 rounds after the casting of the spell. Modifiers: Extra ZOE (affects length of wave), Extra Effect (+20' to height, +180' to inland effect region, power goes as square of height) +1.

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

Monster Summoning Tables

The Monster Summoning morphic spell can only summon characters that can reasonably be encountered in the terrain and region where summoned. The following list is supplied for general use, but the GM may add or delete characters as appropriate to his scenario and the terrain where cast and may grant requests for unlisted characters at his discretion. For example, one can't summon a Shark in the desert or a Hydra in midair. The mage should have a fair idea of what characters are available in any area with which he is familiar, or about which he has been briefed.

If the mage attempts to summon a character that is not available, the results are unpredictable and depend on why the indicated character is not available. If one summoned a pack of Dire Wolves in a Cretaceous scenario, one might get a pair of Velociraptors instead (best available fit). If one summoned a Dragon in a world that never had dragons, one might get a random character (no available fit). If one summoned a Pegasus, unaware that all the Pegasi had just died of the plague, the spell would probably have no effect (out of stock).

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

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

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

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

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

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

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

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

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

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

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

Clerics

Clerics are able to invoke the power of their gods. Their hit dice are d6. Clerics may wear armor and use shields as appropriate to their religion.

Clerical System

A cleric casts spells by praying to his god for a desired effect, hence, we generally refer to them as "prayers". Each religion has a list of such prayers that are granted to all clerics of sufficient level. Only a limited number of prayers can be granted per day, however, which is represented by the cleric's prayer point allotment. Each day at dawn the cleric will receive a number of prayer points equal to his wisdom. A cleric will never have more points available than his / her wisdom. Each prayer costs a number of prayer points according to the table below. If no cost is listed, or if the cost would exceed the prayer points remaining, the prayer may not be cast.

Casting of Clerical Prayers

Prayers are normally cast in the Clerical Spell Phase, and take effect in order of increasing prayer point cost. If a cleric suffers any damage before the phase in which he casts, he may not cast a prayer during the round. Although a prayer cannot normally prevent the casting of another prayer in the same phase, the effects may depend on the order. For example, a *Resist Causes* would modify a *Cause Wounds* only if it went into effect first.

Prayer Point Costs Chart																		
Prayer Level	Level of Cleric																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1
4	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1
5	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1
6	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1
7	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1
8	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4

Prayer Requirements

A cleric must be able either to speak **or** to move his hands to pray, so a bound and gagged cleric may not cast. Some prayers (such as sticks to snakes) require material components. The cleric does **not** automatically have these items. If a cleric is in some way inhibited from casting a prayer that requires words, components, etc. he may not cast it at **any** prayer point cost. All clerics carry consecrated holy symbols with them, and these are normally considered necessary to cast prayers. The GM may, at his discretion, prohibit a cleric who has lost his symbol from casting any, some, or all prayers (except, of course, for *Consecrate Object*) until he obtains or consecrates one.

Clerical Cantrips

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

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

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

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

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

Prayer Option Descriptions

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

Mass Prayer Option: These prayers act exactly like their more mundane counterparts, but they affect up to L beings within the ZOE. The closest subjects to the center of the ZOE are always affected first, with ties broken randomly. The caster has three choices for placing the ZOE.

1. He may center it on himself. The radius of the prayer is chosen by the caster with no limitations. The caster may affect himself or not as he wishes.
2. The ZOE may be placed anywhere up to the range of the original spell. The ZOE is then a sphere of up to 30' radius. The caster cannot choose to be unaffected.
3. 10' r. These prayers extend the effect of the mundane version of the prayer to everyone within ten feet of the caster at the time of casting. The recipients need not remain within the 10' r.

Dispelling magic directed at the caster of a Mass (or Touch) prayer will, if successful, negate all current instances of that prayer; dispelling magic directed at a single recipient can dispel only that recipient's effects. Mass prayers have a casting cost 2 levels higher than the mundane version of the prayer. The designation for a mass prayer option is the letter "M" in brackets after the mundane prayer name, example "Cure Wounds I [M]". If there is a different additional cost it will follow the "M" in the brackets.

Renewable Duration Prayer Option: These prayers may be extended to renewable duration by expending double the normal prayer points when casting. This means that the prayer lasts until the cleric would next regain prayer points, at which point the cleric may opt to renew the prayer for another day by spending the casting cost again. This takes no time and does not require the cleric to be conscious. The designation for a Renewable prayer option is the letter "R" in brackets after the prayer duration. Example: "Detect Evil [R]" would mean the cleric could cast the renewable version of Detect Evil; if the normal prayer costs 3 prayer points then the renewable version would cost 6 prayer points and the cost to renew it would be 3.

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

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

Monstrous Clerical Lists

Gargoyles

Gargoyles are sorely jealous of the craftsmanship of followers of Daglir, and long resented their own “second class” status in the eyes of the god. Eventually the Gargoyles forged bonds with primal forces within the earth and left the halls of the demihumans forever... or at least until those halls can be taken for themselves.

Gargoyles regain their prayer points at dusk.

Sphere of influence: Guardianship, Stonework

Multi-Level Prayers	Page	ZOE	Range	Duration	ST
Might N (M)	112	1 person	touch	60 + 10 <i>L</i> minutes	voluntary
Stone Blow N	119	1 being	touch	N rounds	spiritual
Stone Skin N (M)	119	1 being	touch	60 + 10 <i>L</i> minutes [R]	none

Level I Base Prayers	Page	ZOE	Range	Duration	ST
Consecrate Object	100	1 object	touch	see spell	none
Detect Altitude (1,2) (M)	103	1 being	see spell	see spell	none
Detect Magic (4) (M)	104	self	120' LOS	momentary	none
Detect Size (1)	104	1 object	touch	momentary	none
Rune of Warning	116	see spell	touch	see description	as spell
Statue (M)	119	self	touch	60 + 10 <i>L</i> minutes [R]	none

Level II Base Prayers	Page	ZOE	Range	Duration	ST
Analyze Item	95	1 item	touch	momentary	none
Detect Secret Doors (1) (M)	104	self	touch	60 + 10 <i>L</i> minutes	none
Detect Trap (3,4) (M)	104	see spell	480' or 120'	momentary	none
Meld Stone	111	self	touch	60 + 10 <i>L</i> minutes [R]	none
Observe Prayer (M)	112	self	120' LOS	6 + <i>L</i> rounds	none
Resist Acid (M)	115	1 being or object	10'	60 + 10 <i>L</i> minutes [R]	none
Resist Cold (M)	115	1 being or object	10'	60 + 10 <i>L</i> minutes [R]	none
Resist Crushing (M)	115	1 being or object	10'	60 + 10 <i>L</i> minutes [R]	none
Resist Fire (M)	115	1 being or object	10'	60 + 10 <i>L</i> minutes [R]	none
Rune of Holding	116	see spell	touch	see description	as spell
Statue Other	119	1 being	touch	60 + 10 <i>L</i> minutes ER]	none

Level III Base Prayers	Page	ZOE	Range	Duration	ST
Analyze Structure	95	1 item	touch	momentary	none
Animate Statue	96	60' r sphere	120'	60 + 10L minutes [R]	none
Dispel Prayer	105	10' r sphere	60'	momentary	level contest
Eyes of Stone (M)	107	1 point of stone	touch	60 + 10L minutes [R]	none
Forewarning (M)	108	self	10L feet	60 + 10L minutes [R]	none
Hurl Boulder	109	1 boulder	touch	momentary	none
Message via Stone (M)	112	special	L^2 miles	until delivered	none
Regeneration (M)	115	1 being	touch	60 + 10L minutes [R]	none
Rune of the Elements	116	see spell	touch	see description	as spell
See Invisible (M)	117	self	as sight	L hours [R]	none
Speak with Statues	118	1 statue	120'	60 + 10L minutes [R]	none
Stoneform (M)	119	1 being	touch	60 + 10L minutes [R]	none
Stone Window	120	4L cubic feet	touch	60 + 10L minutes [R]	none
Level IV Base Prayers	Page	ZOE	Range	Duration	ST
Conceal Magic (M)	100	1 spell	20'	L Days	none
Gargoyle's Statue	108	Earshot/LOS	contact	one month	none
Petrify (T)	113	1 object	touch	instantaneous	see description
Rune of Blasting	116	see spell	touch	see description	physical*
Sense Intruder (M)	117	20L' r sphere	none	until caster moves	none
Shape Stone	117	self	none	60 + 10L minutes [R]	none
Speak with Stone (M)	119	1 stone	as speech	60 + 10L minutes [R]	none
Stone Wizard Eye	120	not applicable	quarter mile	10 minutes	none
Level V Base Prayers	Page	ZOE	Range	Duration	ST
Animate Stone	96	60' r sphere	120'	60 + 10L minutes [R]	none
Doom of Stone	106	1 space	60'	L rounds [R]	none
Harden Stone	109	1 cubic feet	touch	permanent	none
Merge with Stone	111	1 stone	none	60 + 10L minutes [R]	none
Pass Wall	113	see description	touch	6 + L rounds	none
Level VI Base Prayers	Page	ZOE	Range	Duration	ST
Flesh to Stone (M)	108	1 being	touch	momentary	physical
Manipulate Stone	111	self	touch	60 + 10L minutes [R]	none
Rune of Petrification	116	see spell	touch	permanent	as spell
Level VII Base Prayers	Page	ZOE	Range	Duration	ST
Permanent	113	same	same	Permanent	none
Word of Recall	124	self	infinite	instantaneous	none
Level VIII Base Prayers	Page	ZOE	Range	Duration	ST
Touch of Stone	121	self	touch	10 minutes	physical

Sea Hags

Sea Hags are anathema to clerics of Aru and Gaia, because through illness and poisoning, Sea Hags corrupt what is most dear to those gods.

Sea Hags regain prayer points at dusk.

Special Notes: Sea Hags cast “weaken” modes of *Patterning* (page 53) as level *L* mages, with access to all mage modifiers. The spell cost is deducted from their reserve of prayer points.

Damage inflicted by the *Cause Wounds* prayer of a Sea Hag cannot be healed by a *Cure Wounds* spell and is regained only one point per day.

Sphere of influence: Decay, Disease

Multi-Level Prayers	Page	ZOE	Range	Duration	ST
Cause Wounds N (M)	98	1 being	120'	momentary	spiritual*
Curse Armor N (M)	102	1 piece of armor	120'	10 minutes	none
Curse Weapon N (M)	102	1 weapon	120'	10 minutes	none
Poison Weapon N	113	caster's weapon	touch	60 + 10 <i>L</i> minutes [R]	none to cast

Level I Base Prayers	Page	ZOE	Range	Duration	ST
Burnout	97	1 object	120'	momentary	none
Conceal Disease (M)	99	see spell	10'	<i>L</i> Days	none
Conceal Poisoning (M)	100	1 being	10'	<i>L</i> Days	none
Detect Disease (2,3,4) (M)	103	varies	varies	momentary	varies
Detect Magic (4) (M)	104	self	120' LOS	momentary	none
Detect Poison (2,3,4) (M)	104	varies	varies	momentary	none
Infect	109	1 being or object	120'	permanent	spiritual
Putrefy Food and Water	114	10 <i>L</i> pounds	touch	momentary	none
Rot (M)	116	10 <i>L</i> pounds	120'	momentary	none
Troubled Sleep	122	<i>L</i> persons	contact	upon awakening	spiritual
Vulnerability Causes	123	1 being	120	60 + 10 <i>L</i> minutes [R]	spiritual
Vulnerability Disease	123	1 being	120	60 + 10 <i>L</i> minutes [R]	spiritual
Vulnerability Poison	123	1 being	120'	60 + 10 <i>L</i> minutes [R]	spiritual

Level II Base Prayers	Page	ZOE	Range	Duration	ST
Blight	96	20' cube	120'	momentary	see description
Cause Disease (M)	97	1 humanoid	120'	see description	spiritual
Cause Weakness (M)	98	1 humanoid	120'	60 + 10 <i>L</i> minutes [R]	spiritual
Conceal Poison (M)	100	10 <i>L</i> Lbs. poison	10'	<i>L</i> Days	none
Conceal Weakness (M)	100	1 being	10'	<i>L</i> Days	none
Darkness	102	10' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Disfigure (M)	105	1 being	120'	<i>L</i> days	spiritual
Poison Potion (M)	113	1 quart of liquid	120'	Renewable	none
Resist Cure Wounds (M)	115	1 victim	60'	60 + 10 <i>L</i> minutes [R]	spiritual
Rust (M)	117	10 <i>L</i> pounds	120'	momentary	none
Vulnerability Elements (M)	123	1 being	120'	60 + 10 <i>L</i> minutes [R]	spiritual
Vulnerability Fear	123	1 target	120'	60 + 10 <i>L</i> minutes [R]	none

Level III Base Prayers	Page	ZOE	Range	Duration	ST
Cause Severe Disease (M)	98	1 humanoid	120'	see description	spiritual
Cripple (M)	101	1 being	120'	d4+2 rounds	spiritual
Dispel Magic	105	10' r sphere	120'	momentary	level contest
Maggots	111	see spell	10'	permanent	none
Miasma	112	20' sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Prevent Resuscitation	114	1 body	120'	permanent	spiritual
Summon Plague Rats	120	1/4 mile sphere	none	60 + 10 <i>L</i> minutes [R]	none
Level IV Base Prayers	Page	ZOE	Range	Duration	ST
Cause Affliction (M)	97	1 humanoid	120'	momentary	spiritual
Cause Terminal Disease (M)	98	1 being	120'	see description	spiritual
Continual Darkness	101	40' r sphere	360'	1 day [R]	none
Disease Carrier (M)	105	1 mammal	120'	<i>L</i> days	spiritual
Insect Plague	110	see spell	480'	<i>L</i> hours [R]	special
Level V Base Prayers	Page	ZOE	Range	Duration	ST
Defoliation	102	30' sphere	120'	momentary	spiritual
Finger of Death (M)	108	1 being	120'	momentary	spiritual
Influenza Outbreak (M)	109	1 humanoid	120'	see description	spiritual
Level VI Base Prayers	Page	ZOE	Range	Duration	ST
Cause All (M)	97	1 being	120'	momentary	spiritual*
Poisoned Weapon	113	caster's weapon	touch	60 + 10 <i>L</i> minutes [R]	none to cast
Typhoid Outbreak (M)	122	1 humanoid	120'	see description	spiritual
Level VII Base Prayers	Page	ZOE	Range	Duration	ST
Full Finger of Death (M)	108	1 being	120'	instant	spiritual*
Plague (M)	113	1 humanoid	120'	see description	spiritual
Level VIII Base Prayers	Page	ZOE	Range	Duration	ST
Warp Enchantment	123	1 object	10'	momentary	level-vs-level
Level IX Base Prayers	Page	ZOE	Range	Duration	ST
Heat Death of the Universe	109	Universe	none	Eternity	none

Sphinx

Sphinxes do not have any particular quarrel with any of the demihuman gods (with perhaps a slight distaste for the limited use to which Mavors clerics put their otherwise considerable information-gathering spells), largely preferring to “pursue their own projects”. However, recent events have pulled Sphinxes away from leisurely cares and into the effort against the demihumans.

Sphinxes regain prayer points at dusk.

Special Notes: As non-tool users, Sphinxes do not need a consecrated object to employ their clerical prayers.

Sphere of influence: Knowledge, Riddles, Investigation.

Multi-Level Prayers	Page	ZOE	Range	Duration	ST
Bless N (M)	96	1 person	contact	6 + <i>L</i> + delay rounds	none
Cure Wounds N (M)	102	1 being	120'	momentary	spiritual*
Paradox N	112	see spell	as speech	instant	mental
Riddle N	116	see spell	120'	special	mental – 10 <i>N</i> %
Trapped Speech N	122	1 target	earshot	<i>N</i> rounds	mental

Level I Base Prayers	Page	ZOE	Range	Duration	ST
Augury	96	self	none	none	spiritual
Cat's Eye (M)	97	self	none	60 + 10 <i>L</i> minutes [R]	none
Detect Altitude (1,2) (M)	103	1 being	see spell	see spell	none
Detect Food (3,4) (M)	103	see spell	480' or 120'	momentary	none
Detect Illusion (2) (M)	103	1 object	120' LOS	momentary	none*
Detect Magic (4) (M)	104	self	120' LOS	momentary	none
Detect North (1) (M)	104	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Detect Poison (2,3,4) (M)	104	varies	varies	momentary	none
Detect Water (3,4)	105	see spell	480' or 120'*	momentary	none
Predict Weather	114	self	5 <i>L</i> miles	6 <i>L</i> hours	none
Understand Speech (M)	122	self	as hearing	<i>L</i> hours [R]	none

Level II Base Prayers	Page	ZOE	Range	Duration	ST
Clue	99	self	none	momentary	none
Detect Animal (3,4)	103	see spell	480' or 120'	momentary	none
Detect Disease (2,3,4) (M)	103	varies	varies	momentary	varies
Detect Hostility (2,3,4) (M)	103	1 being	120' LOS	momentary	spiritual
Detect Possession (2) (M)	104	1 being	120' LOS	momentary	spiritual*
Detect Secret Doors (1) (M)	104	self	touch	60 + 10 <i>L</i> minutes	none
Detect Size (1)	104	1 object	touch	momentary	none
Detect Trap (3,4) (M)	104	see spell	480' or 120'	momentary	none
Detect Undead (3,4) (M)	105	see spell	480' or 120'	momentary	none
Observe Prayer (M)	112	self	120' LOS	6 + <i>L</i> rounds	none
Read Languages (M)	115	self	as sight	60 + 10 <i>L</i> minutes [R]	none
See Illusion (M)	117	1 being	10'	60 + 10 <i>L</i> minutes [R]	none
Silence 15'r	117	see spell	zero	60 + 10 <i>L</i> minutes [R]	none
Speak with Animals (M)	118	self	as speech	60 + 10 <i>L</i> minutes [R]	none
Speak with Monsters (M)	118	self	as speech	60 + 10 <i>L</i> minutes [R]	none
Testimony (M)	121	1 being	30'	60 + 10 <i>L</i> minutes [R]	spiritual

Level III Base Prayers	Page	ZOE	Range	Duration	ST
Analyze Prayer	95	self	120' LOS	6 + <i>L</i> rounds	none
Command Language (M)	99	self	none	<i>L</i> hours [R]	none
Detect Curse (2) (M)	103	see spell	120' LOS	momentary	spiritual
Detect Protection (2) (M)	104	1 being or object	120' LOS	momentary	spiritual
Detect Religion (2) (M)	104	1 being	120' LOS	momentary	spiritual
Find Being	107	1 being	<i>L</i> miles	<i>L</i> hours	spiritual
Question	114	1 being	10'	6 + <i>L</i> rounds	spiritual
See Invisible (M)	117	self	as sight	<i>L</i> hours [R]	none
Speak with Dead	118	1 dead body	10'	10 minutes	none
Speak with Plants (M)	118	self	as speech	60 + 10 <i>L</i> minutes [R]	none
Speak with Stone (M)	119	1 stone	as speech	60 + 10 <i>L</i> minutes [R]	none
Level IV Base Prayers	Page	ZOE	Range	Duration	ST
Analyze Magic	95	self	120' LOS	6 + <i>L</i> rounds	none
Commune I	99	self	see spell	<i>L</i> minutes	none
Devour Book	105	see spell	touch	momentary	none
Speak with Dead	118	1 dead body	10'	10 minutes	none
Speak in Tongues (M)	118	self	as speech	60 + 10 <i>L</i> minutes [R]	none
Total Recall (M)	121	1 being	touch	permanent	none
Trace Sending	121	1 sending	240'	<i>L</i> /2 days	none
Track	121	1 being	480'	60 + 10 <i>L</i> minutes [R]	spiritual -30%
Unriddling	122	1 spell	120'	Instant	special
Withstand Inquiry (M)	124	1 being	10'	60 + 10 <i>L</i> minutes [R]	none
Level V Base Prayers	Page	ZOE	Range	Duration	ST
Commune II	99	self	see spell	<i>L</i> minutes	none
Magic Trail	111	1 trail	LOS	60 + 10 <i>L</i> minutes [R]	none
Toll	121	(<i>L</i> – 8)/2 miles	none	momentary	none
True Sight	122	self	as senses	60 + 10 <i>L</i> minutes [R]	none
Level VI Base Prayers	Page	ZOE	Range	Duration	ST
Assay Item	96	1 item	touch	momentary	Spiritual
Death's Riddle	102	1 dead body	10'	instant	special
Fatal Question	107	1 target	120'	instant	mental
Prophecy	114	self	special	10 minutes	none
Trace Teleport	121	30' r	240'	<i>L</i> /2 days	none
Level VII Base Prayers	Page	ZOE	Range	Duration	ST
View Past	123	self	as sight	6 hours*	none
Word of Recall	124	self	infinite	instantaneous	none
Level VIII Base Prayers	Page	ZOE	Range	Duration	ST
Foresight	108	self	zero	60 + 10 <i>L</i> minutes [R]	none
View Future	123	self	as sight	60 + 10 <i>L</i> minutes [R]	none

Succubi

Succubi are the mortal enemies of Mavors clerics, those meddling interlopers who strive valiantly to reveal the lies, free the seduced souls, and undo the corruption of “nice” society that Succubi so enjoy.

Succubi regain prayer points at dusk.

Special Notes: Succubi cast *Illusion* (page 52) as level *L* mages, with access to all mage modifiers. The spell cost is deducted from their reserve of prayer points.

At their option, they may use the following as Innate Spells: *Pause* (page 113), *Suggest* (page 120), *Charm* (page 98), *Distress Cry* (page 106).

Sphere of clerical influence: Seduction, Temptation, Corruption

Multi-Level Prayers	Page	ZOE	Range	Duration	ST
Curse N (M)	102	1 being	120'	6 + <i>L</i> rounds	spiritual-5N%
Poison Weapon N	113	caster's weapon	touch	60 + 10 <i>L</i> minutes [R]	none to cast
Surprise Attack N	120	1 being	touch	6 + <i>L</i> rounds	none
Transfer N	122	2 beings	120'	momentary	spiritual for both

Level I Base Prayers	Page	ZOE	Range	Duration	ST
Beauty	96	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Conceal Dishonor (M)	99	1 being	120'	60 + 10 <i>L</i> minutes [R]	none
Consecrate Object	100	1 object	touch	see spell	none
Detect Hostility (2,3,4) (M)	103	1 being	120' LOS	momentary	spiritual
Detect Magic (4) (M)	104	self	120' LOS	momentary	none
Detect Religion (2) (M)	104	1 being	120' LOS	momentary	spiritual
Pause	113	1 being	120'	1 round	spiritual
Understand Speech (M)	122	self	as hearing	<i>L</i> hours [R]	none

Level II Base Prayers	Page	ZOE	Range	Duration	ST
Allure	95	caster	none	60 + 10 <i>L</i> minutes [R]	none
Blind Stroke	96	1 being	120'	1 round	spiritual
Conceal Deodand	100	1 object	10'	<i>L</i> hours [R]	none
Darkness	102	10' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Detect Possession (2) (M)	104	1 being	120' LOS	momentary	spiritual*
Observe Prayer (M)	112	self	120' LOS	6 + <i>L</i> rounds	none
Silence 15'r	117	see spell	zero	60 + 10 <i>L</i> minutes [R]	none
Sleep	117	60' cone	0	see spell	spiritual
Suggest (M)	120	1 being	120'	2 weeks	spiritual
Ventriloquism (M)	123	self	120'	60 + 10 <i>L</i> minutes [R]	none
Withstand Causes (M)	124	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level III Base Prayers	Page	ZOE	Range	Duration	ST
Conceal Felon	100	1 person	10'	<i>L</i> hours [R]	none
Conceal Magic (M)	100	1 spell	20'	<i>L</i> Days	none
Demonic Embrace	102	1 being	10'	concentration	see spell
Detect Curse (2) (M)	103	see spell	120' LOS	momentary	spiritual
Disguise (M)	105	1 being	10'	6 <i>L</i> hours	none
Dispel Magic	105	10' r sphere	120'	momentary	level contest
Forewarning (M)	108	self	10 <i>L</i> feet	60 + 10 <i>L</i> minutes [R]	none
Invisibility (M)	110	1 being	10'	60 + 10 <i>L</i> minutes [R]	none
Send Dream (M)	117	1 being	10 <i>L</i> miles	<i>L</i> hours [R]	spiritual
Command Language (M)	99	self	none	<i>L</i> hours [R]	none
Testimony (M)	121	1 being	30'	60 + 10 <i>L</i> minutes [R]	spiritual
Level IV Base Prayers	Page	ZOE	Range	Duration	ST
Charm (M)	98	1 being	120'	special	spiritual
Command (M)	99	1 being	120'	2 weeks	spiritual
Distraction	105	see spell	self	12 rounds	spiritual
Distress Cry	106	1 being	LOS	6 rounds	spiritual
Forget (M)	108	1 being	120'	permanent	spiritual
Question	114	1 being	10'	6 + <i>L</i> rounds	spiritual
Hold Person	109	30' r sphere	240'	concentration	spiritual
Mind Speech (M)	112	1 being	see spell	60 + 10 <i>L</i> minutes [R]	none
Somnambulist (M)	118	1 being	120'	2 weeks	spiritual
Trance (M)	121	1 being	120'	12 rounds	spiritual
Level V Base Prayers	Page	ZOE	Range	Duration	ST
Alter Personality (M)	95	1 being	120'	permanent	spiritual
False Memory (M)	107	1 being	60'	permanent	spiritual
Kiss of Death	110	1 being	10'	momentary	spiritual
Soul Rider	118	1 being	120' initially	Renewable	spiritual
Speak in Tongues (M)	118	self	as speech	60 + 10 <i>L</i> minutes [R]	none
Level VI Base Prayers	Page	ZOE	Range	Duration	ST
Domination (M)	106	1 being	120'	special	spiritual
Poisoned Weapon	113	caster's weapon	touch	60 + 10 <i>L</i> minutes [R]	none to cast
Level VII Base Prayers	Page	ZOE	Range	Duration	ST
Influence (M)	109	1 being	120'	special	spiritual
Level VIII Base Prayers	Page	ZOE	Range	Duration	ST
Permanent	113	same	same	Permanent	none
Level IX Base Prayers	Page	ZOE	Range	Duration	ST
Conjure Servant	100	GM discretion	proximity	<i>L</i> hours [R]	none

Werewolves

There's a certain amount of shared love of the Hunt between Gaia clerics and Werewolves. Both know the skilled patience needed for tracking, the thrill of the chase, and the joy of successfully bringing down game. However, Gaia clerics are in control these feelings and can limit their hunting to what they can eat. Werewolves, on the other hand, are consumed by lust for the next fresh kill.

Werewolves regain prayer points at dusk.

Sphere of clerical influence: Rage, Violence, Predation

Multi-Level Prayers	Page	ZOE	Range	Duration	ST
Cause Wounds N (M)	98	1 being	120'	momentary	spiritual*
Frenzy N (M)	108	1 being	touch	6 + <i>L</i> rounds	spiritual
Might N (M)	112	1 person	touch	60 + 10 <i>L</i> minutes	voluntary
Summon Animal N	120	1 being	10'	12 rounds	none

Level I Base Prayers	Page	ZOE	Range	Duration	ST
Cat's Eye (M)	97	self	none	60 + 10 <i>L</i> minutes [R]	none
Consecrate Object	100	1 object	touch	see spell	none
Detect Animal (3,4)	103	see spell	480' or 120'	momentary	none
Detect Food (3,4) (M)	103	see spell	480' or 120'	momentary	none
Detect Prayer (4) (M)	104	self	120' LOS	momentary	none
Pack Scent (M)	112	1 being	10'	60 + 10 <i>L</i> minutes [R]	spiritual
Protection from Animals I	114	10' r sphere	zero	60 + 10 <i>L</i> minutes [R]	spiritual*
Speak with Animals (M)	118	self	as speech	60 + 10 <i>L</i> minutes [R]	none

Level II Base Prayers	Page	ZOE	Range	Duration	ST
Bloodcure (M)	96	1 target	touch	momentary	none
Bloodhound (M)	96	1 target	touch	60 + 10 <i>L</i> minutes [R]	none
Bloodscent I	97	1 being	see description	see description	spiritual
Consecrate Blood	100	<i>L</i> pints	touch	1 day [R]	none
Darkness	102	10' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Detect Hostility (2,3,4) (M)	103	1 being	120' LOS	momentary	spiritual
Find Being	107	1 being	<i>L</i> miles	<i>L</i> hours	spiritual
Infravision (M)	110	self	LOS	<i>L</i> hours [R]	none
Jump (M)	110	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Run Like the Wolf (M)	116	1 being	10	60 + 10 <i>L</i> minutes [R]	none
Life Sense (M)	110	1 being	none	<i>L</i> hours [R]	none
Protection from Animals II	114	10' r sphere	zero	60 + 10 <i>L</i> minutes [R]	spiritual*
Stalk (M)	119	1 being	touch	60 + 10 <i>L</i> minutes [R]	spiritual
Ventriloquism (M)	123	self	120'	60 + 10 <i>L</i> minutes [R]	none
Withstand Fear (M)	124	1 being	120'	60 + 10 <i>L</i> minutes [R]	none

Level III Base Prayers	Page	ZOE	Range	Duration	ST
Dispel Prayer	105	10' r sphere	60'	momentary	level contest
Fear Animals	107	60' cone	none	until saves	mental
Panther Senses (M)	112	1 being	10'	60 + 10L minutes [R]	none
Protection from Animals III	114	10' r sphere	zero	60 + 10L minutes [R]	spiritual*
Speak with Monsters (M)	118	self	as speech	60 + 10L minutes [R]	none
Wolf's Toll	124	10 mile radius	none	momentary	none
Level IV Base Prayers	Page	ZOE	Range	Duration	ST
Bloodscent II	97	1 being	see description	see description	spiritual
Eyes of Animals (M)	106	1 target	120'	60 + 10L minutes [R]	none
Fear Foes	107	60' cone	none	until saves	mental
Lycanthropy (M)	111	1 human	120	1 night	spiritual
Protection from Animals N V	114	10' r sphere	zero	60 + 10L minutes [R]	spiritual*
Speak with All Animals (M)	118	self	as speech	60 + 10L minutes [R]	none
The Beast Within (M)	121	1 being	240'	see spell	spiritual-15%
Track	121	1 being	480'	60 + 10L minutes [R]	spiritual -30%
Level V Base Prayers	Page	ZOE	Range	Duration	ST
Claw's Revenge	99	30' r sphere	240'	60 + 10L minutes [R]	see spell
Growth Animals	109	60' cone	zero	60 + 10L minutes [R]	physical
Magic Trail	111	1 trail	LOS	60 + 10L minutes [R]	none
Protection from Animals VII	114	10' r sphere	zero	60 + 10L minutes [R]	spiritual*
Level VI Base Prayers	Page	ZOE	Range	Duration	ST
Cause All (M)	97	1 being	120'	momentary	spiritual*
Possess Animal	113	1 animal	240'	indefinite	level contest
Protection from Animals N IX	114	10' r sphere	zero	60 + 10L minutes [R]	spiritual*
Level VII Base Prayers	Page	ZOE	Range	Duration	ST
Protection from Animals XII	114	10' r sphere	zero	60 + 10L minutes [R]	spiritual*
Level VIII Base Prayers	Page	ZOE	Range	Duration	ST
Permanent	113	same	same	Permanent	none
Protection from Animals XV	114	10' r sphere	zero	60 + 10L minutes [R]	spiritual*
Level IX Base Prayers	Page	ZOE	Range	Duration	ST
Conjure Servant	100	GM discretion	proximity	L hours [R]	none
Great Protection from Animals	109	10' r sphere	zero	60 + 10L minutes [R]	spiritual*

Prayer Description Key

All prayers referred to in the tables above are explained here. A few common terms and concepts will help in understanding the descriptions. All prayers are listed alphabetically.

Multi-Level Prayers: Some prayers are multiple level, such as Cure Wounds I, Cure Wounds II, etc. These prayers are listed as Cure Wounds N, and the effects given in terms of the level.

Zone of Effect (ZOE): All prayers have a zone of effect. If this is the caster himself or a single visible target, ZOE so specifies. If a number of targets, a random target, or a volume of material, the ZOE is specified as a volume in which all targets must be at the time of casting. If a sphere, the radius is given. If a cone, the height is given, and the cone has a base of radius $\frac{1}{2}$ the height. If a cube, the length of a side is given. If an indefinite word such as "vicinity" is used the caster has great freedom.

Range: All prayers have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. The range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. If the prayer primarily gives the caster an ability (detects), the range is the range of the ability. If a prayer must pass through stone, treat stone as 10 times its thickness. All prayers require a line of sight to the target or the center of the area of effect unless otherwise stated.

Duration: Most prayers have a limit to how long they work. Prayers that have durations specified in rounds count the round in which they take effect toward their duration. The caster may elect to delay the effects of such prayers until the Declaration Phase of the following round, but this decision must be made when the prayer is cast. A prayer's duration ends at the end of a round, never in the middle. A prayer's duration may be deliberately limited by the invoking cleric when the prayer is made, but once made, the cleric may not cut it short. Clerical enhancements in general, being divinely granted effects, do not dissipate with the death of the caster.

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

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

Momentary: the prayer lasts but a moment, but its effects, typically damage, curing or dispelling, are quite real and permanent. Such prayers can only take effect in the phase cast. Prayers with momentary duration can not be dispelled.

Renewable Duration: The prayer lasts until the cleric would next regain prayer points, at which point the cleric may opt to renew the prayer for another day by spending the casting cost again. This takes no time and does not require the cleric to be conscious (see page 81).

Saving Throws: Unless otherwise indicated, a successful saving throw negates the spell effect. The proper Saving Throw is indicated. Sometimes a save must be failed to gain some beneficial effect. This is made clear in the descriptions.

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

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

Caveats

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

1. Multi-Level prayers don't sum. If two castings of a multi-level prayer are in effect on one target, only the highest level will have effect.
2. Two prayers with similar effects don't sum. If two prayers have similar effects, the more favorable will apply. If prayers have several sub-effects, each sub-effect should be reckoned separately. If a Mage spell and a Clerical prayer have similar effects, the rule still applies. Spells that increase requisites are distinct from those that do not, since requisite effects sum with magical ones. Spells that enchant objects are distinct from those that affect people, since the enchanted object may be used by anyone.
3. Bless-type prayers don't sum. This is the most common case of the foregoing rule. Bless-type prayers include Bless, Hunter's Blessing, and Might. Note that Enchant Armor, Enchant Weapon, and Bane are not Bless-type prayers.
4. GMs may prevent absurdities. No listing of prayers can anticipate all the abuses which players may attempt to foist on a GM. If an attempted use of a prayer is clearly against the spirit of the description, the GM may so inform the player and prevent the abuse.

Generic Prayer Descriptions

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

Cause Prayers: Mass spell. Generally, causes of all kinds are 100% effective only if 10 rounds are taken to cast the prayer. If less time is taken, the victim receives a Spiritual save with a -5% for every round taken over 1. The victim will not notice anything until the prayer is complete, unless magical means are employed. The caster must maintain LOS for the entire period, but if LOS is lost for less than one round of a multi-round casting, there is no penalty.

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

Cure Prayers: Generally speaking, a cure is a miraculous cessation of some illness or injury. Similarly to causes, these prayers are 100% effective if cast over 10 rounds. If less time is used to cast, the recipient must fail his spiritual saving throw in order for the prayer to be effective, with this chance improving by 5% for every round over one used. The saving throw does not apply if he has dropped all saves for the round. No effect will be noticeable until the cleric announces that the prayer is complete. If the condition was especially virulent (such as advanced leprosy, the terminal stages of a disease, or a magical disease) a shock survival roll will be needed to avoid permanent disability. If the disease was of an enchanted nature, a level contest may be needed to cure it. Ordinary Causes will not require such treatment, however.

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

Detect Prayers: These prayers allow the caster to perceive objects hidden or distant, or to ascertain some quantity or fact. There are four different modes, and each of the Detect prayers will specify which mode it can use. Some give the caster a choice. The default ZOE, Range, Duration and Saving Throw are given below but some prayers will have different traits.

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

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

Type 2: Must be cast on a specific target, who gets a spiritual save. A successful save seems the same as if there were nothing to detect.

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

Type 3: The caster picks a center for the ZOE (not necessarily in LOS) and gets a yes/no answer to the question, "Is X in the ZOE".

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

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

ZOE: self; Range: 120'; Duration: momentary; Saving Throw: none

Eyes Prayers: This prayer allows the caster to see from the position of the target. If the target is animate, then the caster can see out of its eyes as well as it can see. If the target is inanimate and does not have eyes, then the caster can see from the object in all directions as well as the caster can see. The target must be in range at the time of casting; afterwards the caster may move as far away as he wishes. The caster must decide each round whether he is seeing out of his own eyes or using the vision of the prayer.

ZOE: 1 being; Range: 120'; Duration: 60 + 10L minutes; Saving Throw: none

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

ZOE: 10' r circle; Range: zero; Duration: 60 + 10L minutes; Saving Throw: none

Protection N Prayers: These prayers allow the cleric to create a non-movable 10' r circular zone of protection, centered on the caster. The specified creatures may not enter the zone if they have N or fewer hit dice. If the creature has $N + 1$ or $N + 2$ hit dice, they may enter if they make a spiritual save, and those of greater than $N + 2$ hit dice may enter freely. Protected creatures get $+5 \times (N/2)\%$ to all saves vs. attacks from the specified creatures. All creatures engaging in melee with protected beings attack at $5 \times (N/2)\%$ to hit. Note that no protection is extended vs. missile weapons or magical attacks initiated from devices.

ZOE: 10' r circle; Range: zero; Duration: 60 + 10L minutes; Saving Throw: spiritual

Resist Prayers: These prayers give protection from some force (e.g. fire). Protected individuals will take half damage from extraordinary or magical manifestations of the force (e.g. fireball, lava, red dragon breath, wall of fire) and no damage from normal manifestations.

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

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

Rune spells have two modes. The first is cast in a single clerical spell phase. It spreads out instantly as glowing red runes, and lasts $6 + L$ rounds or until broken. The second takes 10 minutes to cast, during which the caster must touch each part of the active area. These runes are invisible and magically concealed; they have duration lasting or until broken. Neither mode can be cast when the conditions to set off the spell are currently being met.

ZOE: any shape 5L' r; Range: touch; Duration: 6 + L rounds or lasting;

Saving Throw: none, victims can save against effect

Speak Prayers: The cleric will be able to converse with any creature or thing as defined by the specific prayer. To others, the cleric will appear to be making unintelligible noises. Although the targets may often give the cleric a hearing, they are under no compulsion not to attack.

ZOE: self; Range: as speech; Duration: 60 + 10L minutes; Saving Throw: none

Vulnerability Prayers: Increases the targets vulnerability to the effects of certain types of prayers. Normally, the victims saving throw against the offensive prayer is reduced and the effect of the prayer is increased.

ZOE: 1 being; Range: 120'; Duration: 60 + 10L minutes; Saving Throw: spiritual

Ward Prayers: Mass spell. Defends the target against creatures of [type]. Their chance to hit the target with any targeted attack is reduced by $5N\%$. The target's saving throw vs. any power or ability of a [type] creature is raised by $10N\%$.

ZOE: One recipient [M]; Range: 60'; Duration: 60 + 10L minutes [R]; Saving Throw: none

Withstand Prayers: This prayer type protects the recipient from some phenomenon (e.g. paralysis, level drain, fear), giving one additional saving throw vs. the phenomenon's effects. Note that this will give the recipient a single save against things that normally have no saving throw.

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

Clerical Prayer Descriptions

Allure: The caster appears to all humanoid, non-giant (less than 9' tall) viewers as an incredibly attractive being of their species and gender preference. The general features of the different forms will be similar, if possible. Different observers will tend not to notice the different appearances unless a rather direct comparison of notes is made. The spell gives no language abilities; however, if the listener understands the caster, the caster's manner of speaking will not be considered incongruous.

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

Alter Personality: Mass spell. If the target fails its Spiritual save, the cleric may make a significant alteration to its personality. This prayer changes the creature's general behavior patterns, but does not demand a specific course of action. Examples are: compulsive gossip, scrupulously honest, minor paranoia, greedy. The cleric need not speak to accomplish the alteration.

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

Analyze Item: This prayer allows the cleric to determine the function of a non-magical item. This prayer will only reveal function for which the item was designed. For example, if the prayer is cast on a coat hanger, it will not list breaking into cars as a function, although people often use them for that purpose.

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

Analyze Magic: The presence and nature of all spells, magic items, prayers, and clerically summoned creatures in the ZOE is made known to the caster. Concealed spells, enchantments and prayers require a successful level contest. The base spells and all modifiers of detected spells is revealed. It also reveals the base prayer, options and detect type of detected prayers. Finally, in Breath Phase, the caster learns what mage base spells and morphic spells are being prepared in the ZOE that round.

ZOE: self; *Range:* 120' LOS; *Duration:* 6 + L rounds; *Saving Throw:* none

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

ZOE: self; *Range:* 120' LOS; *Duration:* 6 + L rounds; *Saving Throw:* none

Analyze Structure: This prayer reveals the internal structure of a non-magical item or mechanism. It could be used to reveal internal working of traps and locks, the ingredients in mixtures or alloys, or flaws or weaknesses in a structure. Characters receive a +20% bonus to their open locks or find/remove traps rolls if the structure of the lock or trap is described to them by a cleric who has cast this prayer. The item may not have a volume greater than 6L cubic feet.

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

Animate Dead: Creates a low level undead. It requires a dead body. If the body is relatively intact, it becomes a zombie; otherwise, it becomes a skeleton. The caster has complete control over the resulting undead. Stats: 10 hit points, AC 6, TACO 10, attacks as weapon.

ZOE: 1 body; *Range:* 120'; *Duration:* permanent; *Saving Throw:* none

Animate Objects: This prayer animates one or more inanimate objects. The objects will attack, defend, step or fetch as the caster dictates, each in a manner appropriate to the object: a chair will walk and kick with its legs, a broom might grow arms and carry pails of water, etc. The objects animated must not aggregate more than 20 feet³, more than 2000 lbs, nor more than *L* in number. A single large object might have 8 hit dice, and attack once for 2d8, hitting as an 8HD monster. Smaller objects would do less damage. Larger objects will be slower than small ones, and objects designed to move will be fastest of all. Draw analogies to monsters where possible.

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

Animate Statue: As *Animate Stone* (page 96), but may only be used on the statue of a creature or creatures and creates at most 4HD of statue. The spell is broken if the form ceases to be a statue.

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

Animate Stone: As *Animate Objects* (page 95), but only stone may be animated. Out of bulk stone, the caster may draw forth a 8HD stone elemental. Sculpted stone will take on abilities of the form, but with a power not to exceed such an elemental. Note that the caster need not concentrate as the mage spell *Conjure Elemental* (page 69), nor is his/her control breakable.

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

Assay Item: The Cleric will know the powers and uses of one item. Artifacts, strongly cursed items and the like will receive a saving throw to conceal their more powerful/nastier aspects. Repeated castings by the same cleric will yield the same results.

ZOE: 1 item; *Range:* touch; *Duration:* momentary; *Saving Throw:* Spiritual

Augury: The cleric uses one of the accepted 'mancies' (Necromancy, Cartomancy, etc) to foretell the likely outcome of a well-defined course of action. The GM should rule on the adequacy of preparations and require at least ten minutes to cast the prayer. The answer will be weal/woe, success/failure, etc. as appropriate. If the cleric makes his saving throw, he will get a correct answer. Otherwise roll a d6: 1-2: correct, 3-4: incorrect, 5-6: No answer. The gamesmaster should make his best estimate of the situation and leave it at that. Answers should be based on data known at the time of casting. If there are too many variables for the GM to decide, the correct answer is "no answer." Repeated castings will not be helpful.

ZOE: self; *Range:* none; *Duration:* none; *Saving Throw:* spiritual

Beauty: Target gains d6 Will, up to its racial maximum. Only one such prayer may be in effect on a creature at a time.

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

Bless N: Mass spell. Cast on one character not in melee combat, this prayer increases his level (for attack purposes only) by *N*. It also increases the recipient's damage bonus by *N* rounded down. Duration begins in 10 minutes or the first round the recipient attacks, whichever comes first. This does not sum with other Bless-type prayers (see Caveats on page 92)

ZOE: 1 person; *Range:* contact; *Duration:* 6 + *L*+delay rounds; *Saving Throw:* none

Blight: This prayer kills non-intelligent, non-monstrous plants. The ZOE can include one large tree or up to a 20 cube of smaller plants. Only large plants get a saving throw. Intelligent or monstrous plants take 2d6 damage, no save. This prayer does not disintegrate the dead plants, but does make them slightly more brittle.

ZOE: 20' cube; *Range:* 120'; *Duration:* momentary; *Saving Throw:* see description

Blind Stroke: Victim is compelled to spend the remainder of this round and next round in a move (if possible) and a attack on the target of the succubus's choice (not the victim itself).

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

Bloodcure: Mass spell. By drinking the blood of a killed animal, the recipient will be cured of 2d6 damage. It can only affect creatures who are capable of consuming blood.

ZOE: 1 target; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Bloodhound: Mass spell. The recipient will have a greatly increased sense of smell. He will be able to detect many poisons, the presence of nearby creatures and be able to track at +40% if smell is important to the tracking.

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

Bloodscent N: This prayer will cause one being to smell of fresh blood, arousing the interest of any carnivore who scents them or their trail, the equivalent of dripping blood. The cleric must affect the victim within 6 rounds of casting. The victim will be unaware of the prayer. Bloodscent I has a range of touch and a duration of L hours. Bloodscent II has a range of 60' and a duration of L days.

ZOE: 1 being; *Range:* see description; *Duration:* see description; *Saving Throw:* spiritual

Brittle: This prayer allows the cleric to make one inorganic, solid object brittle and easy to break. Magic items are unaffected, but non-magical ones will be brittle as ice. Armor and weapons will have a chance of breaking upon a sharp blow of 5D% where D is the damage done by the blow.

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

Burnout: This prayer forces a magical object to make a burnout roll as if it had been used. It has no effect against items that have no burnout chance, such as one-shot items, items with charges, or those with permanent effects. If an item has different burnout chances for different functions, that of the last function attempted is used.

ZOE: 1 object; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

Cat's Eye: Mass spell. This prayer enhances vision in the absence of a strong light. Some light is still required, but it may be as weak as star shine or the moon on a cloudy night. Sources such as these will allow vision out to 60'; brighter sources allow the caster to see further. It will detect creatures hidden in shadows of this nature. Note that this will not negate the effects of the complete dark of an underground dungeon setting nor those of a magical darkness. There is no penalty for moving from a darkened area to a well lit one.

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

Cause Affliction: Generic spell type *Cause* (page 93). Mass spell. The victim must save or lose one of his five normal senses (caster's choice). The victim suffers no structural damage due to this spell, except when the caster chooses the sense of smell, in which case, the victim's nose falls off. *Cure Affliction* (page 101) will completely restore the nose in this case.

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

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

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

Cause Disease: Generic spell type *Cause* (page 93). Mass spell. The victim must save or be stricken by a severe disease. The symptoms, including high fever, chills, vomiting, diarrhea, and severe coughing, will begin after 2d6 hours and remain until the victim makes a saving throw. A new saving throw is granted after every day of constant bed rest. *Cure Disease* (page 102) will provide immediate relief. While sick, the victim is at -10% to save, -20% to hit, -25% on movement and bend bars, and has 3 fewer spell or prayer points. The GM may assess other penalties of a similar nature.

ZOE: 1 humanoid; *Range:* 120'; *Duration:* see description; *Saving Throw:* spiritual

Cause Insanity: Generic spell type *Cause* (page 93). This prayer causes its victim to become severely insane. Insanity usually takes one of the following forms (roll d6), although the GM may opt for something else.

1. Paranoia: His friends will seem to conspire against him. He will see evidence of hidden powerful enemies.
2. Phobia: He will be unrealistically afraid of something (heights, open spaces, the color red, etc.). Be creative.
3. Mania: He will fly into uncontrollable rages in stressful situations. Allow a spiritual save.
4. Delusions: He will conceive an idea that he is someone or something else.

5. Depression: He will become very lethargic. There is a chance that he will react to any situation by staring off into space.
6. Aphasia: He will react as if Confused at all times this is in control.

ZOE: 1 humanoid; Range: 120'; Duration: permanent; Saving Throw: spiritual

Cause Paralysis: Generic spell type *Cause* (page 93). The target must save or be paralyzed.

ZOE: 1 humanoid; Range: 120'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

Cause Severe Disease: Generic spell type *Cause* (page 93). Mass spell. As *Cause Disease* (page 97), but 2d6 hours after the onset of symptoms (i.e. 4d6 hours since casting), the victim must make a system shock roll or die. *Detect Disease* (page 103) or a highly trained physician can distinguish the dangerous nature of this disease relative to that produced by *Cause Disease* (page 97).

ZOE: 1 humanoid; Range: 120'; Duration: see description; Saving Throw: spiritual

Cause Terminal Disease: Generic spell type *Cause* (page 93). Mass spell. The victim must save or be stricken by a terminal disease. After 2d6 hours, symptoms of small pox or bubonic plague will appear, and the victim will be subject to double the effects of *Cause Disease* (page 97). After a further 2d6 hours, the victim will die. *Cure Disease* (page 102) brings the victim out of danger, although he will suffer from the effects of *Cause Disease* for another 2d6 hours before returning to normal.

ZOE: 1 being; Range: 120'; Duration: see description; Saving Throw: spiritual

Cause Weakness: Generic spell type *Cause* (page 93). Mass spell. This spell will reduce the strength of the target by d6+2. A target can receive multiple weakness spells, but the target's strength cannot be reduced below 3.

ZOE: 1 humanoid; Range: 120'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

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

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

Charm: Mass spell. If the victim fails its initial Spiritual saving throw, it falls under the influence of the caster. The caster may give telepathic commands as per *Suggest* (page 120). Each suggestion after the first allows the victim a new saving throw, but at -30%. The victim will then follow the suggestions, provided it is something that he might very well have chosen to do himself; disagreeable commands will not be obeyed but do not break the spell. The caster must use an action to make every suggestion after the first. The victim is allowed a new Spiritual saving throw every 24 hours after the initial casting of the Charm and also every time one of the following occurs: it is given a self-destructive command, the Succubus does something that would make the victim jealous, the Succubus does something actively and obviously contrary to the victim's best interest. If the victim makes any of these saving throws, no new suggestions may be placed, but any old ones remain in force as per Suggestion. The victim will not be aware of the fact that he had been charmed unless confronted with convincing evidence thereof. *Dispel Prayer* (page 105) will dispel all the suggestions implanted by a Charm spell as one unit.

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

Charm Animals: This prayer will allow the cleric to control the actions of *L* hit dice of animals. Animals are naturally occurring mammals, reptiles or fish that are not normally considered sentient. This would exclude all humanoids and cetaceans. It would include highly trained domestic animals. The animals will follow the cleric's verbal instructions without question, provided that he does not order them into needless danger. If the animals are trained, give two saving throws. If they are controlled, a level contest will ensue. Additional attempts may be made if an attempt fails, and multiple level contests may ensue.

ZOE: 30' r sphere; Range: 120'; Duration: 6L turns; Saving Throw: mental

Charm Plants: This prayer will allow the cleric to control the actions of *L* hit dice of plants. The plants must be naturally occurring and non-sentient. This includes mutations if the strain is common and self-perpetuating in the area (i.e. not the creation of the neighborhood mad wizard). Otherwise as *Charm Animals* (page 98).

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

Claw's Revenge: This prayer makes a target that can only be hit by magic weapons (naturally or by spell) susceptible to natural weaponry and normal weapons. To avoid the effect, the victim must win a level-vs-level battle against the cleric, with the cleric getting a +8 level bonus! However, special resistances of the victim to particular types of attacks are not overcome by the spell. For example, if the victim were immune to metal attacks as well as normal attacks, then this spell would not grant a sword success. All creatures within the ZOE are affected at the time of the spell's casting; they are then susceptible for the entire duration regardless of where they go. *Prot / Normal Weapons* (page 70) cast after the Claw's Revenge spell will also be affected, but a separate level-vs-level battle is granted for each attempt.

ZOE: 30' r sphere; *Range:* 240'; *Duration:* 60 + 10*L* minutes [R]; *Saving Throw:* Level-vs-level at +8

Clue: The caster may have the GM explain one real-world mythic, historic, or literary reference in his scenario, or have the GM give a small hint, as per the function of the "JRR Token" standard magic item. Repeated castings have decreasing effects.

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

Coma: As per *Suspend Animation* (page 120), but may be cast on an unwilling target at range. Detect Person, Detect Life, Detect Injury, and Life Sense will all reveal the condition of the target, unless Conceal Injury is thrown to make the body seem dead even to these powers. If the target was unwilling, an Aru cleric will count 3 levels higher than he actually is in the level battle to awaken.

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

Command: Mass spell. As Mass spell. Suggest except the command need not be reasonable to the victim! For example: Attack your friend, surrender, betray your lord are all fine; only commands that directly result in a major self-inflicted wound or suicide are disallowed (e.g. stab yourself or jump off the cliff). Commands that would compel the target to take a violent action to which he would be completely opposed grant the target a GM-discretionary bonus of up to 25% on his initial saving throw.

ZOE: 1 being; *Range:* 120'; *Duration:* 2 weeks; *Saving Throw:* spiritual

Command Language: Mass spell. The caster gains the ability to read, write, speak, and understand one language as would a native. Some ancient or arcane languages may not be accessible by this spell, and not all languages will have both written and spoken forms. This prayer will not affect codes or ciphers. The caster must be specific about the language he wishes to comprehend.

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

Commune N: This prayer enables the caster to ask questions of his god. The questions will normally be answered with complete truth, but certain prayers and circumstances may intervene. Questions involving things still in the freedom of fate will not be answered, and questions involving name level beings may initiate a level contest. The caster may ask up to *L*/3 (rounded up) questions and then may not cast either version for a week. Commune I will answer questions yes or no (with no answer a possibility); Commune II will give one word answers, and if no answer is forthcoming, it will give an indication of why. Each of the 32 compass points is one word, as are all numbers.

ZOE: self; *Range:* no limit to object of inquiry; *Duration:* *L* minutes; *Saving Throw:* none

Conceal Disease: Mass spell. This spell conceals the symptoms of disease in a living creature or plant from mundane inspection; any excuse to overlook the correct conclusion will be taken. Detection spells must win a level vs. level battle to function correctly. This spell in the same way will conceal diseased food and water.

ZOE: 1 being, animal or plant or 10 × *L* pounds of food; *Range:* 10'; *Duration:* *L* Days; *Saving Throw:* none

Conceal Dishonor: Mass spell. This prayer forces a level-vs-level battle for *Detect Dishonor* (page 103) to work.
ZOE: 1 being; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

Conceal Deodand: This prayer forces a level-vs-level battle for *Find Deodand* (page 107) to work.
ZOE: 1 object; *Range:* 10'; *Duration:* L hours [R]; *Saving Throw:* none

Conceal Felon: This prayer forces a level-vs-level battle for *Find Felon* (page 107) to work.
ZOE: 1 person; *Range:* 10'; *Duration:* L hours [R]; *Saving Throw:* none

Conceal Magic: Mass spell. This prayer may be cast on any currently active magical spell, clerical prayer, or spell-like effect of a magical item. It will cause the spell to be concealed as per the mage Concealment modifier. *Detect Magic* (page 104) will automatically fail; *Observe Magic* (page 112) requires a level-vs-level battle. If the target spell ends before the Conceal Magic, the latter ends as well.
ZOE: 1 spell; *Range:* 20'; *Duration:* L Days; *Saving Throw:* none

Conceal Poison: Mass spell. This spell conceals poison or poisoned victuals from mundane inspection; any excuse to overlook the correct conclusion will be taken, detection spells must win a level vs. level battle to function correctly.
ZOE: 10L Lbs. poison; *Range:* 10'; *Duration:* L Days; *Saving Throw:* none

Conceal Poisoning: Mass spell. This spell conceals poisoning from mundane inspection; any excuse to overlook the correct conclusion will be taken. Detection spells must win a level vs. level battle to function correctly.
ZOE: 1 being; *Range:* 10'; *Duration:* L Days; *Saving Throw:* none

Conceal Weakness: Mass spell. This spell conceals the effects of disease, poisoning, and any *Vulnerability Prayers* (page 94). Mundane inspection will fail; detection spells must win a level vs. level battle.
ZOE: 1 being; *Range:* 10'; *Duration:* L Days; *Saving Throw:* none

Conjure Servant: By means of this prayer, the cleric summons an immensely powerful servant of his religion into the world. Assuming that the caster has good cause to summon such a being, it will generally be willing to help him. It will not, however, be under his control. The form and powers of the servant depend upon the religion. For example, an Aru might summon an Angel, while a Daglir might summon a great craftsman from the distant past. Such powerful beings must be integrated into a campaign or scenario carefully, and we therefore hesitate to put forth a complete system of servants. In general, more powerful clerics can summon more powerful minions. The servant will remain until the caster dismisses it or dies or until the prayer duration runs out. In any of these events, the servant is free to stay or go.
ZOE: GM discretion; *Range:* proximity; *Duration:* L hours [R]; *Saving Throw:* none

Consecrate Blood: This prayer enables the cleric to create Consecrated Blood which is similar in effect to Holy Water but the medium is blood. The blood must have already been removed from its owner before the prayer is made. Once consecrated, blood will not clot. Consecrated Blood has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Blood hits all targets as AC 9, with missile modifiers. Clerics of Leo require that the blood be from one who died honorably in combat. All clerics will recognize Consecrated Blood. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration. This prayer requires one hour to cast.
ZOE: L pints; *Range:* touch; *Duration:* 1 day [R]; *Saving Throw:* none

Consecrate Object: Every cleric must have a holy symbol with him in order to properly pray. This prayer is used to dedicate such a symbol. Additional such symbols may be consecrated and left as tokens of safe passage, or to dissuade certain monsters from passing. Clerics will instantly recognize a duly consecrated symbol.
ZOE: 1 object; *Range:* touch; *Duration:* 1 hour to cast, effect permanent; *Saving Throw:* none

Consecrate Water: This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Water hits all targets as AC 10, with missile modifiers. Pure, clean water must be used. All clerics will recognize Holy Water. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration. This prayer requires one hour to cast.

ZOE: L pints; Range: touch; Duration: 1 day [R]; Saving Throw: none

Consecration N: This prayer dedicates a room, temple, grove, alley, or the like to the cleric's god. Normally only one such area may be consecrated per cleric. Clerics of opposing gods are uncomfortable in a consecrated area. All non-followers have their saving throws reduced, while all followers have their saving throws improved. Consecrate I gives a 10% effect over an area of 1000 ft² to a height of 10'. Consecrate II gives a 20% effect in a volume of 100,000 ft³, but to a height of no more than 100'.

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

Continual Darkness: This causes complete and utter darkness within 20' of the center. Only the caster or a higher level of cleric of the same god can see in the darkness, and then only dimly. All infravision, x-ray vision, etc. are blocked. Outside of the 20' r sphere, it will be dark, but only as a moonless night. A torch will provide light here. The ZOE is not affected by any material object, so if cast on a stick and brought up to a door, the room inside will get dark. If a *Continual Darkness* and a *Continual Light* come into contact, they cancel in the overlapping area.

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

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

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

Convert Weapon: Cast on any aligned weapon, other than a mission sword, holy sword, etc. it will attempt to convert the sword to the cleric's god. The weapon gets a saving throw as described under Magic Items. If the weapon fails to save, the weapon is amenable to conversion. If not, the weapon can not be converted.

ZOE: 1 weapon; Range: touch; Duration: 1 day to cast, effects permanent; Saving Throw: special

Cripple: Generic spell type *Cause* (page 93). Mass spell. The victim must save or to suffer paralysis in his arms or legs (caster's discretion). The limbs will hang limply, having no strength or feeling and causing the victim to fall down, drop held items, etc. If the legs were affected, the victim may crawl at 5' per round. The prayer ends at the beginning of Declaration phase (but note that the victim will have to wait until Item phase to pick up dropped items) and the round of casting counts as the first round of the duration. *Cure Paralysis* (page 102) or *Cure Affliction* (page 101) provides immediate relief, as would a successful *Dispel Magic* (page 105). In the Mass version of the spell, the caster must choose to afflict legs or arms uniformly on all the targets.

ZOE: 1 being; Range: 120'; Duration: d4+2 rounds; Saving Throw: spiritual

Cure Affliction: Generic spell type *Cure* (page 93). Mass spell. Cleric may cure blindness, deafness, paralysis, or insanity if they are the result of supernatural causes: a Cause prayer, a mage prayer, or a magical power of some creature or item. It will not cure naturally occurring afflictions.

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

Cure All Wounds: Generic spell type *Cure* (page 93). Mass spell. This will cure all damage off a patient of the caster's religion, and two-thirds of it, rounded up, otherwise.

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

Cure Blindness: Generic spell type *Cure* (page 93). Mass spell. If there is major structural damage to the eye, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent shock survival roll will allow the patient to regain the percentage of sight rolled.

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

Cure Deafness: Generic spell type *Cure* (page 93). Mass spell. If major structural parts of the ear are missing, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent shock survival roll will allow the patient to regain the percentage of hearing rolled.

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

Cure Disease: Generic spell type *Cure* (page 93). Mass spell. This will cure all normal disease, and those Caused diseases that are not combined with a Curse, etc. If the patient had a terminal illness, and had lost over 50% of constitution, roll Shock Survival to see if he made a complete recovery. If not, he will permanently lose d6 of his constitution, dying if it falls to 0.

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

Cure Paralysis: Generic spell type *Cure* (page 93). Mass spell. This prayer cures paralysis.

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

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

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

Curse N: Mass spell. The target must make a Spiritual save at $-5N\%$ or be at $-5N\%$ on saving throws and $-N$ levels to hit.

ZOE: 1 being; *Range:* 120'; *Duration:* $6 + L$ rounds; *Saving Throw:* spiritual-5N%

Curse Armor N: Mass spell. Makes one piece of armor (including shields, but not robes or bracers) $-N$ in all respects. It will not work on more than one piece of armor per person. Enchanted armor has its bonus reduced by N ; however, even if the result is negative, the armor remains enchanted and does not count as non-magical for spell interactions or against breakage. Any other powers of the armor continue to function. The user will not notice that anything is wrong.

ZOE: 1 piece of armor; *Range:* 120'; *Duration:* 10 minutes; *Saving Throw:* none

Curse Weapon N: Mass spell. Makes one weapon $-N$ in all respects. An Enchanted weapon has its bonus reduced by N ; however, even if the result is negative, the weapon remains enchanted and does not count as non-magical for spell interactions or against breakage. Any other powers of the weapon continue to function. The user will not notice that anything is wrong.

ZOE: 1 weapon; *Range:* 120'; *Duration:* 10 minutes; *Saving Throw:* none

Darkness: This prayer, cast upon some object, causes it to emanate darkness as a torch does light. The darkness will be total for a 5' r, and then will thin out until it becomes only a graying effect at 10'. In the region of totality, it can only be negated by magical means. The caster cannot see in it. A Light spell or prayer will negate Darkness in the overlapping area and vice-versa.

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

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

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

Death's Riddle: The caster engages Death in a riddle-game over a recently dead body (less than L days previous). The caster makes a Mental saving throw to represent the victory of the riddle-game. If successful, the dead body is alive again, at 0 hit points and with the proximate cause of death removed or healed. If failed, the caster must then make a CON system-shock roll. Success on the second roll means that the caster drops to 0 hit points; failure means that the caster is dead.

ZOE: 1 dead body; *Range:* 10'; *Duration:* instant; *Saving Throw:* special

Defoliation: All vegetation within a 30' sphere will die and undergo a rapid rotting, leaving only a thick layer of rotting humus. Only intelligent or monstrous plants get a Spiritual saving throw.

ZOE: 30' sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* spiritual

Demonic Embrace: The target must make a Spiritual save or engage the caster in a romantic-appearing embrace. Both will drop all held items and take no action while the embrace lasts. The victim immediately takes d6 damage and must in every subsequent Breath phase save or take another d6 damage; the caster gains any hit points lost by the victim, up to the caster's maximum. A successful save ends the spell; the caster may end it at any time. In either case, neither party may act further in that round. Both are at +10% to be hit while entwined. Any attack that misses one of them is then rolled to see if it hits the other. The victim must make an additional save afterwards to regard the embrace as a hostile action.

ZOE: 1 being; *Range:* 10'; *Duration:* concentration; *Saving Throw:* spiritual (-20% if victim is asleep)

Detect Altitude: Generic spell type *Detect* (page 93). Mass spell. This prayer tells the recipient all of the following:

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

Type 1,2.

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

Detect Animal: Generic spell type *Detect* (page 93). This prayer reveals the presence of a specified type of animal. The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom. Type 3,4.

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

Detect Curse: Generic spell type *Detect* (page 93). Mass spell. This prayer reveal what, if any, curses lie upon a person, place or thing. Curses are routinely concealed. In this case a level contest is needed to determine if a curse exists, and a second to determine the curse. Type 2. Can also be cast on objects or places.

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

Detect Disease: Generic spell type *Detect* (page 93). Mass spell. This prayers reveals the presence and nature of disease. If invoked as a type 2 detect, the prognosis for the target's illness is also revealed. Prognosis includes life expectancy if not treated and how contagious the disease is. If invoked as a type 3 or type 4 detect the cleric may either choose a specific disease or all disease in the ZOE. Plant diseases may be detected as well as animal diseases and include insect infestation, etc.

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

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

Detect Dishonor: Generic spell type *Detect* (page 93). Detects the existance of dishonorable behavior in the target. Specifically, it detects if the target is currently lying, betraying a trust, neglecting an honor bound duty, showing cowardice or abandoning a comrade. Type 2,3,4.

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

Detect Food: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals the presence of edible food. The cleric may specify that the food to be detected be edible to some specific species. For example, the cleric could detect horse fodder. Type 3,4.

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

Detect Hostility: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals if a being is hostile, or if hostile beings are in the ZOE. Hostile is defined as willing to cause harm at the time. The cleric may specify to detect only beings that are hostile to the cleric or that are hostile towards any beings at all. It does not reveal who the target wishes to fight. Creatures acting purely defensively are not generally hostile. Type 2,3,4.

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

Detect Illusion: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals if any particular thing is an illusion, magical or otherwise. If a magical illusion is involved, it gets a spiritual saving throw as the caster would have had at the time of casting. Type 2.

ZOE: 1 object; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* none*

Detect Magic: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals the presence of magic in effect within range in LOS, be it spell or item or prayer. It does not detect Concealed Magic. The prayer offers no analysis, although it will tell spells from prayers and items, and will reveal the religion of detected prayers. Type 4.

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

Detect North: Generic spell type *Detect* (page 93). Mass spell. The true direction of North is revealed. Type 1.

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

Detect Poison: Generic spell type *Detect* (page 93). Mass spell. When cast as a type 2 detect, this prayer reveals if a living being is suffering from poison. This prayer will work on plants or animals.

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

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

Detect Possession: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals a second personality or influence in living being. Examples are Demonic Possession, *Magic Jar* (page 72), etc. The possessing being gets the saving throw, at –20%. Type 2.

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

Detect Prayer: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals prayers in effect and clerically summoned beings. It does not detect Concealed prayers. This prayer offers no analysis, save that it will reveal the religion of detected prayers. Type 4.

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

Detect Protection: Generic spell type *Detect* (page 93). Mass spell. It will reveal all protection or resistance items or prayers presently in effect. Type 2. Can also be cast on objects.

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

Detect Religion: Generic spell type *Detect* (page 93). Mass spell. This will reveal the subject's god. Type 2.

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

Detect Secret Doors: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals the presence of secret doors and hidden spaces. If the cleric runs his hands over, steps on, or otherwise touches, a door or covering to a hidden space, room or compartment, it will become obvious to him and continue to be obvious thereafter. Hidden spaces includes secret pockets in garments, secret panels, etc. Type 1.

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

Detect Size: Generic spell type *Detect* (page 93). This prayer reveals the height, breadth and thickness of the object touched, up to 60' in each dimension. It also reveals some idea of the general shape of the object, i.e. box, cube, sphere, cylinder or irregular. Type 1.

ZOE: 1 object; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Detect Substance: Generic spell type *Detect* (page 93). Mass spell. The caster may pick one non-magical, non-living substance to detect. For example, one could look for wine, salt, meat, iron, rubies, or tin. One could not look for jewelry, living flesh, or an artifact. Type 3,4.

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

Detect Trap: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals the presence, location and general nature of the trap nearest to the center of the ZOE. Type 3,4.

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

Detect Undead: Generic spell type *Detect* (page 93). Mass spell. This prayer reveals the presence of undead creatures. Type 4 also indicates the type of undead detected. Type 3,4.

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

Detect Water: Generic spell type *Detect* (page 93). This prayer reveals the presence of water. The cleric may choose to detect either potable water or any water. It will not detect water that is in living or dead beings. If invoked outdoors as a type 4 detect, it has a range of *L* miles. Type 3,4.

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

Devour Book: To cast this spell the caster must physically eat one book, scroll, or other written document. The caster must understand the language in which the document is written, either normally, or magically, at the time of devouring. The caster permanently gains complete knowledge of all information in the book, including all subtle nuances, implications, and so forth.

ZOE: 1 written document; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Disease Carrier: Mass spell. This spell has no effect on the target except to give him a pale and sickly appearance. However, after d3 hours, the first 2*L* people coming into contact with the victim must make a Spiritual save or suffer the effects of *Cause Disease* (page 97). Anyone making this save is unaware of making the save. Note that while the disease affects humanoids, the carrier may be any mammal.

ZOE: 1 mammal; *Range:* 120'; *Duration:* *L* days; *Saving Throw:* spiritual

Disfigure: Mass spell. The target must save or become ugly and unrecognizable, in appearance, voice and odor. Only detailed inspection would allow friends to recognize visually the victim. There are no non-cosmetic effects. *Cure Affliction* (page 101) or *Dispel Prayer* (page 105) will restore the victim's appearance, voice and odor.

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

Disguise: Mass spell. 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 prayer only affects visual details. Ventriloquism may be used to imitate voices.

ZOE: 1 being; *Range:* 10'; *Duration:* 6*L* hours; *Saving Throw:* none

Dispel Magic: This prayer permanently breaks magical prayers and spells. It cannot be used on items. Success requires a Level Contest. Attempts against clerical prayers take a -3 penalty to the caster level. If the cleric fails to dispel a prayer, he does not get a second chance until higher level. This prayer will exorcise possessions by demons, spirits, etc., with the level of the possession being the level of the possessor +3.

ZOE: 10' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* level contest

Dispel Prayer: This prayer will attempt to dispel all clerical prayers within the ZOE. Each prayer requires a successful Level Contest to dispel. See page 67 for details on dispelling a Mass or Touch prayer

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

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

ZOE: 60' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* spiritual*

Distraction: All creatures facing the caster and attracted to its current form must make a Spiritual save in order to complete spell casting. If a save is failed, the victim has wasted its action but does not lose spell points. A new save is attempted for each new casting attempt. *Concentrate* (page 72) provides complete protection.

ZOE: 120' r sphere, facing caster; *Range:* self; *Duration:* 12 rounds; *Saving Throw:* spiritual

Distress Cry: If the target fails a Spiritual save, it will interpose for the succubus and attack (but not pursue) all who attack the succubus or have done so since the round prior to casting. The target will continue to do so for 6 rounds or until no attackers are within 120' of the succubus.

ZOE: 1 being; *Range:* LOS; *Duration:* 6 rounds; *Saving Throw:* spiritual

Domination: Mass spell. As *Charm* (page 98) except the commands need not be reasonable to the victim! Attack your friend, surrender, betray your lord are all fine; only commands that directly result in a major self-inflicted wound or suicide are disallowed (e.g. stab yourself or jump off the cliff). The victim only gets additional saving throws every 48 hours after the initial casting and after self-destructive commands. Commands that would compel the target to take a violent action to which he would be completely opposed grant the target a GM-discretionary bonus of up to 25% on its saving throw.

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

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

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

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

After either *L* rounds or the cleric is distracted or ceases to concentrate, the surfaces return to their original positions. This prayer is renewable, so the cleric can extend its duration for another *L* rounds once it has run out.

ZOE: 1 space; *Range:* 60'; *Duration:* *L* rounds [R]; *Saving Throw:* none

Earthquake: This prayer creates tremors over a wide area, which will measure *L* on the Richter scale. The central 60' × 60' will be the epicenter, and such an area will develop cracks which will swallow 1 in 6 creatures under fourth level, and small buildings will be toppled. The rest of the ZOE will suffer glass breakage and a lot of scared animals and peasants. Underground complexes will be harder hit.

ZOE: *L* square miles; *Range:* 480' to epicenter; *Duration:* 1 minute; *Saving Throw:* none

Enchant Armor N: Touch spell. This prayer makes one piece of armor magical and +*N* in all respects. May only be cast on leather, chain, or plate armor. It will not work on more than one piece of armor per person. It will not work on already enchanted armor. It will stack with Bless-type prayers.

ZOE: 1 piece of armor; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* none

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

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

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

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

Eyes of Stone: Generic spell type *Eyes* (page 94). Mass spell. The caster designates a point in a stone that he will be able to see out of. The caster may only use the sight when he is touching stone that is connected to the ZOE.

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

False Memory: Mass spell. The target will remember something of 1 minute duration which did not occur. Incredible/absurd memories add to the save. This spell is automatically Concealed.

ZOE: I being; *Range:* 60'; *Duration:* permanent; *Saving Throw:* spiritual

Fatal Question: The Sphinx poses a riddle to the target. The target must make a Mental save or die. A target who has survived the Fatal Question of a given Sphinx can never again be asked that question by the same Sphinx. The target must be an intelligent being, and the Sphinx must be capable of speaking a language the target understands.

ZOE: 1 target; *Range:* 120'; *Duration:* instant; *Saving Throw:* mental

Fear Animals: All non-sentient animals (not monsters) of hit dice *L* or lower failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of 60/*T* rounds, where *T* is the animal's hit dice. Victims will use magical means of fleeing (e.g. teleport) if they are a natural ability of the animal. An animal controlled by an outside source gets a level-vs-level battle against the controller's level for control in addition to a save.

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

Fear Foes: All those of level *L* or lower failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of 60/*T* rounds, where *T* is the target's level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his hand when hit by the Fear Foes. This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their control rolls. A creature controlled by an outside source (e.g. a magical sword) is immune.

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

Feign Death: This spell places the caster in a death-like state. All life processes will appear to have ceased, and can only be detected by a cleric who wins a level-vs-level battle, or by undead controlled by such a cleric. The subject may live without food or water for the basic spell duration. Only the cleric placing the spell, or a cleric who knows the spell is in effect and wins a level-vs-level battle can awaken the subject.

ZOE: caster; *Range:* none; *Duration:* *L* days; *Saving Throw:* none

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

ZOE: 1 being; *Range:* *L* miles; *Duration:* *L* hours; *Saving Throw:* spiritual

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

ZOE: self; *Range:* *L* miles; *Duration:* *L* hours [R]; *Saving Throw:* none

Find Felon: Reveals the direction to a specific felon provided the felon fails their save and is in range. The felon, or the felony must be named when the prayer is cast. For instance, "Find Black Bart" (a known murderer), or "Find the person who

murdered Mr. Green.” If the person named is not in fact a felon, or they have made up or been punished for their crime(s), the prayer fails. If the alleged felony is not in fact a felony, the prayer fails.

ZOE: 1 person; Range: L miles; Duration: L hours [R]; Saving Throw: spiritual

Finger of Death: Mass spell. This prayer is simple. The cleric points at a victim. He saves or dies.

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

Flesh to Stone: Mass spell. This prayer allows the cleric to turn a single living creature into stone. Larger than man-sized creatures get a +10% to their save.

ZOE: 1 being; Range: touch; Duration: momentary; Saving Throw: physical

Foresight: This prayer allows the cleric to foresee and forestall trouble. Once during the duration of the prayer, the cleric may “back up” the party by *L* rounds, but not earlier than the round after the spell was cast. The cleric may change his actions, but all other players’ actions must remain the same unless there are clear grounds to change them. Unless the party takes a significantly different course of action all rolls will remain the same. This prayer may not be used in concert with any type of divination prayer.

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

Forewarning: Mass spell. The prayer will warn the cleric against the approach of potentially dangerous creatures. The cleric will get a vague sense of unrest when the foe approaches within 20*L* feet, and this sense of concern will increase as the target nears. The cleric will know of an incoming attack in the declaration phase of the round in which it is intended to be launched. This direct warning cancels the spell. If the foe wanders off without attacking or has a change of intention, the sense of concern will decrease and the spell will continue.

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

Forget: Mass spell. Target will forget everything that has occurred in the past *L* minutes. This information is no longer in their memory. This lapse will not seem odd to the target unless dramatically confronted with it (such as why am I bleeding?) This spell is automatically Concealed.

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

Frenzy N: Mass spell. Gives the recipient +5*N*% to hit and +*N* on damage in melee combat. Also gives +5*N*% on saving throws against Fear or Hold spells. However, the recipient must make a Spiritual Save to take a defensive or non-combat action or to use missile weapons rather than charging into melee. The recipient does recognize his or her friends; if no targets are available, he or she will be very agitated for the remainder of the spell, but will not attack friends.

ZOE: 1 being; Range: touch; Duration: 6 + L rounds; Saving Throw: spiritual

Full Finger of Death: Mass spell. This prayer is very simple. The cleric points at a victim and he dies. The target must win a Level Contest to get a chance to save.

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

Gargoyle's Statue: The caster touches a statue that is sculpted of stone and are at least one foot high. The statue will hear, see and record all that the caster could perceive if the caster were personally present. The enchanted statue may be noticed by any Gargoyle, who may touch it and play back all or part of what has transpired, much as a player might use a VCR/Camcorder (including the fast forward, rewind, etc.)

ZOE: Earshot/LOS; Range: contact; Duration: one month; Saving Throw: none

Gaseous Form: This spell allows the caster to assume the form of a misty vapor. While in this form the caster is immune to all spells and damage. The caster may move at 150' per round, and may seep through any crack that would allow air to pass through. While in gaseous form the cleric actually flies.

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

Great Might: The only effect of this prayer is to double the Maximum Strength (to 44) to which *Might N* (page 112) will have effect. In particular, the recipient gets no additional benefit from pre-existing Might spells, even if the Might maxed out.

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

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

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

Growth Animals: This prayer causes up to six ordinary animals (examples: cats, dogs, wolves, horses, weasels, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increase by a factor of two. Willing victims get no saving throw. The animals will revert to normal after the prayer ends.

ZOE: 60' cone; *Range:* zero; *Duration:* 60 + 10*L* minutes [R]; *Saving Throw:* physical

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

ZOE: 1 cubic feet; *Range:* touch; *Duration:* permanent; *Saving Throw:* none

Heat Death of the Universe: This prayer must be cast by the four highest level Entropy Clerics and they must be able to cast this spell with a casting cost of 1 or less. This spell takes four days to cast and each Cleric must be at a different one of the four mystical poles of the Universe. The completion of this spell expends all the potential energy of the universe in one glorious light show. Everything is reduced to its lowest energy state or destroyed. Entropy has won and all is chaos.

ZOE: Universe; *Range:* none; *Duration:* Eternity; *Saving Throw:* none

Hold Person: The prayer will affect d4 persons in the ZOE, immobilizing them for as long as the cleric continues to concentrate. Should the caster take damage, the prayer will be negated. Should a target take damage, he will be released from the prayer. Alternatively, it may be thrown on a single target who suffers a 10% penalty to his saving throw. A Cleric of Aru is responsible for the safety of those he holds. If a second hold is thrown on a held target, a Level Contest determines which hold gains control.

ZOE: 30' r sphere; *Range:* 240'; *Duration:* concentration; *Saving Throw:* spiritual

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

ZOE: 1 boulder; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Infect: This prayer will reverse a *Sterilize* (page 119) or cause *L* wounds on a body to fester. Festering wounds will heal at half normal rate, both for natural healing and curing.

ZOE: 1 being or object; *Range:* 120'; *Duration:* permanent; *Saving Throw:* spiritual

Influence: Mass spell. If the target fails its Spiritual saving throw, it begins to give tremendous weight to what the caster says. Any statement from the caster will be treated as the prayer *Suggest* (page 120); this does not count as an action for the caster. The victim is allowed a new saving throw every 24 hours and every time one of the following occurs: it is given a self-destructive command, the Succubus does something that would make the victim jealous, or the Succubus does something actively and obviously contrary to the victim's best interest. A successful save ends the spell, but any suggestions remain in force as per Suggestion. The victim will not be aware of the fact that he was under the spell. A *Dispel Prayer* (page 105) will dispel all the suggestions implanted by a Influence as one unit.

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

Influenza Outbreak: Generic spell type *Cause* (page 93) Mass spell. The victim must save or be stricken by a severe contagious disease. After d6 hours, the victim will become contagious; after a further d6 hours, symptoms as per *Cause Disease* (page 97) will develop. Any humanoid that comes into contact with a contagious victim must save or face a similar disease. The secondary victims are equally contagious. The contagion lasts until 5L total people have been exposed to a saving throw; after this, the disease persists but is not contagious.

ZOE: 1 humanoid; *Range:* 120'; *Duration:* see description; *Saving Throw:* spiritual

Infravision: Mass spell. The cleric will have infravision, as does a Dwarf or Hobbit. He will be able to see in ordinary darkness by seeing infrared rays. See page 9.

ZOE: self; *Range:* LOS; *Duration:* L hours [R]; *Saving Throw:* none

Insect Plague: This prayer creates a horde of small flying insects. The cloud of bugs is stationary, filling the ZOE. The cloud limits visibility to 30' and causes great discomfort, although no actual damage, to those within it. Beings of 2 or fewer dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. spiritual). A Cloudkill, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This prayer may only be cast outdoors.

ZOE: cloud 120' r, 60' high; *Range:* 480'; *Duration:* L hours [R]; *Saving Throw:* special

Interrogate Dead: As *Speak with Dead* (page 118), except that questions must be answered in fully and truthfully.

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

Investigation: Upon examining evidence of wrongdoing, the cleric will be able to tell one of the following: The name(s) of the culprit(s), the method of the crime, the mode of escape, or the motive. This last is subject to the saving throws of the culprits. The investigation must proceed within (L – B) days of the event.

ZOE: vicinity; *Range:* zero; *Duration:* 1 hour; *Saving Throw:* mental

Invisibility: Mass spell. This prayer makes one creature not visible, even to those using Infravision. The spell will be broken the instant that the recipient: completes casting a spell, actively uses a magical device, opens a door, becomes immersed in water, engages in melee, attempts to grapple, or fires a missile. The recipient may always break the spell if he chooses. If a being is made invisible, objects he is carrying at the time become invisible.

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

Invulnerability: This spell makes the caster harder to hit by non-silver, non-magical weapons and monsters under 4 plus 1 hit dice using natural weaponry. Such weapons and monsters swing at –20% to hit and –1 to damage.

ZOE: one being; *Range:* none; *Duration:* 10 minutes; *Saving Throw:* none

Jump: Mass spell. The recipient gains the ability to jump large distances. With a running start, horizontal leaps of 60' may be made; from a standing position, this is halved. Vertically, with a running start, the recipient may reach a suspended platform 15' above his/her head (but this will require being able to grasp the surface to pull oneself up) and even 25' if there is a wall to run up; standing jumps can only reach 6' in any case. Dwarves may jump only 75% as far; creatures larger than human-size may jump 150% as far. Adventuring equipment will cut distance to 75%; chain or plate armor cuts distance to 50%. The recipient may also safely survive (land and roll) falls of up to 60' onto soil and 40' onto most harder surfaces. Leaping between tree branches is greatly eased by this spell, but the branches must still be able to hold the weight. Many jumps are possible.

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

Kiss of Death: As *Demonic Embrace* (page 102) except that the victim dies. Any grief that the caster might feel at this event is assuaged by the large number of hit points thus gained.

ZOE: 1 being; *Range:* 10'; *Duration:* momentary; *Saving Throw:* spiritual

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

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

Light: This casts light equivalent to lantern light. The prayer may be cast on an object, or in a place. Covering the object will block the light.

ZOE: 40' illumination; Range: 120'; Duration: 60 + 10L minutes [R]; Saving Throw: none

Lore: The cleric can recall a great volume of information on one ordinary subject for the duration of the spell. This can include history, botany, geography, etc. It will never include arcane or peculiar subjects, and will never include anything the character couldn't have read in a library somewhere. Only one such prayer may be in effect at any one time on a single character.

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

Lycanthropy: Mass spell. Turns a human into a were-creature for one night. However, if a system shock is not made at the end of the spell, the infection is permanent, meaning that the victim will resume human form but the transformation will reoccur with increasing frequency. The caster gains no control over the target and the spell does not affect other species besides humans. The wereform may be a wolf, tiger, or panther as the caster desires, but in any case the combat stats are d4/d4/d8 claw/claw/bite, move 210' per round, AC 6, and immune to non-silvered, non-magical weapons.

ZOE: 1 human; Range: 120; Duration: 1 night; Saving Throw: spiritual

Maggots: This prayer causes organic material to rot, wither and fill with maggots. It will cause a dead body to decay to such an extent as to make it futile to even attempt a raise dead prayer. One prayer will suffice for a group of similar objects, but dissimilar objects (a body and books) will require two castings.

ZOE: 50L lbs. in a mass; Range: 10'; Duration: permanent; Saving Throw: none

Magic Trail: The caster may follow the movements of one being, starting from the current location. To cast the spell, the caster must be in the same place where the being to be followed was, not more than 2L days previously. Knowledge of the identity of the being to be followed is not required, nor is the exact time of previous occupancy, but ignorance of these may lead to the mistaken trailing of an unwanted subject. For the duration of the spell the caster will see a glowing trail indicating the target's movements; the trail is visible for as far as LOS allows. The trail is visible even if the target was moving through the air or over water; only teleportation, Dimension Door passage, or similar effects will break the trail, and even these can be circumvented if the caster can find the next part of the trail by chance. A level-vs-level battle is needed to follow a target who is protected from locates. Doubling-back, looping, and other maneuvers to confuse the track will be obvious. The caster may move at full speed, or even magically enhanced speed, without losing the trail thus revealed.

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

Manipulate Stone: When the cleric casts this prayer, he may shape stone that comes in contact with his bare hands as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

Meld Stone: When the cleric casts this prayer, he may shape stone with his bare hands to a depth of inch from its original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

Memory Enhancer: This prayer will help to bring back the memory of something forgotten. This is useful when trying to reconstruct an event, and memory (especially player memory) is not reliable.

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

Merge with Stone: The gargoyle merges with a large piece of non-magical stone (plaster/cracks do not interfere). As long as a gargoyle-size piece of the stone (within 3L feet of where the gargoyle entered) remains intact, the gargoyle takes no damage. Otherwise, the gargoyle suffers extreme damage or death. The gargoyle retains its senses and may see from all

points within 3L feet of where it entered the stone at any time. It may end the spell early, but withdrawing from the stone takes a full minute.

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

Message via Stone: Mass spell. The caster touches a stone surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of stone connected to that touched by the caster in an unbroken circuit of stone, he will hear the message in the cleric's voice. The mass version gives the same message to up to *L* people.

ZOE: special; Range: L^2 miles; Duration: until delivered; Saving Throw: none

Miasma: The caster creates a 20 radius sphere of heavy fetid air. Air-breathing creatures within the ZOE can remain in the ZOE for only 3 consecutive rounds; after this they take d4 damage per round. If cast in an enclosed space, 200L cubic feet of air will be made permanently un-breathable. 40 cubic feet of air is equal to one man hour of breathing.

ZOE: 20' sphere; Range: 120'; Duration: 60 + 10L minutes [R]; Saving Throw: none

Might N: Mass spell. Adds ND4 to the Strength of followers of Mavors, ND3 to others; this is a bless-type spell. Might will not increase Strength beyond 22 (but *Great Might* (page 108)).

ZOE: 1 person; Range: touch; Duration: 60 + 10L minutes; Saving Throw: voluntary

Mind Speech: Mass spell. The cleric may hold a telepathic conversation with the target. He gains no control over the recipient, and either party may hang up.

ZOE: 1 being; Range: 1 mile w / LOS at time of casting; Duration: 60 + 10L minutes [R]; Saving Throw: none

Neutralize Poison: Mass spell. This prayer stops all further deleterious effects of one poison in a living being. If multiple poisons are in effect, the most damaging will be neutralized.

ZOE: 1 being; Range: touch; Duration: momentary; Saving Throw: none

Observe Magic: Per the prayer *Detect Magic* (page 104), but it forces a level-vs-level battle to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, enchanted item, or is an innate ability of some creature. It does not reveal the alignment of a prayer.

ZOE: self; Range: 60'; Duration: 12 rounds; Saving Throw: none

Observe Prayer: Generic spell type *Detect* (page 93). Mass spell. Detects prayers and clerically summoned beings in effect within range in LOS. It will detect Concealed prayers with a successful Level Contest. The caster sees the prayers glow; this prayer offers no analysis, save that it will reveal the religion of detected prayers.

ZOE: self; Range: 120' LOS; Duration: 6 + L rounds; Saving Throw: none

Pack Scent: Mass spell. The recipient takes on the smell of a specific pack of animals or an animal that identifies its friends and foes primarily by smell. He will be treated as friendly, but may only communicate with the animals by actions. This prayer may alternatively be used to place a hostile pack scent on a creature, thus causing the pack to act adversely to the creature.

ZOE: 1 being; Range: 10'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

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

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

Panther Senses: Mass spell. Gives the recipient the combination of the Mage spell *Enhance Hearing* (page 57), and the prayers *Cat's Eye* (page 97), and *Bloodhound* (page 96).

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

Paradox N: The Sphinx poses an *unfair* riddle to the victim, a plausible question with no possible answer. The victim must make a Mental save or suffer Nd6 of damage. The saving throw has the standard modifiers for Clerical spell ranges. The target must be an intelligent being, and the Sphinx must be able to speak a language the target understands. This spell will affect Undead. Any given level of this spell cannot be cast twice on the same target in the same day.

ZOE: 1 intelligent being; *Range:* as speech; *Duration:* instant; *Saving Throw:* mental

Pass Wall: This prayer will open a hole in non-magical wood, stone, or earth. The hole is 6 feet wide by 8 feet high and is $10 + (5 \times (L - B))$ feet long. At the end of the prayer, the hole closes from the center first, so there is a chance to jump out either side. The prayer will not work on metal.

ZOE: see description; *Range:* touch; *Duration:* $6 + L$ rounds; *Saving Throw:* none

Pause: The target must make a Spiritual save or do nothing for a round. If it has already acted this round (except declaration phase), it does nothing until the end of the following round. If it has not yet acted this round, it does nothing until the end of the present round. Mages preparing spells lose the spell but may act the following round. They do not lose the spell points. This prayer can not stop other prayers being cast in the same phase. The Paused creature is at full defense. A *Concentrate* (page 72) spell provides complete protection.

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

Permanent: This prayer makes a prayer last until dispelled. Any number of prayers may be made permanent, but no permanent may be thrown on any creature save the caster, and then only one may be in effect at any one time. A permanent prayer is the caster's level +4 for all Level Contests.

ZOE: same; *Range:* same; *Duration:* Permanent; *Saving Throw:* none

Petrify: Touch spell. This prayer allows the cleric to turn a single wooden object to stone. Magical items get a saving throw. This prayer will affect a mass of wood of 10L pounds or less. Living creatures made of wood get a spiritual save for no effect.

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

Plague: Generic spell type *Cause* (page 93). Mass spell. Much like *Influenza Outbreak* (page 109), but the effects of the disease are as *Cause Terminal Disease* (page 98).

ZOE: 1 humanoid; *Range:* 120'; *Duration:* see description; *Saving Throw:* spiritual

Poisoned Weapon: As *Poison Weapon N* (page 113), but the number of doses of poison is essentially unlimited.

ZOE: caster's weapon; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none to cast

Poison Potion: Mass spell. When this prayer is cast upon a potion or beaker of liquid, it imbues the liquid with toxic qualities of a standard poison. When drunk, the liquid has its intended effects, but also forces the user to save vs. Physical or take d6 damage plus 1 point per round with a additional save every 20 rounds. This can be cast on magical potions, poultices, or mundane liquids.

ZOE: 1 quart of liquid; *Range:* 120'; *Duration:* Renewable; *Saving Throw:* none

Poison Weapon N: This magically imbues a weapon, which must have a blade or point, with *N* doses of poison. Sea Hags may cast it upon their claws. One dose will be injected each time the weapon hits. Each dose carries a standard Physical save and does a d6 surge and 1 point of damage per round thereafter; a new save is granted every 10 rounds (5 for very large creatures). The prayer ends if the weapon is given to another.

ZOE: caster's weapon; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none to cast

Possess: The caster attempts to take control of the target's body. If he wins a Level Contest, he gains control of the body, including access to all memories. The victim will be fully aware but unable to do anything. The caster may not use spell abilities of the victim, but may use his own, providing the host body has appropriate hands and speech ability. If the host body dies, the caster will return to his own body if it is within 10 miles. If not, then the caster suffers a normal death. The caster may end the prayer at will.

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

Possess Animal: Per possess but it only affects animals.

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

Predict Weather: The caster will be able to make a weather forecast at the time of casting that will be valid over the range for the duration given. Magical/Clerical means of modifying the weather are not taken into account, but the prediction is otherwise accurate.

ZOE: self; *Range:* 5L miles; *Duration:* 6L hours; *Saving Throw:* none

Prevent Resuscitation: If thrown on a living being, it takes effect when that being dies. If thrown on a dead body, there is no saving throw. Any attempts to *Resuscitate* (page 116) or *Raise Dead* (page 114), etc., will fail unless and until a successful *Remove Curse* (page 115) is cast.

ZOE: 1 body; *Range:* 120'; *Duration:* permanent; *Saving Throw:* spiritual

Prophecy: This allows the caster to receive visions of the fate of nations and races. The event foretold is under the complete discretion of the Gamesmaster, who should use the opportunity to give out information. If at a loss, the result can be something unintelligible, which will be made clear in time (when the GM figures it out.) The Gamesmaster should not feel compelled to give out any information that he would rather keep to himself, nor to speak on any particular subject. The character could easily foresee the fall of a kingdom which is a thousand miles away. Predictions should have a purpose, however. For example, the above mentioned kingdom may be able to repent and save itself. Generally, a prophecy entails an obligation to do something about it (e.g. to prophesy to the sinners). If this obligation is ignored, there is a 5% cumulative chance for each time that prophesy is used that the character will lose all clerical abilities until he meets it. Frequent use of this prayer may result in the character's becoming a professional prophet—the character thereupon becomes an NPC.

ZOE: self; *Range:* special; *Duration:* 10 minutes; *Saving Throw:* none

Protection from Animals N: Generic spell type *Protection N* (page 94). Affects non-magic using, non-enchanted animals. This includes giant species, provided the giant species is not the product of enchantment. It does not include lycanthropes.

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

Protection from Evil N: Generic spell type *Protection N* (page 94). Evil is as defined by religion, although demons and undead are usually evil. Arus will see violence and death as evil while Mavors will see illusions and traitors as evil. However, the evil must involve magic for the protection to function.

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

Putrefy Food and Water: This prayer renders edible food and water inedible. The water will be brackish and the food will taste spoiled. This prayer allows the cleric to use any of the food or water affected by this prayer as the target of any of the disease carrier spells or poison spell. If used as the target of one of these spells the food and water is restored to an edible state, but will appear under the appropriate detect as magic, diseased and/or poisoned.

ZOE: 10L pounds; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Question: Compels the target to remain stationary and answer any questions asked by the caster, fully and truthfully (to the best of his knowledge). This prayer is broken if either the caster or the subject takes any damage. A subject who saves is immune to further inquisition from that caster for the remainder of the day.

ZOE: 1 being; *Range:* 10'; *Duration:* 6 + L rounds; *Saving Throw:* spiritual

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

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

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

ZOE: 1 body; *Range:* 10'; *Duration:* permanent; *Saving Throw:* resurrection roll

Read Languages: Mass spell. This will give the caster the ability to read one language, with a native's command of the language. Some ancient or arcane languages may not be amenable to this prayer. This does not give the ability to write or speak the tongue.

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

Regeneration: Mass spell. The recipient heals 1 hit point per 10 minutes. Severe wounds, for example, missing limbs, will not be healed, nor will the recipient heal from negative hit points. The wounds can have been sustained before or after the casting of the spell.

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

Remove Curse: Mass spell. The cleric may attempt to remove one curse from a person, place or thing. Success is determined by a Level Contest. The removal of cursed objects, dud items, etc. falls under this category. It is not necessary for the Curse to be an Evil one, but the cleric should be careful about removing curses of his fellow clerics. If there are multiple curses, the weakest will be removed first.

ZOE: 1 curse; *Range:* 240'; *Duration:* permanent; *Saving Throw:* level contest

Resist Acid: Generic spell type *Resist* (page 94). Mass spell. This prayer gives resistance to magical and natural acid. Purple Worm digestion and certain extremely noxious substances qualify as magical acid.

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

Resist Cause Wounds: Generic spell type *Resist* (page 94). Mass spell. This prayers protects against Cause Wounds and Cause All prayers.

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

Resist Cold: Generic spell type *Resist* (page 94). Mass spell. This prayer gives resistance to magical and natural cold.

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

Resist Crushing: Generic spell type *Resist* (page 94). Mass spell. Crushing includes being buried alive, constriction, bear hugs, implosions, etc. It does not include blunt weapons.

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

Resist Cure Wounds: Generic spell type *Resist* (page 94). Mass spell. Anyone affected by this prayer will be +10% to save and take -1 / die from Cure Wounds and +10% to save against Cure All.

ZOE: 1 victim; *Range:* 60'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* spiritual

Resist Fire: Generic spell type *Resist* (page 94). Mass spell. This prayer gives resistance to both magical and natural fire and heat.

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

Resist Lightning: Generic spell type *Resist* (page 94). Mass spell. This prayer gives resistance to both natural and magical lightning and electrical attacks.

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

Resist Poison: Generic spell type *Resist* (page 94). Mass spell. The recipient gets an extra chance to save against all poisons. If there would normally be no saving throw, the subject gets the base saving throw for their level. It has no effect against poisons already in the target's body.

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

Restoration: Generic spell type *Cure* (page 93). Mass spell. This restores one drained life energy level to one recipient. The level cannot be increased above the value before the drain took place. Alternatively, this will grant the equivalent of one day's rest to anyone requiring it. It does not grant spell points.

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

Restore Memory: Mass spell. This will automatically reverse prayers of Forgetfulness, subject to a Level Contest. Otherwise, it will restore full and vivid details of an event to the mind of the recipient. If the event is M months in the past, it will be recalled as if at only M hours after the event, and as if the event seemed important at the time. Memory will then fade as time progresses normally.

ZOE: 1 being; *Range:* touch; *Duration:* special; *Saving Throw:* none or level contest

Resuscitate: Mass spell. This prayer is cast at a recently dead body. It will bring the body back to life, subject to a resurrection roll, unconscious with negative hit points. The GM should take note of any damage suffered after death, as well as any "overkill" the last round the body was alive. The person will remain in this coma until cured back to positive hit points, or until the prayer ends. If hit points are less than or equal to zero at prayer termination, the person dies again and cannot be resuscitated. The use of this prayer does not count against the resurrection limit

ZOE: 1 body; *Range:* 120'; *Duration:* until 6 + L rounds have transpired since death; *Saving Throw:* system shock

Riddle N: The Sphinx poses a riddle to the victim. If the victim fails a mental save, the victim cannot move, cannot attack the Sphinx with melee or missile attacks, nor with items, nor with spells, and cannot defend (i.e. dodge or parry) against the Sphinx's attacks. If the victim -makes- the save, the Sphinx is momentarily helpless due to confusion and surprise. Each subsequent breath phase, the Sphinx must roll a Mental save. If it makes the save, it can act normally thereafter, but the saving throw attempt counts as its action for that round regardless. The Sphinx must be able to speak a language the target understands. The spell lasts until the Sphinx voluntarily releases the target, or until the Sphinx is out of LOS to the target for at least one full round.

ZOE: 1 intelligent being; *Range:* 120'; *Duration:* special; *Saving Throw:* mental -10N%

Rot: Mass spell. One non-magical object comprising of up to 10L pounds of long-dead organic material, including wooden weapons or leather armor, is affected by rapid rot and falls to tatters. The object may be a set of associated pieces (e.g. the various components of a crossbow). Metal armor will not be significantly affected. Objects treated by spells such as *Enhance Weapon N* (page 106) cannot be rotted.

ZOE: 10L pounds; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

Run Like the Wolf: Mass spell. This prayer allows the recipient to move at double speed. This works for ground movement via legs only.

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

Rune of Blasting: Generic spell type *Rune* (page 94). All within 5L feet of the rune when set off will take 6d6 of fire, ice, or electrical damage if they fail a Physical save. The breaker of the rune gets no save.

ZOE: Any shape up to 5L' radius; *Range:* touch; *Duration:* see description; *Saving Throw:* physical*

Rune of Holding: Generic spell type *Rune* (page 94). This rune may not be broken or opened except by dispelling it or by winning a contest of attributes versus an 18 + L strength.

ZOE: Any shape up to 5L' radius; *Range:* touch; *Duration:* see description; *Saving Throw:* as spell

Rune of Petrification: Generic spell type *Rune* (page 94). If the breaker of this rune fails a Physical save, he will be turned to stone.

ZOE: Any shape up to 5L' radius; *Range:* touch; *Duration:* permanent; *Saving Throw:* as spell

Rune of the Elements: Generic spell type *Rune* (page 94). The caster may specify fire, ice, or shock. The breaker of this rune will take 5d6 of the specified elemental damage. Others within 20' will take similar damage if they fail a Physical save.

ZOE: Any shape up to 5L' radius; *Range:* touch; *Duration:* see description; *Saving Throw:* as spell

Rune of Warning: Generic spell type *Rune* (page 94). The caster will know that this rune has been set off.

ZOE: Any shape up to 5*L*' radius; *Range:* touch; *Duration:* see description; *Saving Throw:* as spell

Rust: Mass spell. One non-magical object comprising of up to 10*L* pounds of metal is rendered useless by catastrophic corrosion and/or rust. The item will be brittle, weak, and useless for combat purposes. The object may be a set of associated pieces (e.g. plate or chain mail). Objects given magical bonuses by spells such as *Enhance Weapon N* (page 106) or *Enchant Armor N* (page 106) (but not *Flame Weapon* (page 60)) cannot be rusted. It is to be assumed that the ZOE will include a human-sized suit of plate mail.

ZOE: 10*L* pounds; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

Sanctuary: So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must save in order to attack to cleric with missile, melee, or targeted prayers. The caster is fully vulnerable to area prayers.

ZOE: self; *Range:* n/a; *Duration:* 60 + 10*L* minutes [R], or until first offensive action; *Saving Throw:* spiritual

Sealing: This prayer will make an inorganic structure water and air tight, even against extremely high pressures. The structure must be in otherwise good shape before the prayer is cast. This prayer will not prevent sufficiently high pressure from buckling or destroying the material of which the structure is made, but the seals themselves will not break.

ZOE: 1 structure fitting within a 100' cube; *Range:* touch; *Duration:* *L* days; *Saving Throw:* none

See Illusion: Mass spell. This prayer will allow the recipient to detect all illusions within 60' LOS. This does not allow him to see through the illusion; he will merely know that it is false.

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

See Invisible: Mass spell. This prayer negates the effect of Invisibility as regards being seen by the caster. If the invisible thing is in the dark or hidden, it must be spotted in the same manner as if it were visible.

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

Send Dream: Mass spell. Next time the specified target falls asleep, he will not regain spell points or hit points but instead will have a disturbing dream. The succubus may send a specific image or 10 word message via that dream. No trace of the dream will occur if a save is made. Any active *Sleep of Healing* (page 117), *Protection from Evil N* (page 114), or *Control Self* (page 65) will neutralize this spell.

ZOE: 1 being; *Range:* 10*L* miles; *Duration:* *L* hours [R]; *Saving Throw:* spiritual

Sense Intruder: Mass spell. The gargoyle, for as long as it does not move at all, knows the location of any new mental presences entering within a 20*L* feet radius from it.

ZOE: 20*L*' r sphere; *Range:* none; *Duration:* until caster moves; *Saving Throw:* none

Shape Stone: This prayer enables the cleric to shape stone with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

Silence 15'r: Suppresses all sound within or traveling through the ZOE. The caster may end the prayer early, and it will cease if he dies.

ZOE: 15' r sphere moving with caster; *Range:* zero; *Duration:* 60 + 10*L* minutes [R]; *Saving Throw:* none

Sleep: Roll 4d4 for the strength of a sleep prayer; the sleep will affect creatures within the ZOE, beginning with the lowest levels, until the strength of the prayer is used up or no more creatures can be affected. It takes one point of sleep to sleep a 1st level; 2 to sleep a 2nd level; 4 for a 3rd level; 8 for a 4th level; etc. Undead or other non- living entities cannot be slept regardless of level.

ZOE: 60' cone; *Range:* 0; *Duration:* 1 hour, wakeable by non-magical means after 10 rounds; *Saving Throw:* spiritual

Sleep of Healing: Generic spell type *Cure* (page 93). Cast on up to L recipients, this will cause them to sleep very soundly for eight hours, at the end of which time two points of damage will be cured on each. The slumberers cannot be wakened by ordinary means, and if they are wakened by magical means, all benefits are lost. The cleric must touch all recipients within 2 rounds of casting the prayer. He is responsible for his charges' safety while asleep. Only willing recipients may be affected.

ZOE: L beings; *Range:* touch; *Duration:* 8 hours; *Saving Throw:* none

Slow Poison: Any poison in effect in the recipient's body will do half damage (i.e. 1 pt/2 rounds using standard poison). Non-damage poisons will progress at half rate.

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

Somnambulist: Mass spell. As *Command* (page 99), but target will carry out the command only when asleep and will not remember having done so. Each round of taking damage will give the target an additional save to wake up and break the spell.

ZOE: 1 being; *Range:* 120'; *Duration:* 2 weeks; *Saving Throw:* spiritual

Soul Rider: The caster places his awareness into a humanoid body. Although the caster will have no control over the host's body, he/she will receive all sensory input and have some idea of the target's thoughts and feelings. During the duration of this spell, the caster's body will be in a trance. The caster may end the prayer at will. The caster may maintain this prayer regardless of the location of the caster's body or the host body.

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

Speak in Tongues: Generic spell type *Speak* (page 94). Mass spell. The cleric will speak in his own language, but all hearers in the prayer range will hear him in their own native tongues. This is not an illusion.

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

Speak with All Animals: Generic spell type *Speak* (page 94). Mass spell. The caster gains the ability to speak with animals of every species. Animal is as defined under *Charm Animals* (page 98). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled.

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

Speak with Animals: Generic spell type *Speak* (page 94). Mass spell. The animal's species must be specified at the time of casting. Animal is as defined under *Charm Animals* (page 98). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. Add +2 to the caster's negotiation dice.

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

Speak with Dead: Generic spell type *Speak* (page 94). The caster may ask $L/3$ questions of the dead. The deceased may only answer with a single word. Their knowledge and inclination to tell the truth will be as it was at the time of death. The caster must be in the presence of the body, and the deceased cannot be dead for more than $(L - B)^2$ days, where B is the level at which the prayer is first attained. Only humanoid dead may be affected by this prayer.

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

Speak with Monsters: Generic spell type *Speak* (page 94). Mass spell. May not be used to speak with small children.

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

Speak with Plants: Generic spell type *Speak* (page 94). Mass spell. Plants tend not to be overly intelligent, and they tend not to notice a lot of things. Then again, they notice a lot that people miss.

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

Speak with Statues: Generic spell type *Speak* (page 94). This spell works on statues or busts that are sculpted of stone and are at least one foot high. The cleric will be able to converse with the statue as if it were sentient. The statue will take on the personality of the person/creature of which it is sculpted. Statues tend to be overly conscious of damage done to them and are rather vain of their appearance and artistic value.

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

Speak with Stone: Generic spell type *Speak* (page 94). Mass spell. The cleric will be able to converse with stone as a sentient creature. Stones have an extremely long temporal frame of reference. Anything that has not stayed in the same place relative to the stone for years is just a fleeting glimpse to the stone. A simple stone found laying in a meadow will perceive the world rushing by as it races downhill, probably towards a stream then the ocean in just a few short millennia. To the stone that has just been affected by this prayer, it seems like time has stopped. Most stones have never seen a person sit still long enough to perceive until they die. Asking a stone if someone passed by last hour would be like asking a person if they saw that photon wander through. Stones can be useful sources of certain types of information. Many stones have been used for eons by Daglir clerics to leave information. Usually these are prominent carved stones or the key stones of arches or lintels. Most any stone can tell you about the rise and fall of local mountains, passes through the mountains, both over and underground, the presence of buried ruins, people, treasure, etc.

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

Speak With Undead: Generic spell type *Speak* (page 94). Conversation with the undead can be rather skeletal, although if given a ghost of a chance, they just might be ghoul about it.

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

Stalk: Mass spell. The recipient becomes far more stealthy. Its Move Quietly and Hide skills have their chance of failure halved (i.e. 20% chance of success becomes 60%, 70% becomes 85%).

ZOE: 1 being; *Range:* touch; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* spiritual

Statue: Mass spell. The cleric turns into an inanimate solid stone statue of its usual form. The cleric's senses will still be active, and he or she may choose to return to normal form at the beginning of any clerical phase. Statues do not move or breathe and are immune to poison. They are AC 0 and take only 1/5 damage (round down) from all physical and magical sources, except blunt blows, which do half damage. Statues detect as concealed magic, and dispelling them will change them back into their usual form. Moreover, because they are magical, they are generally immune to low-level patterning and animation spells. For example, the Animate Statue (see page 98) spell will not work.

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

Statue Other: This bestows the *Statue* (page 119) prayer on a willing target. The target may choose to end the spell at the beginning of any clerical phase.

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

Sterilize: Generic spell type *Cure* (page 93). This prayer will immediately kill any germs in a wound and eliminate any other agents that might impede the process of healing. This can also be used to sterilize a surface.

ZOE: L wounds on 1 being; *Range:* touch; *Duration:* permanent; *Saving Throw:* spiritual*

Stone Blow N: The next being that the cleric hits in combat must make a Spiritual save or be turned into a statue as the *Statue* (page 119) prayer. The victim will revert to normal at the beginning of the clerical spell phase N rounds after the blow. The spell may be held for up to L rounds, but only one spell may be held or released at a time. The hit still does normal damage.

ZOE: 1 being; *Range:* touch; *Duration:* N rounds; *Saving Throw:* spiritual

Stoneform: Mass spell. Like *Statue Other* (page 119), but the target becomes any stone object from 50-200% of its mass.

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

Stone Skin N: Mass spell. This prayer is a Bless type prayer that does not stack with other bless type prayers. The recipient's skin becomes harder and more rigid. This gives $+N$ to Armor Class, but $-10N$ per round to movement. It also gives $+5N\%$ to save vs. contact poisons and acid. The rigidity does not impede spell casting or manual dexterity.

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

Stone Window: This prayer makes a volume of stone of up to 4 cubic feet per level completely transparent. Metal in the ZOE will remain opaque. The shape of the affected volume may be chosen by the caster as long as it falls within the above volume limitation. Magical stone will not be affected.

ZOE: $4L$ cubic feet; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Stone Wizard Eye: The caster touches a piece of stone with a hand and sends forth a *Wizard Eye* (page 68). The eye travels through the stone. When it reaches the edge of stone it may see out into the space beyond. The eye is undetectable while in bulk stone but will be noticed by beings that can *See Invisible* when it is at an edge. The caster can only move and see through the eye while he/she is touching a connected piece of stone, but breaking the connection does not end the spell. The field of view of the eye is 120° but the eye may look in any direction while at a surface. Plaster, mortar, paint, and small cracks do not block this spell. The eye moves at 240' per round.

ZOE: not applicable; *Range:* quarter mile; *Duration:* 10 minutes; *Saving Throw:* none

Suggest: Mass spell. If the target fails a Spiritual save, then the caster may immediately make a telepathic suggestion to him. The suggestion must be short, simple, refer to a particular course of action, and be something that the victim might very well have chosen to do of his own free will. Hence, vague commands like "become a pathological liar" or "don't trust Joe" won't work, whereas "if Joe says this, accuse him of that" might. If acceptable, the victim will then follow the suggestion. A victim who fails to save will not remember that the prayer was cast on him or that his actions were affected. The GM must use discretion to limit the scope of Suggestions.

ZOE: 1 being; *Range:* 120'; *Duration:* 2 weeks; *Saving Throw:* spiritual

Summon Animal N: This prayer summons animals from the mage Monster Summoning Tables (see page 62). Only those creatures marked as animals may be summoned from the lists. The caster may summon one N^{th} level animal, or may summon several lower level animals. The total number of levels of animals summoned cannot be more than N . For instance, a cleric casting Summon Animal V could summon a 5th level animal, or a 2nd and a 3rd, etc. The animals will appear due to their normal movement in $Nd4$ rounds. The caster may choose which animals are summoned, but only those animals appropriate to the terrain may be summoned. The animals have the equivalent of the mage spell *Suggestion* (page 64) cast upon them, so will not do anything self-destructive. The animals will wander off at the end of the prayer.

ZOE: 1 being; *Range:* 10'; *Duration:* 12 rounds; *Saving Throw:* none

Summon Plague Rats: Any rats infested with disease within a quarter mile will come towards the Cleric with all haste. The Cleric may command the rats to head in a general direction and a simple destination. A simple destination is something like food warehouse, ship, or town. Rats are not exceptionally intelligent and will not be able to tell the difference between several ships or warehouses unless the Cleric is actually indicating one in LOS. A home actively cooking food will probably override a food warehouse, etc.

ZOE: 1/4 mile sphere; *Range:* none; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Surprise Attack N: This prayer gives a bonus to a single surprise attack. The attack gains $+5N\%$ to hit and $+5N$ damage. These bonuses are in addition to the normal surprise attack bonuses of $+20\%$ to hit and $+4$ damage. The target of the attack need not be named at casting time, but the attack must be made within the duration of the spell. The creature being given the power to make the attack must be at range touch at casting time.

ZOE: 1 being; *Range:* touch; *Duration:* $6 + L$ rounds; *Saving Throw:* none

Suspend Animation: This prayer will automatically counteract an *Animate Objects* (see page 84), or it may be used to place a humanoid in a coma-like state. All life processes will appear to have ceased, and can only be detected by a cleric who wins a Level Contest, or by undead controlled by such a cleric. The subject may live without food or water for the basic

prayer duration. Only the cleric placing the prayer, or a cleric who knows the prayer is in effect and wins a Level Contest can awaken the subject.

ZOE: 1 being; Range: 60'; Duration: L days; Saving Throw: voluntary only

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

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

Testimony: Mass spell. The recipient of this prayer cannot lie nor substantially distort the truth. He is under no compulsion to answer any questions and retains freedom of will.

ZOE: 1 being; Range: 30'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

The Beast Within: Mass spell. If the target fails a Spiritual save at -15% , it is taken with a berserker fury. It will attack the nearest creature with its maximum attack. It gets a new save every d6 rounds to contain the fury and end the spell.

ZOE: 1 being; Range: 240'; Duration: d6 rounds (until new save attempt); Saving Throw: spiritual-15%

Toll: Produces a mystic disturbance within a range of $(L - 8)/2$ miles. (Treat solid stone, earth, or metal as 10 times their actual dimension). It will be noticed by: demons, angels, free-willed elementals, Aerial Servants, patrolling Invisible Stalkers, beings in the astral plane, and members of the spell casting races who are of at least 12th level or 12 hit dice. (A spell casting race is one that has a substantial number of members able to cast spells of some kind: e.g. humans, elves, lammasu, etc.) This prayer produces no compulsion to do anything.

ZOE: $(L - 8)/2$ miles; Range: none; Duration: momentary; Saving Throw: none

Total Recall: Mass spell. This prayer is similar to *Restore Memory* (page 116) but is much stronger. An event or events of up to L hours duration, no more than L months in the past, will be recalled precisely and completely, as if by a camera and tape recorder.

ZOE: 1 being; Range: touch; Duration: permanent; Saving Throw: none

Touch of Stone: Anything touched by the cleric must save vs. Physical or be turned to stone. The cleric's items are not immune. Non-magical, non-living objects get no save. An object need only make one save to be immune from the spell. Large objects will only be petrified to some depth away from the cleric's hand, typically about 5 feet.

ZOE: self; Range: touch; Duration: 10 minutes; Saving Throw: physical

Trace Sending: This will help find the source of a phantasm, enchanted monster, projected image, etc. The target is the creature or phantasm. The caster of the sending may only prevent the trace by dismissing the sending within three rounds. Otherwise, the caster of the trace will get the direction to the caster of the sending for the entire prayer duration without range restriction.

ZOE: 1 sending; Range: 240'; Duration: $L/2$ days; Saving Throw: none

Trace Teleport: This prayer will give the direction, without range restriction, to the origins (destinations) of all teleports, Dimension Doors, Words of Recall, etc. whether from a, prayer or item, which had destination (origin) within the ZOE within L rounds of casting the prayer. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time.

ZOE: 30' r; Range: 240'; Duration: $L/2$ days; Saving Throw: none

Track: A single target is acquired by LOS; it gets a Spiritual save at -30% to avoid the spell. If this fails, the cleric may track the target unerringly on a trail up to L days old. The cleric must follow the same trail as the target, so if the target took flight, the cleric must do the same. Teleports and Dimension Doors break the trail. However, if the trail is lost and the cleric happens to reintersect the path at some later point, the trail is reacquired.

ZOE: 1 being; Range: 480'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual -30%

Trance: Mass spell. If the target fails its Spiritual save, it becomes motionless and loses nearly all sensory perception of the outside world. If the victim takes damage, the Trance is broken.

ZOE: 1 being; Range: 120'; Duration: 12 rounds; Saving Throw: spiritual

Transfer N: Generic spell type *Cause* (page 93). Generic spell type *Cure* (page 93). This prayer attempts to transfer Nd6 hit points from one creature (the Cause target) to another (the Cure target). The transfer will not transfer more hit points than the Cause target has remaining; only points such as to reduce the Cause target to -1 hit point are transferred. Both creatures must fail Spiritual saving throws for the spell to work; chanting reduces both saving throws. An undead creature may not be the Cause target of the spell, but may be the Cure target. Both targets must be within the 120' range of the spell caster.

ZOE: 2 beings; Range: 120'; Duration: momentary; Saving Throw: spiritual for both

Trapped Speech N: This spell must be cast while the Sphinx is engaged in conversation with the victim. The conversation must continue for at least *N* rounds after the spell is cast, in order for the spell to take effect. This spell can be cast without visible signs or incantations, as the Sphinx manipulates the pitch and rhythm of her conversational speech. It automatically is concealed from detection as per the Mage spell modifier Concealment. The Sphinx may discern information about the target equivalent to *N* yes-or-no questions: in other words, the player may ask the GM *N* such questions, which the GM will answer in accordance with the target's knowledge. "Unknown" is a valid answer. A mental save will allow the victim to realize after the *N* rounds have elapsed that he has given away more information than he should, but will not prevent the Sphinx from gaining the information.

ZOE: 1 target; Range: earshot; Duration: N rounds; Saving Throw: mental

Troubled Sleep: Generic spell type *Cause* (page 93). The caster mimes sprinkling dust on up to *L* sleeping humanoids. Anyone making their Spiritual save will be unaffected but will not automatically wake up. The slumberers suffer a night of troubled sleep full of nightmares and night terrors and wake up having suffered *L* hit points of damage. Mages regain at most 1 spell point per hour. A creature can only be affected once per night.

ZOE: L persons; Range: contact; Duration: upon awakening; Saving Throw: spiritual

True Sight: All things will appear in their true form to the caster. This affects all senses, not just sight. Illusions, invisibility, phantasms, and the like are ineffective. The caster will not gain insight into the inner workings of persons or locked objects, but objects hidden will be perceived. No information which would not have been granted in the absence of deceit will be available to the caster. Naturally invisible objects, such as pixies and Invisible Stalkers, will remain invisible.

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

Typhoid Outbreak: Generic spell type *Cause* (page 93). Mass spell. Much like Mass spell. Influenza Outbreak, but the effects of the disease are as Mass spell. Cause Severe Disease.

ZOE: 1 humanoid; Range: 120'; Duration: see description; Saving Throw: spiritual

Understand Speech: Mass spell. The caster gains the ability to understand, but not to speak, one spoken tongue specified at the time of casting. The knowledge gained will be that of an educated native.

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

Unriddling: This prayer allows the Sphinx to work out and disassemble the structure of any continuing magical effect. It thus combines the functions of *Dispel Magic* (page 105), *Dispel Prayer* (page 105), and *Remove Curse* (page 115). Level-vs-level battles or other requirements will still be needed as appropriate to the application; however, the caster will have a +1 level advantage for every two points, or fraction thereof, of INT above 12. The target of Unriddling may be established unambiguously by *Observe Magic* (page 112) or any similar spell, or the sphinx may cast it "blind" in the presumption that a spell is in effect. Example: if a human is moving at double speed the Sphinx may cast Unriddling under the presumption that the human is under the effect of a Combat Haste spell. If the human is in fact Hasted, whether by an actual spell or as a temporary effect from an item, a successful Unriddling will dispel the Haste. If the human is not Hasted, but is under the effect of some other spell, a successful Unriddling will dispel that spell. (If there is more than one, the GM chooses one randomly, with the proviso that the Sphinx will never "accidentally" dispel an effect she herself

placed on a target.) If the human is in fact not benefiting from any spell, prayer, or temporary item effect, the Unriddling has no effect save to reveal the fact that the target is completely unenchanted.

ZOE: 1 spell; Range: 120'; Duration: Instant; Saving Throw: special

Ventriloquism: Mass spell. The priest may make the sound of his voice come from somewhere else up to the prayer's range distant. He may also use it to imitate the voices of others if he has heard a reasonable voice sample. With such preparation, the difference will not be detected.

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

View Future: The caster may look into the future as seen from his present position. Only sight is granted, and the caster has only the faculties he would have if looking at an ordinary scene. As with all prayers of prognostication, the utmost GM discretion is required. If the future in question is fairly deterministic, then fine. The prayer will not take into account any modifications of behavior caused by attempts at prognostication. Precision in timing is also difficult. Normally, only events up to *L* days in the future may be seen, but there is a chance of getting *L* years instead (boxcars on 2d6) or *L* hours (snake-eyes). The caster will be unaware of the results of this roll.

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

View Past: Similar to *View Future* (page 123), the caster has the power to view what he would have seen from his present position at a point of his choosing up to *L* days ago. There is no chance of overshoot or undershoot.

ZOE: self; Range: as sight; Duration: 6 hours; Saving Throw: none*

Vulnerability Causes: Generic spell type *Vulnerability* (page 94) Anyone affected by this prayer will be –10% to save and +1/die from *Cause Wounds* and –10% to save from *Cause All*.

ZOE: 1 being; Range: 120; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

Vulnerability Disease: Generic spell type *Vulnerability* (page 94) The victim is increasingly susceptible to diseases of all forms.

ZOE: 1 being; Range: 120; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

Vulnerability Elements: Generic spell type *Vulnerability* (page 94) Mass spell. The target becomes vulnerable to heat, cold, and electricity. Every 10° above 90° Fahrenheit or below 32° Fahrenheit causes d6 damage for every three hours of exposure.

ZOE: 1 being; Range: 120'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

Vulnerability Fear: Generic spell type *Vulnerability* (page 94) The victim takes a –10% penalty on morale checks and saves vs. Fear spells.

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

Vulnerability Poison: Generic spell type *Vulnerability* (page 94) Anyone affected by this spell will be –10% to save against any poison. The surge damage will be at +1 per die. Moreover, poisons will act twice as quickly as usual, doing twice the damage (the surge excepted) with half as long between saving throws. For example, a standard poison (d6 surge, 1 point per round, save every 20 rounds) would become a d6+1 surge, 2 points per round, save every 10 rounds, with –10% to save.

ZOE: 1 being; Range: 120'; Duration: 60 + 10L minutes [R]; Saving Throw: spiritual

Warp Enchantment: If the cleric wins a level-vs-level battle against the maker of the target enchanted object, the power of the enchantment is suppressed or broken. The cleric may then reshape the physical object, warp the magical intent, or even break the enchantment entirely, as desired.

ZOE: 1 object; Range: 10'; Duration: momentary; Saving Throw: level-vs-level

Water Walking: Mass spell. The caster may grant the recipient the power to walk on water, quicksand, or other liquids or flowing solids. He need not use this power if he does not wish to. The water walker may ignore normal flow and wave action, but may be impeded by storms. He could not walk on lava without a *Resist Fire* (page 115) prayer.

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

Withstand Causes: Generic spell type *Withstand* (page 94). Mass spell. This prayer protects against all Cause prayers (e.g. Cause Wounds N, Cause Blindness, Cause Fear).

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

Withstand Cures: Generic spell type *Withstand* (page 94). This will protect against all Cure prayers (e.g. Cure Wounds, Cure Blindness, Cure Disease).

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

Withstand Detection: Generic spell type *Withstand* (page 94). Mass spell. The target gains an extra ST to avoid being detected by any Detect-type spell.

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

Withstand Fear: Generic spell type *Withstand* (page 94). Mass spell. The recipient gains +10% on morale checks and an additional saving throws vs. Fear spells.

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

Withstand Inquiry: Generic spell type *Withstand* (page 94). Mass spell. As *Withstand Detection* (page 124), but the target gains an extra saving throw against ANY magical attempt to obtain information about or from the target, including Detect and Locate spells, *Testimony* (page 121), *Question* (page 114), etc. It does not, however, provide protection against *Commune N* (page 99) or *Contact Higher Plane* (page 69) questions concerning the target, as these are indirect.

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

Wolf's Toll: The cleric creates an audible stirring that will be heard for 10 miles. The signal is propagated by the animals of the region, each producing their sound as the wave passes through. The speed of the wave is about 1 mile per minute. In addition, the caster may choose a simple emotion to propagate on the Toll. To those who can hear, the effect is quite remarkable. Most humanoids will understand the origin of the stirring and feel its emotion, and all animals will take notice of the message of the Toll. Any Carrunos clerics over 4th level who have met the caster will recognize the Toll as his/her doing. The spell produces no compulsion to do anything. The Toll can only go where there are animals to carry it. Once begun, the spell cannot be dispelled. This spell must be cast verbally, and the caster must make a lot of noise.

ZOE: 10 mile radius; *Range:* none; *Duration:* momentary; *Saving Throw:* none

Word of Command N: The cleric calls upon his god to grant him the leadership ability to guide the party through whatever straits it is in. It will raise his effective Will by 3N, and will grant him leadership as follows: He may give a single command to those of similar aims (not just the same religion). The command will be obeyed if a Contest of Will is won by the cleric. Each person will get his own chance and roll. Once an attempt has been made, no further attempts on the same subject may be made that day. If obeyed, the command will be followed to the extent reason allows. Alternatively, the cleric may choose to use this prayer to rally adventurers under the influence of a fear prayer or the like. In this case, use the formula under *Fear* (page 65).

ZOE: self; *Range:* LOS; *Duration:* 60 + 10L minutes [R] or for 1 command; *Saving Throw:* special

Word of Recall: This is a flawless teleport prayer, for the cleric and his inanimate possessions only, back to a predetermined haven. The haven must be known to the cleric, and he must consecrate it for this use. A cleric may have only one such haven, and should only be allowed to change it under circumstances that make it essential that he change it.

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

ZOE: self; *Range:* infinite; *Duration:* instantaneous; *Saving Throw:* none

Write Languages: Mass spell. Per *Read Languages* (page 115) prayer but it gives the ability to write fluently in the language also.

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

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Air Blast	2	—	—	—	—	—
Allure	—	—	—	—	2	—
Alter Personality	—	—	—	—	5	—
Alter True Self	9	—	—	—	—	—
Analyze Item	—	2	—	—	—	—
Analyze Magic	—	—	—	4	—	—
Analyze Prayer	—	—	—	3	—	—
Analyze Spell	3	—	—	—	—	—
Analyze Structure	—	3	—	—	—	—
Animate Dead	—	—	—	—	—	—
Animate Objects	—	—	—	—	—	—
Animate Statue	—	3	—	—	—	—
Animate Stone	—	5	—	—	—	—
Anti-Magic Shell	6	—	—	—	—	—
Assay Item	—	—	—	6	—	—
Astral Spell	9	—	—	—	—	—
Attune	M	—	—	—	—	—
Augury	—	—	—	1	—	—
Avalanche	9	—	—	—	—	—
Beauty	—	—	—	—	1	—
Bless N	—	—	—	N	—	—
Blight	—	—	2	—	—	—
Blind Stroke	—	—	—	—	2	—
Blinding Flash	4	—	—	—	—	—
Bloodcure	—	—	—	—	—	2
Bloodhound	—	—	—	—	—	2
Bloodscent N	—	—	—	—	—	2
Brittle	—	—	—	—	—	—
Burnout	—	—	1	—	—	—
Cat's Eye	—	—	—	1	—	1
Cause Affliction	—	—	4	—	—	—
Cause All	—	—	6	—	—	6
Cause Disease	—	—	2	—	—	—
Cause Insanity	—	—	—	—	—	—
Cause Paralysis	—	—	—	—	—	—
Cause Prayers	—	—	—	—	—	—
Cause Severe Disease	—	—	3	—	—	—
Cause Terminal Disease	—	—	4	—	—	—
Cause Weakness	—	—	2	—	—	—
Cause Wounds N	—	—	N	—	—	N
Charm	—	—	—	—	4	—
Charm Animals	—	—	—	—	—	—
Charm Monster	5	—	—	—	—	—
Charm Plants	—	—	—	—	—	—
Clairsentience	3	—	—	—	—	—
Claw's Revenge	—	—	—	—	—	5
Cleanse	1	—	—	—	—	—
Clone	9	—	—	—	—	—

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Cloudkill	5	—	—	—	—	—
Clue	—	—	—	2	—	—
Cold Cone	4	—	—	—	—	—
Color Change	1	—	—	—	—	—
Coma	—	—	—	—	—	—
Combat Slow	3	—	—	—	—	—
Command	—	—	—	—	4	—
Command Language	—	—	—	3	3	—
Commune N	—	—	—	4	—	—
Conceal Deodand	—	—	—	—	2	—
Conceal Disease	—	—	1	—	—	—
Conceal Dishonor	—	—	—	—	1	—
Conceal Felon	—	—	—	—	3	—
Conceal Magic	—	4	—	—	3	—
Conceal Poison	—	—	2	—	—	—
Conceal Poisoning	—	—	1	—	—	—
Conceal Weakness	—	—	2	—	—	—
Concentrate	6	—	—	—	—	—
Cone of Feeblemind	9	—	—	—	—	—
Cone of Weakness	5	—	—	—	—	—
Confuse	1	—	—	—	—	—
Conjure Elemental	5	—	—	—	—	—
Conjure Servant	—	—	—	—	9	9
Consecrate Blood	—	—	—	—	—	2
Consecrate Object	—	1	—	—	1	1
Consecrate Water	—	—	—	—	—	—
Consecration N	—	—	—	—	—	—
Contact Higher Plane	5	—	—	—	—	—
Continual Darkness	—	—	4	—	—	—
Continual Light	—	—	—	—	—	—
Control Self	4	—	—	—	—	—
Convert Weapon	—	—	—	—	—	—
Cool Object	3	—	—	—	—	—
Cripple	—	—	3	—	—	—
Cure Affliction	—	—	—	—	—	—
Cure All Wounds	—	—	—	—	—	—
Cure Blindness	—	—	—	—	—	—
Cure Deafness	—	—	—	—	—	—
Cure Disease	—	—	—	—	—	—
Cure Paralysis	—	—	—	—	—	—
Cure Prayers	—	—	—	—	—	—
Cure Wounds N	—	—	—	N	—	—
Curse Armor N	—	—	N	—	—	—
Curse N	—	—	—	—	N	—
Curse Weapon N	—	—	N	—	—	—
Damp Teleport	7	—	—	—	—	—
Darkness	—	—	2	—	2	2
Dawn	—	—	—	—	—	—

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Death's Riddle	–	–	–	6	–	–
Death Spell	6	–	–	–	–	–
Defoliation	–	–	5	–	–	–
Demonic Embrace	–	–	–	–	3	–
Detect Altitude	–	1	–	1	–	–
Detect Animal	–	–	–	2	–	1
Detect Curse	–	–	–	3	3	–
Detect Disease	–	–	1	2	–	–
Detect Dishonor	–	–	–	–	–	–
Detect Food	–	–	–	1	–	1
Detect Hostility	–	–	–	2	1	2
Detect Illusion	–	–	–	1	–	–
Detect Magic	1	1	1	1	1	–
Detect North	1	–	–	1	–	–
Detect Poison	–	–	1	1	–	–
Detect Possession	–	–	–	2	2	–
Detect Prayer	–	–	–	–	–	1
Detect Prayers	–	–	–	–	–	–
Detect Protection	–	–	–	3	–	–
Detect Religion	–	–	–	3	1	–
Detect Secret Doors	–	2	–	2	–	–
Detect Size	–	1	–	2	–	–
Detect Substance	–	–	–	–	–	–
Detect Trap	–	2	–	2	–	–
Detect Undead	–	–	–	2	–	–
Detect Water	–	–	–	1	–	–
Devour Book	–	–	–	4	–	–
Dimension Door	4	–	–	–	–	–
Disease Carrier	–	–	4	–	–	–
Disfigure	–	–	2	–	–	–
Disguise	3	–	–	–	3	–
Dispel Magic	3	–	3	–	3	–
Dispel Prayer	–	3	–	–	–	3
Dispel Undead N	–	–	–	–	–	–
Displace Self	1	–	–	–	–	–
Disrupt Spell	3	–	–	–	–	–
Distraction	–	–	–	–	4	–
Distress Cry	–	–	–	–	4	–
Domination	–	–	–	–	6	–
Doom of Stone	–	5	–	–	–	–
ESP	2	–	–	–	–	–
Earthquake	–	–	–	–	–	–
Enchant Armor N	–	–	–	–	–	–
Enhance Hearing	1	–	–	–	–	–
Enhance Weapon N	–	–	–	–	–	–
Explosive Runes	3	–	–	–	–	–
Eyes Prayers	–	–	–	–	–	–
Eyes of Animals	–	–	–	–	–	4

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Eyes of Stone	—	3	—	—	—	—
Faerie Fire	2	—	—	—	—	—
False Memory	—	—	—	—	5	—
Fatal Question	—	—	—	6	—	—
Faux Magic	2	—	—	—	—	—
Fear	4	—	—	—	—	—
Fear Animals	—	—	—	—	—	3
Fear Foes	—	—	—	—	—	4
Feeblemind	5	—	—	—	—	—
Feign Death	—	—	—	—	—	—
Find Being	—	—	—	3	—	2
Find Deodand	—	—	—	—	—	—
Find Felon	—	—	—	—	—	—
Finger of Death	—	—	5	—	—	—
Fire Bomb	2	—	—	—	—	—
Fire Lance	1	—	—	—	—	—
Fireball	3	—	—	—	—	—
Flame Storm	6	—	—	—	—	—
Flame Weapon	2	—	—	—	—	—
Flesh to Stone	—	6	—	—	—	—
Fly Self	3	—	—	—	—	—
Foresight	—	—	—	8	—	—
Forewarning	—	3	—	—	3	—
Forget	—	—	—	—	4	—
Frenzy N	—	—	—	—	—	N
Full Finger of Death	—	—	7	—	—	—
Gargoyle's Statue	—	4	—	—	—	—
Gaseous Form	—	—	—	—	—	—
Geas	6	—	—	—	—	—
Great Barrier	9	—	—	—	—	—
Great Might	—	—	—	—	—	—
Great Protection Prayers	—	—	—	—	—	—
Great Protection from Animals	—	—	—	—	—	9
Growth Animals	5	—	—	—	—	5
Growth Plants	4	—	—	—	—	—
Hallucinatory Terrain	4	—	—	—	—	—
Harden Stone	—	5	—	—	—	—
Heat Death of the Universe	—	—	9	—	—	—
Heat Object	3	—	—	—	—	—
Hold Monster	5	—	—	—	—	—
Hold Person	—	—	—	—	4	—
Hold Portal	1	—	—	—	—	—
Hurl Boulder	—	3	—	—	—	—
Ice Lance	1	—	—	—	—	—
Ice Storm	4	—	—	—	—	—
Illusion	M	—	—	—	—	—
Immolate	5	—	—	—	—	—
Implosion	3	—	—	—	—	—

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Infect	–	–	1	–	–	–
Influence	–	–	–	–	7	–
Influenza Outbreak	–	–	5	–	–	–
Infravision	2	–	–	–	–	2
Insect Plague	–	–	4	–	–	–
Interrogate Dead	–	–	–	–	–	–
Investigation	–	–	–	–	–	–
Invisibility	2	–	–	–	3	–
Invisibility 10' r	3	–	–	–	–	–
Invisible Stalker	6	–	–	–	–	–
Invulnerability	–	–	–	–	–	–
Jump	–	–	–	–	–	2
Kiss of Death	–	–	–	–	5	–
Knock	2	–	–	–	–	–
Legend Lore	6	–	–	–	–	–
Levitate 10' r	4	–	–	–	–	–
Levitate Self	2	–	–	–	–	–
Life Sense	–	–	–	–	–	2
Light	–	–	–	–	–	–
Lightning Bolt	3	–	–	–	–	–
Lightning Lance	1	–	–	–	–	–
Locate	M	–	–	–	–	–
Long Talk	2	–	–	–	–	–
Lore	–	–	–	–	–	–
Lower Water	6	–	–	–	–	–
Lycanthropy	–	–	–	–	–	4
Maggots	–	–	3	–	–	–
Magic Bridge	4	–	–	–	–	–
Magic Hand	2	–	–	–	–	–
Magic Jar	6	–	–	–	–	–
Magic Missile	1	–	–	–	–	–
Magic Mouth	2	–	–	–	–	–
Magic Trail	–	–	–	5	–	5
Magical Trap	4	–	–	–	–	–
Manipulate Stone	–	6	–	–	–	–
Mass Invisibility	7	–	–	–	–	–
Mass Suggestion	9	–	–	–	–	–
Massmorph	4	–	–	–	–	–
Meld Stone	–	2	–	–	–	–
Memory Enhancer	–	–	–	–	–	–
Merge with Stone	–	5	–	–	–	–
Message	1	–	–	–	–	–
Message via Stone	–	3	–	–	–	–
Meteor Swarm	9	–	–	–	–	–
Miasma	–	–	3	–	–	–
Might N	–	N	–	–	–	N
Mind Blank	9	–	–	–	–	–
Mind Blast	5	–	–	–	–	–

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Mind Link	5	—	—	—	—	—
Mind Shield	5	—	—	—	—	—
Mind Speech	—	—	—	—	4	—
Mini-Flash	2	—	—	—	—	—
Mirror Image	2	—	—	—	—	—
Misdirection	5	—	—	—	—	—
Monster Summoning	M	—	—	—	—	—
Move Earth	6	—	—	—	—	—
Movement Slow	3	—	—	—	—	—
Neutralize Poison	—	—	—	—	—	—
Observe Magic	2	—	—	—	—	—
Observe Prayer	—	2	—	2	2	—
Pack Scent	—	—	—	—	—	1
Pain	2	—	—	—	—	—
Panther Reflexes	—	—	—	—	—	—
Panther Senses	—	—	—	—	—	3
Paradox N	—	—	—	N	—	—
Part Water	6	—	—	—	—	—
Pass Wall	5	5	—	—	—	—
Patterning	M	—	—	—	—	—
Pause	—	—	—	—	1	—
Permanent	7	7	—	—	8	8
Petrify	—	4	—	—	—	—
Phase Door	7	—	—	—	—	—
Phase In	5	—	—	—	—	—
Phase Shift	9	—	—	—	—	—
Plague	—	—	7	—	—	—
Poison Potion	—	—	2	—	—	—
Poison Weapon N	—	—	N	—	N	—
Poisoned Weapon	—	—	6	—	6	—
Possess	—	—	—	—	—	—
Possess Animal	—	—	—	—	—	6
Power Word Kill	9	—	—	—	—	—
Power Word Stun	8	—	—	—	—	—
Predict Weather	—	—	—	1	—	—
Prevent Resuscitation	—	—	3	—	—	—
Projected Image	6	—	—	—	—	—
Prophecy	—	—	—	6	—	—
Prot / Enchanted Monster	2	—	—	—	—	—
Prot / Magical Missiles	4	—	—	—	—	—
Prot / Magical Weapons	6	—	—	—	—	—
Prot / Normal Missiles	3	—	—	—	—	—
Prot / Normal Weapons	5	—	—	—	—	—
Protection N Prayers	—	—	—	—	—	—
Pyromancy	M	—	—	—	—	—
Range Finder	2	—	—	—	—	—
Range Loser	1	—	—	—	—	—
Read / Write Languages	1	—	—	—	—	—

Spell name	Mages	Gargoyles	Sea Hags	Sphinx	Succubi	Werewolves
Read Magic	1	—	—	—	—	—
Reincarnate	7	—	—	—	—	—
Repulsion	9	—	—	—	—	—
Resist Prayers	—	—	—	—	—	—
Reverse Gravity	7	—	—	—	—	—
Rope Trick	3	—	—	—	—	—
Rune Prayers	—	—	—	—	—	—
Second Sight	3	—	—	—	—	—
See Invisible	2	3	—	3	—	—
See True Form	6	—	—	—	—	—
Shaping	M	—	—	—	—	—
Shield	1	—	—	—	—	—
Shield Of Protection	6	—	—	—	—	—
Size Change Self	4	—	—	—	—	—
Skylore	M	—	—	—	—	—
Sleep	1	—	—	—	2	—
Snowball	3	—	—	—	—	—
Speak Prayers	—	—	—	—	—	—
Stone Walking	5	—	—	—	—	—
Suggestion	3	—	—	—	—	—
Summon	5	—	—	—	—	—
Swim	1	—	—	—	—	—
Symbol	9	—	—	—	—	—
Telekinesis	5	—	—	—	—	—
Telepathy	4	—	—	—	—	—
Teleport	5	—	—	—	—	—
Teleport Attack	6	—	—	—	—	—
Telescopic Vision	1	—	—	—	—	—
Temporary Bag of Holding	4	—	—	—	—	—
Time Stop	9	—	—	—	—	—
Time Travel	9	—	—	—	—	—
Trace Summoning	4	—	—	—	—	—
Trace Teleport	5	—	—	6	—	—
Trace Warning	4	—	—	—	—	—
Tremor	6	—	—	—	—	—
Trip	1	—	—	—	—	—
True Sight	7	—	—	5	—	—
Tsunami	9	—	—	—	—	—
Veil	M	—	—	—	—	—
Velocity Finder	3	—	—	—	—	—
Ventriloquism	1	—	—	—	2	2
Vulnerability Prayers	—	—	—	—	—	—
Wall of Electricity	4	—	—	—	—	—
Wall of Fire	4	—	—	—	—	—
Wall of Frost	4	—	—	—	—	—
Wall of Iron	5	—	—	—	—	—
Wall of Stone	5	—	—	—	—	—
Ward Prayers	—	—	—	—	—	—

Spell name	<i>Mages</i>	<i>Gargoyles</i>	<i>Sea Hags</i>	<i>Sphinx</i>	<i>Succubi</i>	<i>Werewolves</i>
Warning	7	—	—	—	—	—
Water Breathing	3	—	—	—	—	—
Weakness	2	—	—	—	—	—
Web	2	—	—	—	—	—
Withstand Prayers	—	—	—	—	—	—
Wizard Eye	4	—	—	—	—	—
Wizard Lock	2	—	—	—	—	—

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Mage Spell Costs Chart																		
Spell Level	Level of Mage																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
1.5	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1
2.5	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
3.5	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1
4	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
4.5	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5.5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6.5	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7.5	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

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

Prayer Point Costs Chart																		
Prayer Level	Level of Cleric																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1
4	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1
5	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1
6	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1
7	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1
8	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	1
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3

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

