

PRINCE CON 31

THE WITHERING

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.19)																
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	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.19)													
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.18).					

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

The Withering

Thirty-six years prior to the present day, the demihuman races were ascendant and had driven monsters to the fringes of the world. Under the leadership of Taerth, the monsters mounted a counterstrike now known as the Battle of the Hub and captured the demihuman Tree of Life, cutting off the Fey branch and exterminating all the Fey in the process, and reigned supreme on the Hub for 28 years. Along the way, an insular group of monsters known as the Hand of Dusk gained significant notoriety and became a powerful force within monstrous society.

Eight years prior to the present day, the demihumans and grafts were driven to rebel against their monstrous oppressors. Through a variety of efforts, they thwarted the Hand of Dusk's schemes to destroy all other life on the world, grafted a new Fey branch to the Tree of Life, and restored a fragile balance of power on the Great Wheel. Alas, Taerth still sits on his throne carved from the Tree of Life, but his power is largely broken and he simply sits there, afflicted by a sort of senile dementia. The remnants of the Hand of Dusk, reviled by monsters and demihumans alike, no longer seem to pose a threat.

Each side regrouped for the next conflict, but curious events forestalled all-out war. Birthrates dropped among both monstrous and demihuman folk, and reported sightings of the Walking Dead trickled through the rumor mill. An uneasy detente eventually formed between the Monstrous Command and Council of Kings to discover the cause of these portents, but their efforts have come to naught. Something is wrong in the world, and monsters and demihumans find themselves increasingly occupied with scouring the Great Wheel of the Walking Dead than fighting each other. But what is the cause? And who will step forward to find it?

—

Your last living memory was the flash of the human hero's sword as it punctured a lung / the sad faces of your children and grandchildren gathered around your bedside as you peacefully drifted off to sleep / the searing heat of the drake's breath as it consumed you / then shadows, a frantic commingling of seemingly countless thoughts and dreams underscored by the uneasy proximity of the Maw that will eventually devour you all... but you are not consumed by Sammael (*FOR NOW, AND ONLY UNTIL THE IMPENDING CATASTROPHE IS AVERTED* it screams with unnerving certainty), and a Hooded Presence appears that takes you and a few other souls away from the seething mass of the dearly departed. Your small group is flung to the earth ... and then you experience bodily consciousness. Your eyes open to blackness, loose soil fills your mouth, and desperately you claw to the surface, fighting with all your might. Finally your torso bursts from the ground, and you gratefully try to draw that first breath of freedom.

Only you discover you actually have no need to breathe. The body you wear is not your own. As you think back on who you were, and what you might now be, words and images you associate with the Hooded Presence thrum to a heartbeat that is also strangely lacking in this strange body: "She's Dying... Help... Lost... Souls..."

Welcome to Princecon XXX

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

Player characters were representatives of the monstrous Tree of Life in PrinceCon 29, the demihuman Tree of Life in PrinceCon 30, and now the Tree of Death. Playing the Walking Dead presents several differences from the usual rules:

- Character creation is a little different (see page 5);
- Undead characters have certain basic mechanics that you should familiarize yourself with (see page 11);

- As they advance in levels, undead characters acquire special powers (much like Hero Specialties) (see page 11);
- Undead clerics are all devoted to the Tree of Death, regardless of their prior religious affiliations.

Best Player Awards

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

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

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

A Note to All Participants

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

Acknowledgements

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

Alex Reutter organized this year's convention. Aaron Mulder maintained the software and mailing lists, Alex Reutter maintained the conbook text, and Sang Lee contributed the artwork. Steve Caruso, Nayla Oliver, Jerry Narciso, Johann Hibschan, York Dobyns, Aaron Mulder, Alex Reutter, Robert West, and Shantanu Saha have answered the call to GM.

Special thanks to G. Owen Schaeffer and York Dobyns 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 31 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 5), and your character will gain experience after every adventure, improving throughout the weekend. If by some tragic twist of fate your character does not survive, you will be given the opportunity to generate a new character, who will begin his career with most of the experience earned by his predecessor.

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

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

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

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

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

Playing in a Campaign

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

Player Characters

Character Generation

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

Character Race (when alive): Your character is the soul of a once-living creature. Your current “Race”, as such, is somewhat ill-defined, but you do have memories of your previous incarnation. Choose from one of the Demihuman, Graft, or Monstrous races below.

Demihuman/Graft Races

Human	Tall, robust, strong. Lives in cities.
Elf	Shorter than Humans, slender. Lives in forests.
Dwarf	Shorter than Elves, stocky, strong. Lives under ground.
Hobbit	Smaller than Dwarves, stocky, nimble. Lives in small villages.
Fey	Smaller than Hobbits, slender, winged. Lives in tree houses and on cliffs.
Cat Graft	Elf-sized, with claws.
Horse Graft	Taller than Humans, stocky, strong.
Otter Graft	Dwarf-sized, slender. Loves water.

Monstrous Species

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

Character Class (current and when alive): Undead characters should choose one of the following as their current profession. If they were a Demihuman or Graft race in the previous lifetime, also select what their profession was while they were alive – this need not be the same as their current class!.

Mage	Master of powerful and flexible magic but poor at combat. See page 30.
Cleric	Master of prayer and more capable at combat than mages. See page 67.
Guardian	Capable of both magic and combat. See page 29. Guardians should select a requisite priority (top 3 of strength, dexterity, intelligence and constitution).
Hero	Master of combat and stealth. See page 25. Heroes should select a requisite priority for strength, dexterity and constitution. Heroes should also select two Specialties (see Specialties on page 25).

Religion (when alive): The Tree of Death is a jealous master, thus all undead characters are of Sammael's religion. However, if your character was a Demihuman or Graft race in the previous lifetime, select what their religion was while they were alive. See page 69 for brief descriptions of each order.

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

At the beginning of each run, you should choose the following for your character:

Shell: When adventuring on the "Living Side", undead characters wear a fleshy shell in the shape of one of the Demihuman or Graft races. See Shells on page 7 for details.

Pack: See Packs on page 18 for details.

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

Armor: See Armor on page 19. Available armor types depend on your race, class, and for clerics, religion.

Weapons: See Weapons on page 19. 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!*).

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 <i>Might</i> spells.							

Character Shells

The player characters have been chosen by the Tree of Death to be His representatives on the Living Side. They may have once been great heroes, frustrated now by their struggles to use their new bodies, or more pedestrian folks with the gift of attuning well to their new shells.

These shells the characters inhabit pass at a glance as living (but may fail under closer inspection and of course are detectable via *Detect Undead*), but lose heat quickly and then begin to rot, ending up as skeletal. Generally, the window in which a character can “pass” is the first 24-48 hours on the Living Side, after which the stench and disfigurement of rotting flesh is obvious. After a week, the character can be treated as skeletal. See page 11 for more information relating to the skeletal form.

To end a run, a character simply returns to the earth (buries themselves) and heads back through Sammael’s roots to Hireling Hall. At the start of the next run, you obtain a new shell. *Note:* it is generally unacceptable to return to the earth simply to obtain a new shell.

Shells and Racial Attributes/Abilities

A character's attributes are unaffected by the choice of shell, with the exception of Fey. If a character chooses a Fey shell, they can fly like a Fey but their strength is treated as half normal (round down) while they wear that shell.

In general, the shell gives a soul some physical characteristics of the selected race, but none of the special senses or special knowledge. For example:

- the shell determines item availabilities; for example, a Hero who takes a Hobbit shell will not be able to wield a Mattock, while a Hero who takes a Dwarf shell will be able to wield a Mattock, regardless of their race in their previous lifetime.
- wearing a dwarven shell does not confer general knowledge of craftsmanship. However, a character who was a Dwarf in their previous life will be generally knowledgeable of craftsmanship.
- wearing an elven shell does not confer ultraviolet vision, nor will characters who were Elves in their previous lives have ultraviolet vision.

Humans

Humans are a tall race (many are over 6') of varied individuals. Any particular human may excel in one of several different arts, be it fighting, scouting, wizardry, or the priesthood. They don't live as long as some other races, but they learn quickly in their chosen professions, and are the standard against which the other races' abilities are measured.



Elves

Elves are usually shorter and always more slender than humans. They average about 5' tall and weigh about 100 pounds. An Elf could easily be mistaken for a Human at a distance, but the Elf's pointed ears, high cheek bones, long supple fingers, thin bone structure, narrow lips, and fair complexion give them away on closer inspection. Elves can live to be hundreds of years old and they are generally very resistant to disease if their environment does not stress them.

Elves possess ultraviolet vision (see p.13) and are generally knowledgeable about woodland situations. Elves are excellent mages because of their intelligence, but they are also handy with a sword, and their agility and knowledge of the outdoors make them impressive scouts. Elves have better dexterity (+1), but less strength (-1) and constitution (-1) than humans. Elven heroes may fire a bow and move up to half their normal movement in the same round.



Hobbits

Hobbits are a short, man-like people, about 3'-4' tall. They are typically chubby, weighing about 80 pounds, but are nimble and dexterous nevertheless. They rarely wear shoes or boots because of their hair-covered feet and leathery soles, which many hobbits are quite proud of. In fact, it is not unusual for intoxicated hobbits to end up challenging other races to things like walking on hot coals, boots or no boots.

Most hobbits spend a good deal of their childhood developing skills and abilities related to the surreptitious acquisition of food, and particularly sweets. As a result, hobbits are exceptionally good at moving quietly and hiding. They also possess infravision (see p.13), all the better to locate warm pies at night. Their strength reflects their small size (−1) but they have a tough constitution (+2) and a strong will (+2).



Dwarves

Dwarves are shorter, stockier, and more muscular than humans. They average $4\frac{1}{2}$ feet tall and 150 pounds. Their dense bones and muscles make them strong for their size but limit their swimming. Their short limbs hinder their ability to run but their iron grip makes them able climbers. All Dwarves, including females, can grow beards. In Dwarven society, much is made of the size and quality of one's beard. Clean shaven Humans and genetically incapable Elves are viewed with suspicion.

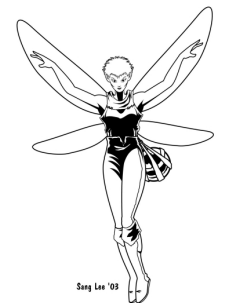
Dwarves are fierce in battle and skilled with their hands. They have infravision (see p.13) and are generally knowledgeable about craftsmanship, stonework, construction, and underground areas. They can recognize and evaluate mithril, gems, and jewelry. Dwarves have great strength (+2) and a high constitution (+2) but their intelligence (−2), dexterity (−1), and will (−2) are less than a human's.



Fey

Fey are short, slender, winged faeries. They average 3 feet tall and weigh only 30 pounds. Their amazingly high metabolism requires them to eat at least half their body weight a day at minimum. Fey have many of the same features as Elves, including pointed ears, light bone structure, fair complexion and slenderness. Although some Fey live to extreme age, most wear themselves out and die younger than Humans do. Fey are extremely industrious, and they need to be to gather enough food to survive. Although they are usually hard at work, they are good-natured, playful, mischievous and they love a good prank.

Fey can fly naturally so long as they are wearing no armor heavier than leather. There is no Fey-sized metal armor because Fey consider flight a better defense. They may carry up to 30 lbs. load in addition to their armor. Their flight is like a hummingbird's: they can move in any direction, stop, reverse, or hover, as they see fit, but cannot glide. Climbing counts double for effective movement distance, diving counts half. Fey wings are dragonfly-like in appearance but tough and leathery; while armor never covers their wings, a blow to a wing will simply bat it aside rather than causing damage to the character. (In other words, the wings do not affect AC either positively or negatively). Fey have restrictions on the weapons they can use, due to their small size. Being airborne, for a Fey, counts as a movement action, so Fey can't fire missile weapons nor cast spells while flying, even if hovering in place. Airborne Fey can engage in melee, with the "combat step" distance appropriate to their character class and flying movement rate. A Fey in flight produces a steady fluttering noise and a considerable downdraft, which are quite noticeable (stealth is −3 while flying). Flight is very tiring for so large a creature; they may only fly for L/3 hours before resting and a total of L hours per day. While resting from flight weariness, Fey have only 1/3 their normal ground movement rate. Fey strength (1/2 normal) and constitution (−1) reflect their small size, though they are quite dextrous (+1).



Cat

Cat grafts have roughly the same height and build as elves. They have a higher dexterity (+2) and will (+2) and lower strength (−1), constitution (−1) and wisdom (−1) than humans. They will not wear metal armor, since it rubs their fur the wrong way (see the graft armor chart below). They may use the same weapons as a human of the same class; additionally the Cat's claws give them a d4 unarmed attack. They have Panther Senses. Cat grafts need more sleep than most adventurers. They abhor swimming, and what little progress they make through the water (5'/round, even in robes) is made with the express purpose of getting out. All Cat grafts can climb *up* as well as a Hero of equal level; however, only Cat graft Heroes are equally proficient at climbing *down*.



Horse

Horse grafts are roughly 1/2 a foot taller and somewhat larger in build than humans. They have a higher strength (+2) and constitution (+2) than humans, but their intelligence (−3), dexterity (−1), and will (−3) are lower. They may use the same weapons and armor as a human of the same class (though see the graft armor chart below for more details). Their long, hoofed gait gives them a natural movement rate of 150', and their incredible endurance allows them to travel greater distances than others without tiring. Horse grafts ignore the pack/weapon penalty; that is, they may carry 4 weapons and Pack A. They swim as well as humans. Horse grafts count as charging when taking a combat step of at least 30' in a direct line.



Otter

Otter grafts are roughly dwarf height, though shorter in the leg, longer in the body, and slender in build. They are slightly weaker (strength −1) and more hearty (constitution +1) than humans. They may use the same weapons and armor as a hobbit of the same class (though see the graft armor chart below for more details). Their unusually short legs and foot structure are not ideal for running, giving a natural movement rate of 90' on land, but they are equally adept on four legs (that is, crawling) as on two. Their true talents are in the water, where they have a 60' natural movement rate, can hold their breath for *CON* minutes, and generally ignore combat penalties. Their dense fur gives them a natural AC of 7 and makes them naturally cold-resistant, per the prayer. Note that armor does not "stack"; when an Otter graft wears armor, their AC is the better of their natural AC or the armor they are wearing.



Graft 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					
Horse	120 lbs.	60 lbs.	30 lbs.	15 lbs.	35 lbs.
Cat	N/A	N/A	20 lbs.	10 lbs.	35 lbs.
Otter	50 lbs.	25 lbs.	10 lbs.	5 lbs.	20 lbs.
Movement Rates	No Pack				
Horse Running: (Round / Minute)	90' / 900'	120' / 1200'	150' / 1500'	150' / 1500'	+30' / +300'
Otter Running: (Round / Minute)	30' / 300'	60' / 600'	90' / 900'	90' / 900'	+30' / +300'
Cat Running: (Round / Minute)	N/A	N/A	120' / 1200'	120' / 1200'	+30' / +300'
Swimming Rates	With Pack				
Horse	sink 50'	sink 30'	10'	20'	-10'
Cat	N/A	N/A	5'	5'	-10'
Otter	sink 30'	sink 5'	30'	60'	-10'
Notes: * The "Pack" column gives the effect of carrying, or not carrying, a pack and weapons (see p.18).					

Undead Basic Powers

All undead have the following strengths/weaknesses:

- immune to disease, poison, Sleep, Charm, and Hold Person
- no need to sleep, breathe, or eat
- immune to cold damage
- –10% to save and +1/die of damage vs. fire (–15% to save and +2/die of damage for undead clerics)
- cures do not affect undead, though causes do
- consecrated water does d6 damage per pint
- have infravision and life sense in addition to “normal” sight through the fleshy shell
- –10% to hit and +10% to be hit in daylight (–15% to hit and +15% to be hit for undead clerics)
- move at half speed in daylight
- recover 1/2 their maximum hit points at midnight (GM may prorate)
- undead mages recover 1 spell point/hour

Powers Related to Condition of Fleshy Shell

Once a player character is treated as skeletal, they:

- take 1/10 damage from non-magical, non-flaming impaling weapons
- take 1/2 damage from non-magical, non-flaming edged weapons
- can only “see” via life sense and infravision, since the eyeballs have rotted away
- have a “natural” AC of 6 – this does not stack with worn armor
- have a reduced move – 120’ to 90’ in leather/robes, 90’ to 60’ in chain, 60’ to 30’ in plate
- *cannot* eat, breathe, or drink

Undead Specialties

The Undead, regardless of class, develop Specialties indicating individual areas of interest and special corruption. An undead character gets one specialty at even-numbered levels, starting with the 4th, though undead Clerics gain extra Specialties at odd levels. Note that several Specialties have a prerequisite; that is, a Specialty that the character must already have in order to take the more advanced Specialty. The specialties are:

Chill Touch: The character’s touch (hit AC 10, minus DEX bonus) causes dL¹ cold damage (no strength bonus). This damage is also assessed if an opponent grapples or strikes the character with a natural weapon. *L* times per day, the character may attempt to increase the power of this attack. If the touch is successful, the target takes damage as usual but must also make a Spiritual save or be affected by a *Combat Slow* (page 50). The latter effect is not affected by *Resist Cold*.

¹For practical purposes and convention level characters, treat dL as the smallest die with sides greater than or equal to *L*. Thus, the Chill Touch of a 9th level undead character does d10 damage.

- Chill Aura:** (Prerequisite: Chill Touch) The character produces a Chill Aura about them (similar to an Immolate spell but with a cold effect). Activation and de-activation of the Chill Aura both require a full action in Breath phase, but there is no limit on the frequency or duration of use. This field does $(dL)/2$ cold damage to a melee opponent each time the opponent strikes the character with a melee weapon or the character hits with its own weapon.
- Death Touch:** (Prerequisite: Chill Aura) The damage cause by the character for Chill Touch and Chill Aura is increased to $2dL$ for touch effects and dL for aura effects. Additionally, L times per day, the character may attempt to make a Draining Touch. If the touch is successful, the target takes damage as usual but must also make a Spiritual save or have a level drained. The drained level will return in one day or if a *Restoration* prayer is used.
- Banshee Wail:** (Prerequisite: Death Touch) 3 times per day, the character may *wail*: all creatures within a $1/2$ mile radius must save or be affected by *Fear Foes*; creatures of less than L level must save or be affected by *Cause Paralysis*, creatures of less than $L/2$ level must save or die.
- Transformation:** The character may transform, along with all carried items (magical or not, 50 pounds max), to the bat or hound form described below. This occurs as a Breath Phase action, as does transforming back. There is no limit to the number of times a character may transform. These forms detect as magical. *Bat*: Move 150' flight, including hovering. AC 6, Damage 1 pip, no STR damage bonus. Sonar, 60' range. *Hound*: Move 180'. AC 7, Damage $d6 + STR$ damage bonus. Gains Enhanced Hearing and Bloodhound.
- Mist Form:** (Prerequisite: Transformation) As Transformation, but the character may also become a *Formless Gray Mist*: Human volume. Move 60' flying. The mist cannot attack or cast spells. The mist can only be hit by spells, but is immune to any spell that does damage by physical impact (for example, Magic Missile, Ice Storm, Implosion, Blade Barrier). The mist may penetrate any barrier that is not airtight, but cannot move through packed earth, solid stone, or underwater.
- Incorporeal:** (Prerequisite: Mist Form) As Transformation, but the character can also become incorporeal for a total of $10L$ minutes per day. The incorporeal form flies at 120'/round and can move at 10'/round through solid objects (but not consecrated walls). The incorporeal form can cast spells or attack with a Chill Touch, Death Touch, Banshee Wail, or Gaze Attack. The incorporeal form can be hit by spells, but is immune to any spell that does damage by physical impact.
- Gaze Attack:** As a Breath Phase action, the character may initiate a Gaze attack by staring at one being within 30' that meets its gaze. If the target loses a Will Contest, it will take no action until the gaze is broken. New Will Contests are fought at the beginning of each subsequent round. Damage to either party breaks the gaze for the rest of the round. No target remembers a successful gaze.
- Vampirism:** (Prerequisite: Gaze Attack) During item phase, the character may automatically bite the neck of a passive (asleep, held, or gazed) fresh-blooded victim. The character does L points per round (no STR damage bonus), gaining the half of the points (round up) itself if it is below maximum. The victim gets a Will Contest at the end of each round to break the bite. If either the character or the victim takes damage (save that of the bite), the bite is broken and both parties take no further action in that round. No target remembers a successful bite. The character will be aware when it comes within' of the last victim is has bitten. Once per day, within this range, the character may "call" the victim. The victim must make a spiritual save or try to sneak out and meet the character. This calling detects as concealed magic and may be cured as possession.
- Prevent Rot:** The character's shell does not begin to rot until L days after the character appears on the Living Side. Additionally, *Detect Undead* must win a level-vs-level battle to succeed until the shell has rotted.
- Shell Control:** (Prerequisite: Prevent Rot) As Prevent Rot, but the character's shell does not begin to rot until they choose, and the character can become skeletal in 10 minutes instead of roughly 6 days. Additionally, *Detect Undead* must win a level-vs-level battle to succeed, even after the shell has rotted.

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 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 or fewer hit points is unconscious (see Phases on page 21). Unconsciousness 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 loses consciousness in melee phase while holding a missile attack cannot shoot as a final action. The character may

be cured in the Clerical Spell phase of the same round they lose consciousness; they will then be immediately aware and able to communicate, but they may not act until the following round. A character that ends any round with negative hit points is dead.

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 23); it is also an

action and it precludes making other attacks, casting spells, invoking prayers or otherwise moving. However, creatures may resist a Strength contest with some of their strength and still act, as described under strength contests.

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

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

Creatures preparing spells have an effective strength of 3.

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

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

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

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

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

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

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

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

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

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

Movement and the Environment

Walking and Running

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

Swimming

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

Underwater Actions

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

Drowning and Suffocating

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

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

Equipment

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

Packs

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

Pack Chart			
Pack A	Pack B	Pack C	Pack D
1 Weapon 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.

Magic Items

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

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

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

Magic Item Saving Throws

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

1. Non-weapon magic items have a save of $50\% + 10\% \times$ the level of the item.

2. Magic weapons have a save of $50\% + 5\% \times$ the plus of the weapon $+5\%$ for each additional power.

Armor

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

Weapons

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

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

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

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

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

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

Notes on the weapons charts:

1. The first column gives the weapon's name.
2. The second column gives notes about the weapon as follows:
 - 2D: Indicates that the weapon does double damage when set vs. a charge.
 - 2H: Indicates that the weapon must be used two handed, therefore no shield.
 - 2S: Indicates that the weapon requires two spaces in line.
 - OS: Indicates that the weapon requires opens spaces to use.
 - TD: Indicates that the attacker takes damage, 1 hit, if the attack roll is 00.
3. A character's choice of weapons is limited by race, class and, for clerics, religion. The weapon charts show the weapon choices that are available to each race and class. The restrictions for clerics are immediately broken down by religion. A weapon must be allowed by each of race, class, and religion (clerics only) to be usable.
 - Y: Usable by this race or class.
 - 2H: Usable, but only two-handed.
 - [−]: Usable, but at a 10% to hit penalty and -1 to damage.

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

Missile Weapon Chart																
Weapon	Notes	Length	Useable By										Damage	Range		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	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	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													
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 67). |
| 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 30). |
| 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 78) prayer take their second actions now. If multiple characters are hasted, resolve actions in regular phase order. Mages may not cast spells in the Haste phase, but may take other actions. Fighters who make melee attacks in the Haste phase must use the same maneuver as they used in the regular round. |

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

To Hit Probabilities

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

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

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

Monster Combat

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

Combat Maneuvers

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

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

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

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

Dodge, unlike other combat maneuvers, can be announced in any phase. Dodge, once declared, applies its AC bonus to all attacks including missile attacks, but the character is committed to the Dodge for the rest of the round. A character may move up to 30' while Dodging. A character that is Dodging is assumed to be moving about and giving ground, so a character cannot (for example) keep enemies out of a door or hold a line of battle while Dodging; enemies can move past a Dodging character without being engaged.

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

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

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

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

Combat Modifiers

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

Grappling

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

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

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

Grappling Value

Base

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

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

Species

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

Defender Only

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

Creatures without Strength / Dexterity

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

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

Other Modifiers

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

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

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

Heroes

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

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

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

Hero Specialties

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

Basic Specialties

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

Advanced Specialties

Berserker:	(Prerequisite: Warrior). The character can go berserk at will when in combat, or in an appropriate non-combat situation. While berserk, the character gains an extra +10% to hit and +2 damage
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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 14).

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 19), 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 15). Generally the character's skill is either compared to an opponent's skill, or a GM-supplied difficulty rating.

Guardians

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

Entry into this elite order is restricted to only the smartest, strongest and bravest of youth. Years are spent in training to become proficient at both combat and magic. Many Guardians make the military a career and become their nation's military leaders. Others return to civilian life and settle down as honored and respected citizens, often leaders in their communities. A few crave the danger and excitement of life as an adventurer and leave the kingdoms of their youth to freelance.

Guardians excel in both magic and combat. They get 4% per level TACO and d6 hit dice. They may use any weapon or shield but cannot cast spells when wearing armor heavier than chain mail. They cast spells as mages of one level lower than their level. Guardians acquire the same combat maneuvers as heroes, including the free weapon switch and longer combat step. However, they do not get any Hero Specialties nor do they acquire Hero Skills.

Mages

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

Magic System

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

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

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

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

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

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

Preparing and Throwing Spells

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

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

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

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

If distracted while attempting to throw a spell, the mage does not get the spell off but loses no spell points. Distraction is automatic if the mage suffers damage, is grappled, etc. If a mage is bound or grappled, he is unable to prepare or cast spells. If the mage is gagged or otherwise prevented from speaking, he cannot cast; however, he may cast underwater or in a clerical silence, using the appropriate modifier (see page 34).

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

Cast in a Clerical Silence: Allows the mage to cast 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	40	1 object	touch	permanent	none
Illusion	40	20' r sphere	120'	10 minutes	none
Locate	41	self	480'*	10 minutes	none
Monster Summoning	41	1 being	none	12 rounds	none
Patterning	41	see description	touch	see description	none
Pyromancy	42	up to 10' square	60'	see description	none
Shaping	42	1 target	none	see description	Phys. if living
Skylore	43	120' r sphere	none	40 minutes	none
Veil	44	1 being / object*	touch	1 day	none

Level I Base Spells	Page	ZOE	Range	Duration	ST
Cleanse	45	10 cubic feet	10'	momentary	none
Color Change	45	5 objects*	10'	momentary	none
Confuse	45	1 being	60'	12 rounds	mental
Detect Magic	45	self	as sight	10 minutes	none
Detect North	45	self	none	90 minutes	none
Displace Self	45	self	none	10 minutes	none
Enhance Hearing	45	1 target	10'	3 hours	none
Fire Lance	46	1 target	60'	momentary	none
Hold Portal	46	1 portal	10'	2d6 rounds	none
Ice Lance	46	1 target	60'	momentary	none
Lightning Lance	46	1 target	60'	momentary	none
Magic Missile	46	60°	see spell	momentary	none
Message	46	1 person	240'	1 round	none
Range Loser	46	1 target	180'	90 minutes	mental
Read / Write Languages	46	self	as reading	40 minutes	none
Read Magic	46	caster	as sight	90 minutes	none
Shield	46	caster	none	10 minutes	none
Sleep	47	60' cone	Always zero	see description	will
Swim	47	self	none	40 minutes	none
Telescopic Vision	47	self	as sight	3 hours	none
Trip	47	1 biped	120'	momentary	physical –15%
Ventriloquism	47	self	60'	40 minutes	none

Level II Base Spells	Page	ZOE	Range	Duration	ST
Air Blast	47	60' cone	always zero	momentary	physical
ESP	47	60' r sphere	120'	40 minutes	mental
Faerie Fire	47	30' cube	60'	90 minutes	none
Faux Magic	48	Spell's ZOE	touch	1 day	none
Fire Bomb	48	10' r sphere	60'	momentary	physical
Flame Weapon	48	1 weapon	10'	40 minutes	none
Infravision	48	self	none	12 hours	none
Invisibility	48	10' cube	10'	90 minutes	none
Knock	48	see spell	10'	momentary	none
Levitate Self	48	self	none	90 minutes	none
Long Talk	48	special	5 miles	1 round	none
Magic Hand	48	special	10'	90 minutes	none
Magic Mouth	49	special	10'	until it speaks	none
Mini-Flash	49	1 being	60'	momentary	physical
Mirror Image	49	10' r circle	none	6 rounds	none
Observe Magic	49	self	60'	10 minutes	none
Pain	49	1 target	120'	momentary	will
Prot / Enchanted Monster	49	self	none	90 minutes	none
Range Finder	49	self	20 miles	10 minutes	none
See Invisible	49	self	none	90 minutes	none
Weakness	49	1 person	120'	40 minutes	physical
Web	49	see spell	10'	40 minutes	none
Wizard Lock	50	1 portal	10'	4 days	none

Level III Base Spells	Page	ZOE	Range	Duration	ST
Analyze Spell	50	self	60'	10 minutes	none
Clairsentience	50	30' r sphere	240' no LOS	90 minutes	mental
Combat Slow	50	1 being	touch	12 rounds	physical
Cool Object	50	see description	120'	12 hours	none
Disguise	50	1 being	10'	1 day	none
Dispel Magic	51	10' r sphere	60'	momentary	level contest
Disrupt Spell	51	1 spell	60'	momentary	level contest
Explosive Runes	51	1 book or scroll	10'	until triggered	none
Fireball	51	20' r sphere	120'	momentary	physical
Fly Self	51	self	none	90 minutes	none
Heat Object	51	1 object*	120'	12 hours	none
Implosion	51	1 being	120'	momentary	Phys. $\frac{1}{2}$ damage
Invisibility 10' r	52	10' r	none	6 hours	none
Lightning Bolt	52	line 120' x 1'	120'	momentary	physical
Movement Slow	52	30' r sphere	120'	40 minutes	physical
Prot / Normal Missiles	52	1 being	10'	90 minutes	none
Rope Trick	52	special	24'	3 hours	none
Second Sight	52	self	as sight	90 minutes	none
Snowball	52	20' r sphere	120'	momentary	physical
Suggestion	52	1 being	120'	2 weeks	will
Velocity Finder	52	self	20 miles	10 minutes	none
Water Breathing	53	1 being	10'	90 minutes	none

Level IV Base Spells	Page	ZOE	Range	Duration	ST
Blinding Flash	53	10' r sphere	60'	2d6 rounds	physical
Cold Cone	53	60' cone	always zero	momentary	Phys. $\frac{1}{2}$ damage
Control Self	53	self	none	90 minutes	none
Dimension Door	53	special	240'	12 rounds	none
Fear	53	60' cone	always zero	until saves	will
Growth Plants	53	up to 80' x 80'	120'	1 week	none
Hallucinatory Terrain	53	2000' square	120'	1 day	none
Ice Storm	54	60' cube	120'	instantaneous	none
Levitate 10' r	54	10' r circle	none	90 minutes	physical
Magic Bridge	54	120' x 10'	10'	40 minutes	none
Magical Trap	54	30' trigger range	10'	1 week	none
Massmorph	54	120' r circle	always zero	6 hours	none
Prot / Magical Missiles	54	1 being	10'	90 minutes	none
Size Change Self	54	self	none	90 minutes	none
Telepathy	55	60' r sphere	240'	90 minutes	none*
Temporary Bag of Holding	55	1 bag	contact	12 hours	none
Trace Summoning	55	1 being	120'*	4 days	none
Trace Warning	55	1 warning	unlimited	4 days	none
Wall of Electricity	56	see description	60'	12 rounds	see description
Wall of Fire	56	see description	60'	12 rounds	see description
Wall of Frost	56	see description	60'	12 rounds	see description
Wizard Eye	56	special	360'	1 minute	none

Level V Base Spells	Page	ZOE	Range	Duration	ST
Charm Monster	56	1 being	60'	concentration	will
Cloudkill	57	40' r x 10' H	60'	12 rounds	physical
Cone of Weakness	57	60' cone	always zero	instantaneous	Phys. $\frac{1}{2}$ damage
Conjure Elemental	57	480' control	10' to summon	concentration	none
Contact Higher Plane	57	self	none	1 minute	veracity roll
Feeblemind	57	1 being	120'	permanent	mental –15%
Growth Animals	57	90' cone	always zero	90 minutes	physical
Hold Monster	57	60' r sphere	60'	concentration	will
Immolate	57	self	none	40 minutes	none*
Mind Blast	58	1 being	60'	12 rounds	mental
Mind Link	58	1 being	unlimited	12 rounds	none
Mind Shield	58	self	none	3 hours	none
Misdirection	58	30' r sphere	60'	12 rounds	mental
Pass Wall	58	see spell	10'	12 rounds	none
Phase In	58	1 being	60'r	20 rounds	none
Prot / Normal Weapons	58	1 being	10'	90 minutes	none
Stone Walking	58	1 being	10'	6 hours	none
Summon	58	1 attuned object	480'	momentary	mental
Telekinesis	59	1 object	60'	12 rounds	none
Teleport	59	self	unlimited	momentary	none
Trace Teleport	59	30' r	120'	4 days	none
Wall of Iron	59	see spell	60'	40 minutes	none
Wall of Stone	59	see spell	60'	4 days	none

Level VI Base Spells	Page	ZOE	Range	Duration	ST
Anti-Magic Shell	60	20' r sphere	always zero	90 minutes	none
Concentrate	60	caster	none	40 minutes	none
Death Spell	60	60' cube	120'	momentary	physical –30%
Flame Storm	60	see spell	180'	8 rounds	Phys. $\frac{1}{2}$ damage
Geas	60	1 being	touch	variable	mental
Invisible Stalker	60	1 mission	none	1 week	none
Legend Lore	60	1 item	touch	momentary	none
Lower Water	60	10,000 feet ²	240'	90 minutes	none
Magic Jar	60	1 object*	see description	see description	mental*
Move Earth	61	240' cube	240'	40 minutes	none
Part Water	61	see spell	60'	90 minutes	none
Projected Image	61	self	120'	10 minutes	none
Prot / Magical Weapons	61	1 being	10'	90 minutes	none
See True Form	61	1 target	120'	instantaneous	none
Shield Of Protection	61	self	none	until destroyed	none
Teleport Attack	61	1 being	60'	momentary	physical
Tremor	62	360' square	480'	3 rounds	physical*

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

Level VIII Base Spells	Page	ZOE	Range	Duration	ST
Power Word Stun	63	1 being	60'	4d6 rounds	special

Level IX Base Spells	Page	ZOE	Range	Duration	ST
Alter True Self	63	self	none	momentary	none
Astral Spell	63	self	1000 miles	6 hours	none
Avalanche	63	see description	240'	momentary	Phys. $\frac{1}{2}$ damage
Clone	63	1 being	none	momentary	none
Cone of Feeblemind	63	60' cone	always zero	momentary	mental –15%
Great Barrier	63	see description	none	3 hours	none
Mass Suggestion	63	240' r sphere	always zero	1 day	mental –15%
Meteor Swarm	63	see description	240'	momentary	Phys. $\frac{1}{2}$ damage
Mind Blank	63	self	none	1 day	none
Phase Shift	64	self	none	40 minutes	none
Power Word Kill	64	1 being	60'	momentary	see description
Repulsion	64	10' r sphere	self	10 minutes	none
Symbol	64	1 symbol	touch	until triggered	variable
Time Stop	64	60' cube	always zero	d4+2 rounds	none
Time Travel	64	self	none	permanent, momentary	none
Tsunami	64	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 41) works better with attuned objects.

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

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

Clairsentience (page 50) works at greater range and effectiveness with attuned persons.

Telepathy (page 55) may be forced on attuned targets and used at greater range than normal.

Summon (page 58) only works with attuned objects.

Teleport (page 59) 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 51).

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 lying on an altar". The type can be as broad or narrow as the caster wants. The caster could locate a collection of books, i.e. a library. The caster could locate a book with a specific word in its title. The caster can not select a type of object that they are unfamiliar with. For instance, if the caster heard of a left-handed smoke shifter and tried to locate one, the locate would fail. The caster can not locate a type of object that requires information they do not have. For instance, "the objects that were taken from this room" could not be located unless the caster knew what they were. For the same reason, a caster could not locate something like "a clue that we have overlooked".

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

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

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

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

Monster Summoning: This spell will summon a single being, which will appear next to the caster in the 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 52).

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

To summon a monster from the Nth level list is a base spell of Nth level. The caster may choose the monster from the Monster Summoning Table (see page 64) or from other tables as supplied by the GM. Attempts to summon unique individuals or of monsters into inappropriate terrain (as a non-flying creature in midair) generally has no effect. The summoning of monsters that are not found in the region may produce unexpected results, as detailed in the Monster Summoning Table. Modifiers: Extra Duration is +1.

ZOE: 1 being; *Range:* none; *Duration:* 12 rounds; *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 54), for an additional +1 for each casting of the modifier.

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

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

Unwilling Mode allows a physical saving throw to avoid the effect and has lasting duration, which cannot be ended prematurely without using *Dispel Magic* (page 51).

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

Skylord: 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 40) 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 80) 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 51) gets rid of it automatically, as does a *Knock* (page 48), 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 80) 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 80) 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 46) 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 49) or *Velocity Finder* (page 52). 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 46), partial protection from *Ice Storm* (page 54), AC 2 vs. other missiles, and AC 4 vs. melee attacks. The AC given by this spell does not sum with any other protections.

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

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

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

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

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

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

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

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

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

Ventriloquism: The mage may make the sound of his voice come from somewhere else up to the spell range distant. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. This function of the spell may be used in conjunction with *Magic Mouth* (page 49), *Long Talk* (page 48), or *Disguise* (page 50).

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 45), *Observe Magic* (page 49), and *Analyze Spell* (page 50). 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 51) 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 80) 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 45), 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 49). 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 78) 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 47) 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 69 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 48). 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 50) supercedes Movement Slow while they are both in effect. A successful *Swiftness* (page 81) 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 46).

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 52) will give complete protection (as will *Prot / Magical Missiles* (page 54)). *Resist Cold* (page 80) 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 46) spell. A *Fireball* (page 51) 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 51) 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 45) will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break *Invisibility* (page 48) 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 46) 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 52). 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 78), 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 $\times 4$ or 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 80) 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 80) 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 80) 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 49). It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 360' / round. Modifiers: Extra Speed (+360' / round) + $\frac{1}{2}$.

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 80) 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 52). 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 59). 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 62) 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 53). 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 80) 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 54). Modifiers: Extra Effect (raise level by 2 for maximum protection). Extra Plus (add +1 to maximum weapon plus) +1.

ZOE: 1 being; *Range:* 10’; *Duration:* 90 minutes; *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 48). 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 58) 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 52) 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 57) 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 51) 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 52) 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 51) 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 58). 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.

Clerical Orders

Religions for the Living

Each religion has a corresponding order of clerics responsible for leading the faithful in the worship and service of the god. All gods in the Pantheon are united in their opposition to evil, although they may disagree on the fine points of what is evil and of how to deal with it. The pantheon of gods expects their clerics to work together, cooperating on opposing evil wherever it occurs and in repairing the damage done by the evil.

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

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

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

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

Sammael, the Tree of Death

God: Sammael
Clerics: Servants of Death
Principle: Death
Symbol: Scythe
Armor: Robes, shield
Weapons: Scythe, sickle, dagger

Beliefs: Servants of Death are devoted to ensuring the cycle of life and death in the world. They may see themselves as complementary to followers of Gaia in this respect, but the feeling is generally not mutual. Death clerics are specifically charged to seek out and punish those who would unnaturally prolong their lives, though they are certainly not forbidden to prematurely send the occasional brief mortal to their Master's maw.

The scythe favored by Servants of Death has a blade approximately 2' long and approximately 5' tall snath. Used as a two-handed weapon, it causes d8 damage. The sickle is approximately 2' long, and causes d4+1 damage as a one-handed weapon.

Servants of Death regain prayer points at dusk.

Special Notes: Servants of Death can tell on sight whether a creature is of the Walking Dead. They gain extra Undead Specialties at levels 5, 7, and 9. They are more susceptible to the effects of fire (–15% to save and +2/die of damage) and daylight (–15% to hit and +15% to be hit) than other undead.

In addition to these standard prayers available to all undead clerics, Sammael is rumored to reward clerics that please him with the ability to cast additional prayers not on this list.

Multi-Level Prayers	Page	ZOE	Range	Duration	ST
Curse N (M)	77	1 being	120'	6 + <i>L</i> rounds	spiritual –5 <i>N</i> %
Might N (M)	78	1 person	touch	60 + 10 <i>L</i> minutes	voluntary

Level I Base Prayers	Page	ZOE	Range	Duration	ST
Consecrate Object	76	1 object	touch	see spell	none
Darkness	77	10' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Detect Magic (4) (M)	77	self	120' LOS	momentary	none
Speak with Dead	80	1 dead body	10'	10 minutes	none
Withstand Cures (M)	81	1 being	60'	60 + 10 <i>L</i> minutes [R]	spiritual

Level II Base Prayers	Page	ZOE	Range	Duration	ST
Cause Weakness (M)	76	1 humanoid	120'	60 + 10 <i>L</i> minutes [R]	spiritual
Observe Magic	78	self	60'	12 rounds	none
Prevent Resuscitation (M)	79	1 body	120'	permanent	spiritual
Vulnerability Causes (M)	81	1 being	120'	60 + 10 <i>L</i> minutes [R]	spiritual
Withstand Dispelling (M)	82	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level III Base Prayers	Page	ZOE	Range	Duration	ST
Cause Affliction (M)	76	1 humanoid	120'	60 + 10 <i>L</i> minutes [R]	spiritual
Conceal Undead (M)	76	1 being	120'	60 + 10 <i>L</i> minutes [R]	none
Continual Darkness	76	40' r sphere	360'	1 day [R]	none
Dispel Prayer	77	10' r sphere	60'	momentary	level contest
Question Dead	79	1 dead body	10'	10 minutes	spiritual
Temporary Drain Level	81	1 being	touch	6 + <i>L</i> rounds	spiritual

Level IV Base Prayers	Page	ZOE	Range	Duration	ST
Analyze Magic	76	self	120' LOS	6 + <i>L</i> rounds	none
Cause Paralysis (M)	76	1 humanoid	120'	6 + <i>L</i> rounds	spiritual
Drain Level	77	1 being	touch	6 + <i>L</i> rounds	spiritual
Rot (M)	80	10 <i>L</i> pounds	120'	momentary	none

Level V Base Prayers	Page	ZOE	Range	Duration	ST
Commune I	76	self	see spell	<i>L</i> minutes	none
Draining Touch	77	self	none	10 minutes	spiritual
Finger of Death (M)	78	1 being	120'	momentary	spiritual
Interrogate Dead	78	1 dead body	10'	10 minutes	spiritual
Toll	81	(<i>L</i> – 8)/2 miles	none	momentary	none

Level VI Base Prayers	Page	ZOE	Range	Duration	ST
Empathic Cause All (M)	77	1 being	120'	momentary	spiritual
Full Finger of Death (M)	78	1 being	120'	instant	spiritual*

Level VII Base Prayers	Page	ZOE	Range	Duration	ST
Commune II	76	self	see spell	<i>L</i> minutes	none

Prayer Description Key

All prayers referred to in the tables above are explained here. A few common terms and concepts will help in understanding the descriptions. All prayers are listed alphabetically.

Multi-Level Prayers: Some prayers are multiple level, such as Cure Wounds I, Cure Wounds II, etc. These prayers are listed as Cure Wounds N, and the effects given in terms of the level.

Zone of Effect (ZOE): All prayers have a zone of effect. If this is the caster himself or a single visible target, ZOE so specifies. If a number of targets, a random target, or a volume of material, the ZOE is specified as a volume in which all targets must be at the time of casting. If a sphere, the radius is given. If a cone, the height is given, and the cone has a base of radius $\frac{1}{2}$ the height. If a cube, the length of a side is given. If an indefinite word such as “vicinity” is used the caster has great freedom.

Range: All prayers have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. The range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. If the prayer primarily gives the caster an ability (detects), the range is the range of the ability. If a prayer must pass through stone, treat stone as 10 times its thickness. All prayers require a line of sight to the target or the center of the area of effect unless otherwise stated.

Duration: Most prayers have a limit to how long they work. Prayers that have durations specified in rounds count the round in which they take effect toward their duration. The caster may elect to delay the effects of such prayers until the Declaration Phase of the following round, but this decision must be made when the prayer is cast. A prayer’s duration ends at the end of a round, never in the middle. A prayer’s duration may be deliberately limited by the invoking cleric when the prayer is made, but once made, the cleric may not cut it short. Clerical enhancements in general, being divinely granted effects, do not dissipate with the death of the caster.

Lasting Duration: the prayer will last for a very long time, although it may be dispelled sooner.

Permanent Duration: the prayer lasts until dispelled or countered. A creature may only have two prayers of lasting or permanent duration on it.

Momentary: the prayer lasts but a moment, but its effects, typically damage, curing or dispelling, are quite real and permanent. Such prayers can only take effect in the phase cast. Prayers with momentary duration can not be dispelled.

Renewable Duration: The prayer lasts until the cleric would next regain prayer points, at which point the cleric may opt to renew the prayer for another day by spending the casting cost again. This takes no time and does not require the cleric to be conscious (see page 69).

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

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

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

Cause Affliction: Generic spell type *Cause* (page 74). Mass spell. The victim must save or lose one of his five normal senses (cleric's choice). The victim suffers no structural damage due to this spell.

ZOE: 1 humanoid; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* spiritual

Cause Paralysis: Generic spell type *Cause* (page 74). Mass spell. The target must save or be paralyzed.

ZOE: 1 humanoid; *Range:* 120'; *Duration:* 6 + L rounds; *Saving Throw:* spiritual

Cause Weakness: Generic spell type *Cause* (page 74). Mass spell. The target must save or have their strength reduced by d6+2. A target can receive multiple *Cause 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

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 Undead: Mass spell. This prayer conceals the fact that a creature is undead. *Detect Undead* prayers must win a level-vs-level battle to succeed.

ZOE: 1 being; *Range:* 120'; *Duration:* 60 + 10L minutes [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

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

Curse N: Mass spell. The target must make a Spiritual save at $-5N\%$ or be at $-5N\%$ on saving throws as $-N$ levels to hit.

ZOE: 1 being; *Range*: 120'; *Duration*: $6 + L$ rounds; *Saving Throw*: spiritual $-5N\%$

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

Detect Magic: Generic spell type *Detect* (page 74). 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 Undead: Generic spell type *Detect* (page 74). 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

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

Drain Level: This prayer allows the caster to drain a level from the next being he touches. The caster must hit the being (usual AC) in the $6 + L$ rounds after he casts the spell. The target gets a Spiritual saving throw. The drained level will return in one day, or earlier if a *Restoration* prayer is used.

ZOE: 1 being; *Range*: touch; *Duration*: $6 + L$ rounds; *Saving Throw*: spiritual

Draining Touch: This prayer allows the caster to drain a level with any touch. The caster must hit the being (usual AC). The target gets a Spiritual saving throw. Drained levels will return at the rate of one per day, or earlier if a *Restoration* prayer is used.

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

Empathic Cause All: Generic spell type *Cause* (page 74) Mass spell. If the target fails a Spiritual save, it loses all its hit points. The cleric is healed this amount of hit points, up to his maximum. In the Mass form of this spell, the cleric receives one and only one set of hit points, according to the maximum damage inflicted on any of the victims.

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

Enhance Weapon N: This prayer enhances all non-magical weapons in the ZOE so that the weapons can hit creatures that can not be hit by ordinary weapons. It does not add to a weapon's chance to hit, but it allows a weapon to hit creatures that could only be hit by $+(N - 2)$ magical weapons. ($N = 1$ hits things vulnerable to non-magical silver weapons).

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

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

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

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*

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

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 13.

ZOE: self; *Range:* LOS; *Duration:* *L* hours [R]; *Saving Throw:* none

Interrogate Dead: As *Speak with Dead* (page 80) and *Question Dead* (page 79), except that the deceased may answer in more than one word; thus questions must be answered fully and truthfully.

ZOE: 1 dead body; *Range:* 10'; *Duration:* 10 minutes; *Saving Throw:* spiritual

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

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

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

Might N: Mass spell. Adds ND4 to the Strength of followers of Mavors, ND3 to others; this is a bless-type spell. No Might may increase Strength beyond a species-dependent limit, 22 for demihumans (but see Great Might on page 97).

ZOE: 1 person; *Range:* touch; *Duration:* $60 + 10L$ minutes; *Saving Throw:* voluntary

Observe Magic: Per the prayer *Detect Magic* (page 77), 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

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]

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

Poisoned Weapon: As *Poison Weapon N* (page 79), but the number of doses of poison is essentially unlimited.

ZOE: caster’s weapon; *Range:* touch; *Duration:* 60 + 10*L* 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 + 10*L* 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

Prevent Resuscitation: Mass spell. 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 80) or *Raise Dead* (page 79), etc., will fail unless and until a successful *Remove Curse* (page 80) is cast.

ZOE: 1 body; *Range:* 120’; *Duration:* permanent; *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: 10*L* pounds; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Question Dead: As *Speak with Dead* (page 80), but the deceased must answer truthfully (to the best of their knowledge). A subject who saves is immune to further questioning for a day.

ZOE: 1 dead body; *Range:* 10’; *Duration:* 10 minutes; *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

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 Cold: Generic spell type *Resist* (page 75). 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 75). Mass spell. Crushing includes being buried alive, constriction, bear hugs, implusions, 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 75). 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 Elements: Generic spell type *Resist* (page 75). Mass spell. This prayer gives resistance to magical and natural forms of Cold, Fire, Heat, Lightning and Electricity. It combines the effects of Resist Cold, Resist Fire and Resist Lightning.

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

Resist Fire: Generic spell type *Resist* (page 75). 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 75). 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

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

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 77) cannot be rotted.

ZOE: 10L pounds; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

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 with Dead: Generic spell type *Speak* (page 75). 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

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]

Temporary Drain Level: This prayer allows the caster to drain a level from the next being he touches. The caster must hit the being (usual AC) in the 6 + L rounds after he casts the spell. The target gets a Spiritual saving throw. The drained level will return in one hour, or earlier if a *Restoration* prayer is used.

ZOE: 1 being; *Range:* touch; *Duration:* 6 + L rounds; *Saving Throw:* spiritual

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

Transfer N: Generic spell type *Cause* (page 74). Generic spell type *Cure* (page 74). 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

Vulnerability Causes: Generic spell type *Vulnerability* (page 75). Mass spell. 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 Fear: Generic spell type *Vulnerability* (page 75). Mass spell. 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 75). Mass spell. 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

Withstand Cures: Generic spell type *Withstand* (page 75). Mass spell. 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 75). Mass spell. The target gains an extra ST to avoid being detected by any Detect-type spell.

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

Withstand Dispelling: Generic spell type *Withstand* (page 75). Mass spell. The target gains an extra ST against *Dispel Undead*.

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

Spell name	Mages	Sammael
Air Blast	2	—
Alter True Self	9	—
Analyze Magic	—	4
Analyze Spell	3	—
Animate Dead	—	—
Anti-Magic Shell	6	—
Astral Spell	9	—
Attune	M	—
Avalanche	9	—
Blinding Flash	4	—
Cause Affliction	—	3
Cause Paralysis	—	4
Cause Prayers	—	—
Charm Monster	5	—
Clairsentience	3	—
Cleanse	1	—
Clone	9	—
Cloudkill	5	—
Cold Cone	4	—
Color Change	1	—
Combat Slow	3	—
Concentrate	6	—
Cone of Feeblemind	9	—
Cone of Weakness	5	—
Confuse	1	—
Conjure Elemental	5	—
Contact Higher Plane	5	—
Control Self	4	—
Cool Object	3	—
Cure Prayers	—	—
Damp Teleport	7	—
Death Spell	6	—
Detect Magic	1	1
Detect North	1	—
Detect Prayers	—	—
Dimension Door	4	—
Disguise	3	—
Dispel Magic	3	—
Displace Self	1	—
Disrupt Spell	3	—
ESP	2	—
Enhance Hearing	1	—
Explosive Runes	3	—
Eyes Prayers	—	—
Faerie Fire	2	—
Faux Magic	2	—
Fear	4	—
Feeblemind	5	—

Spell name	Mages	Sammael
Fire Bomb	2	—
Fire Lance	1	—
Fireball	3	—
Flame Storm	6	—
Flame Weapon	2	—
Fly Self	3	—
Geas	6	—
Great Barrier	9	—
Great Protection Prayers	—	—
Growth Animals	5	—
Growth Plants	4	—
Hallucinatory Terrain	4	—
Heat Object	3	—
Hold Monster	5	—
Hold Portal	1	—
Ice Lance	1	—
Ice Storm	4	—
Illusion	M	—
Immolate	5	—
Implosion	3	—
Infravision	2	—
Invisibility	2	—
Invisibility 10' r	3	—
Invisible Stalker	6	—
Knock	2	—
Legend Lore	6	—
Levitate 10' r	4	—
Levitate Self	2	—
Lightning Bolt	3	—
Lightning Lance	1	—
Locate	M	—
Long Talk	2	—
Lower Water	6	—
Magic Bridge	4	—
Magic Hand	2	—
Magic Jar	6	—
Magic Missile	1	—
Magic Mouth	2	—
Magical Trap	4	—
Mass Invisibility	7	—
Mass Suggestion	9	—
Massmorph	4	—
Message	1	—
Meteor Swarm	9	—
Mind Blank	9	—
Mind Blast	5	—
Mind Link	5	—
Mind Shield	5	—

Spell name	Mages	Sammael
Mini-Flash	2	—
Mirror Image	2	—
Misdirection	5	—
Monster Summoning	M	—
Move Earth	6	—
Movement Slow	3	—
Observe Magic	2	2
Pain	2	—
Part Water	6	—
Pass Wall	5	—
Patterning	M	—
Permanent	7	—
Phase Door	7	—
Phase In	5	—
Phase Shift	9	—
Power Word Kill	9	—
Power Word Stun	8	—
Projected Image	6	—
Prot / Enchanted Monster	2	—
Prot / Magical Missiles	4	—
Prot / Magical Weapons	6	—
Prot / Normal Missiles	3	—
Prot / Normal Weapons	5	—
Protection N Prayers	—	—
Pyromancy	M	—
Range Finder	2	—
Range Loser	1	—
Read / Write Languages	1	—
Read Magic	1	—
Reincarnate	7	—
Repulsion	9	—
Resist Prayers	—	—
Reverse Gravity	7	—
Rope Trick	3	—
Rune Prayers	—	—
Second Sight	3	—
See Invisible	2	—
See True Form	6	—
Shaping	M	—
Shield	1	—
Shield Of Protection	6	—
Size Change Self	4	—
Skylore	M	—
Sleep	1	—
Snowball	3	—
Speak Prayers	—	—
Stone Walking	5	—
Suggestion	3	—

Spell name	Mages	Sammael
Summon	5	—
Swim	1	—
Symbol	9	—
Telekinesis	5	—
Telepathy	4	—
Teleport	5	—
Teleport Attack	6	—
Telescopic Vision	1	—
Temporary Bag of Holding	4	—
Time Stop	9	—
Time Travel	9	—
Trace Summoning	4	—
Trace Teleport	5	—
Trace Warning	4	—
Tremor	6	—
Trip	1	—
True Sight	7	—
Tsunami	9	—
Veil	M	—
Velocity Finder	3	—
Ventriloquism	1	—
Vulnerability Prayers	—	—
Wall of Electricity	4	—
Wall of Fire	4	—
Wall of Frost	4	—
Wall of Iron	5	—
Wall of Stone	5	—
Ward Prayers	—	—
Warning	7	—
Water Breathing	3	—
Weakness	2	—
Web	2	—
Withstand Prayers	—	—
Wizard Eye	4	—
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
7	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1
8	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4

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.

