

# PRINCE CON

# 34

## Bethe Barbarian





# PrinceCon XXXIV

## Be the Barbarian

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## What's Happened So Far

Many generations ago and lost to the memories of all but the oldest elves, there was a series of cataclysmic Mage Wars that scorched the planet and wiped out most of demihumankind. In the end, the strongest, most feared wizards had destroyed each other in final strikes, taking most of the middling mages with them to their doom (apprenticed or enslaved to feed their masters' magic pool). Only a handful of strong magic users survived, including several still safe in the wombs of their refugee mothers.

Perhaps 5% of the population escaped death by fleeing into the mountains – living in caves to shelter from the increasingly violent (Skylore) storms. When the dust settled, the refugees started returning to the plains to establish a new home and start rebuilding civilization. A council of leaders was elected to ensure that things could never go so wrong again.

Unfortunately, but unsurprisingly, the first act of this new council was to outlaw magic. In the rubble of the Wizard Towers, relics had been found which could subdue even the most powerful magic users (used by the old wizards to imprison their enemies.) During an early town hall meeting, the magic ban was announced, and all mages present were forced into “re-education camps”, robbed of their powers by enchanted bracers that could not be removed. The remnants of a few mage families learned of the plan in advance and escaped back to the hills.

The frightened survivors, who were mostly human because of human numbers, also decided that the freakish, magical, not-quite-human beings were as much a part of the problem as the High Wizards. The demihumans that escaped left to form nations elsewhere.

Fast forward hundreds of years...

The “New Kingdom” has grown into a vast empire dedicated to the denunciation of the magic that nearly destroyed the world. Priests of the One True Faith of Sarnak sweep the towns, plucking children from their homes if they show the slightest potential for magic. Over the years, the ruling council has grown further and further entrenched, broadening its focus in an attempt to create a utopia where everyone is unified in the One True Faith.

Of course, there will always be dissidents. Parents rail against the “disappearing” of their children. Traveling merchants bring back tales of magical people living free in the mountains. Clerics of the old gods worship in secret, revealing their wisdom to the faithful in musty cellars and hidden rooms.

The ruling council, headed by the Director, is convinced that the shamanic hillfolk have been fueling the resistance. In the last few years, they've sent uniformed legions to tame the hills and wipe out the “barbarians”. They've also sent special forces to assassinate chieftains and kill or kidnap powerful magic users. Most recently, the Director has launched a propaganda campaign outlining his “5 year plan” for defeating the barbarians once and for all.

### More Recently

Rap, rap, rap, rap, rap, rap!– The surveyor's assistant paused in his hammering to look up nervously, his eyes flicking from bush to bush for signs of movement.

“That marker needs a few more good whacks to hold in the ground through the wind and winter up here, Vladi,” remarked the surveyor, without looking up from her maps.

“Sorry, master, I was sure there's something in the woods. Watching us.”

“Let Lord Sergevich's troops worry about the woods,” she said, nodding in the direction of the detachment of battle-hardened soldiers assigned as their escort.

The boy nodded and returned to his work, and when finished, put down the mallet and took a drink from his waterskin. He jumped and spluttered as a rough hand clapped him on the shoulder, and one of the soldiers peered down at him. “Don't you fret, boy, if there were any shamanic trickery about, we'd know; God would warn us,” he declared, fingering the amulet about his throat. “There's not a peep of barbarian wizardry within a mile of this spot, and that's a fact.”

This didn't seem to entirely comfort the boy. “B- but they say the barbarians can throw blazing magic fire from 2 miles away.”

“Oh, and would that be your friend Leni who says that?” The soldier bent further to look more closely at his face.

“I...”

“Vladi!” shouted the surveyor. “If you're done with the signpost, it's time to go! I want the next four markers down before dusk.”

“Yes, master! Excuse me,” he said politely and with relief to the soldier. Stowing his tools quickly and shouldering his pack, he set off after his master down the animal track that served as a footpath in these parts. The soldier grunted and followed.

As the sounds of the troop receded, signs of life returned to the forest: birds sang, a fox crept around the edge of the small clearing while the black squirrels native only to this region chattered at it, and four painted and fur-clad humans emerged from the brush where they had been hiding.

“And still they won’t learn there’s more than one way we can be invisible in the forest,” snorted the tallest, wearing warrior’s paint, in disgust. The other three had gathered about the post and were staring intently at the inscriptions. The youngest of these stretched out to touch it and received a stick on the back of her hand from the eldest.

“Do not, young Koke. They will know.”

The shortest, in an ever-present state of excitement, asked, “Shaman, Shaman Oyugun, what does it say? What does it say?”

The elder deprecatingly waved a hand. “Usual rot, Ghal. This land claimed for Warlord of Directorate’s choice; no trespassing; no sub-humans; no heretics; no unlicensed magic.”

“But you can’t read it any more than I! Do the magic! Or... I’ll do it myself,” said the tall warrior, pointing to the tattoo marking his ritual level of Initiation.

“Temu, you will not,” replied the shaman.

“That’s right, weren’t you watching?” burst Koke. “That soldier has one of the old artifacts!”

“Psht. Then let’s kill them and take it back,” said Ghal, affecting greater confidence than he felt.

“And bring their thopters upon our heads?”

Shaman Oyugun raised his hand, ending the discussion. “We will go home, and tell the Chief that the enemy pushes forward again. They will take the foothills in the spring, unless something can be done.”

\*\*\*\*\*

When Shaman Oyugun and his wards returned to the Camp of Camps, grand meeting place of the shamanic hillfolk and their friends from other lands, they found their fellow tribesmen in turmoil. As they inched their way to the center of the mass of shouting, pushing bodies, they began to pick out pieces of the heated conversation:

“The New Kingdom has taken the Inland Sea!”

“They will cut us off from the fisheries we will need to make it through the year.”

Then, nearer, a shouted “Temu!”, and a small boy darted between the legs of several men to clutch at the arm of the young warrior.

“Taban, take care,” he remonstrated. “The shaman is very frail and does not tolerate the antics of cubs.” He began to smile, but Taban’s expression was filled with fear and concern.

“Our parents! They were far north on the shore when New Kingdom troops attacked. But—” Temu’s face hardened fiercely in anger, then he lifted his brother and pressed him close to his chest so that Taban would not see his tears.

“MAKE WAY FOR THE CHIEF!” The chatter stopped at the sound of Shaman Oyugun’s magically amplified voice, and a path opened to where the elder Shamans stood. Oyugun led the way while Temu still carried his brother, and Koke and Ghal hurried closely behind as Honor Guard before their courage failed. In the silence, Temu could hear Taban whisper, “But they’re alive, Temu! We received a Message. Strangely, they are prisoners rather than killed outright,” and Temu’s eyes flashed with new life.

As they reached the center of the camp, eldest Shaman Qacha nodded at Temu. “Chief of Chiefs.”

“Acting Chief,” answered Temu firmly, “until Tegu is returned to us.”

The other Shamans nodded in assent, then returned to their debate, this time with all statements directed to Temu.

“We could head west. There is another Sea, that leads to the Great Ocean.”

“The New Kingdom already controls the waters there.”

“We could head south.”

“Into the desert?”

Temu suddenly raised his free hand. “Then we fight. For generations we have hidden, and watched, and waited, while the priests of the One True Faith that feared and hated us grew strong on the corpses of those who feared us but we could have helped. No more. We have friends. We will need more to storm the New Kingdom and reclaim our lands, and all our resolve to pull down the temples of the One True Faith, but will must fight! So say the Clans?”

As one, the Shamans declared, “Aye,” and the tribes erupted in war cries, and made ready for battle.

## A Bit of World Geography

- **Albion** is an ancient and mostly Elvish nation with a significant Fey minority. Its lands once extended far to the west and south of the current borders, but the elves retreated to the Boreal forests some time after the Mage Wars, built the Great Wall on their western border, and keep it constantly manned against the possibility of invasion. It is believed that the king of Albion would openly oppose the New Kingdom if he had allies, but he is not trusted by his neighbors. Albion raises dragons that are exceptionally good fliers.
- **Bharat** is an ancient land that is heavily populated with Hobbits who till the fertile soil and greatly enjoy their leaf and ale in the shade during the mid-day heat, but the country is open and friendly to all, and there are a number of other folk who live there.
- **Borlien** is a metropolitan nation ruled by Catfolk that raises dragons whose fires are especially hot. They maintain a strict and formal neutrality with their neighbors.
- **Cipango** is mostly a Perrin/Eponai/Hobbit population mix that raises dragons that do not have a breath weapon, but are exceptionally large, strong, and thick-skinned. They have a rich island empire based on fishing and spice trade with the Free States.
- **Desert nomads** are waiting for the Prophet to unite them.
- The **Free states** are a collection of smallish countries and city-states that by hook or by crook have managed to remain independent of the New Kingdom, at least in name. A substantial portion of the spice trade from Cipango to the Free States ends up in the storehouses of warlords of the New Kingdom.
- **Kamik** is an island of blue-painted Perrin that have to date resisted all attempts by the New Kingdom to subdue them. Whenever a general falls out of favor in the New Kingdom, they get assigned here. The people of Kamik raise a type of dragon they call the Ice Lord.
- **Pannolomino** is an Eponai/Dwarf population mix that does not raise dragons, and are especially suspicious of their neighbors who do. There are a number of members of the One True Faith at court in Pannolomino.
- **Paradise** is noted for its fountains and the single mountain that is said to hold up the vault of the sky

## Welcome to Princecon XXXIV

Before you begin your travels, you will need to define your character at one of the computer stations near the Front Desk. At 5PM the first adventures begin! They will continue nonstop until 3PM Sunday, to be followed by the awards ceremony at 4PM in Hireling Hall.

## What's New

We are continuing to refine the PrinceCon OGL rules. The changes are as follows:

- **Natural Armor.** The natural armor bonus now stacks with the “regular” armor bonus – Perrin Heroes, rejoice!
- **Second Weapon Parrying.** Parrying with a second weapon now provides a shield bonus instead of a parry bonus. Parrying with a light weapon gives a +1 bonus; parrying with a 1H weapon gives a +2 bonus.
- **Equipment.** Daggers are treated as Light weapons for Small characters.
- **Magic Items.** “Burnout” for magic items is now checked by default after use, as the item exhausts its magic and becomes non-magical. Some items may still burn out before use if specially defined on the item card (which may be “hotlisted” in the secret text of the item).
- **Spells.** New modifier “Cast on the Run.”
- **Spells.** The Shield spell bonus is now a Shield bonus rather than a deflection bonus, and the base bonus is +4 rather than +6.
- **Spells.** The Mage Armor base bonus is now +6 rather than +4.

- **Spells.** Concentrate altered and moved to the 2nd level spell list.
- **Spells.** Minor tweaks to the following: Anti-Magic Shell, Death Spell, Invisible Stalker, Legend Lore, Lower/Part Water, Repulsion, Reverse Gravity.

## Among the Barbarians

You will have also noticed that the player characters are centered around the “Barbarian” culture this year, and there are a number of con-specific system additions related to the “Barbarians” (more properly “Shamanic Hillfolk”). However, players who want to play any of the existing race/class combinations are free to do so (and come up with their own backstory for why they’re among the barbarians), and the existing system mechanics work exactly as they do now. The tweaks for the “Shamanic Hillfolk” are specific to that race.

## Best Player Awards

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

<b>Strategy:</b>	represents progress toward the long-term goals of the Con and the scenario, including gathering and passing along information.
<b>Tactics:</b>	means using the resources at hand to deal with immediate puzzles and combats.
<b>Role-playing:</b>	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.

Tim DeCapio organized this year’s convention. Aaron Mulder maintained the software (the computer is your friend). York Dobyns is our OGL rules alchemist. Tim DeCapio, York Dobyns, Hugh Huntzinger, Aaron Mulder, Erin Mulder, Alex Reutter, Shantanu Saha, Kelly West, and Robert West have answered the call to GM/Staff.

Special thanks to G. Owen Schaeffer for arranging rooms with the university administration and filling out paperwork.

Many thanks to the players, without whom we’d look awfully odd hanging out in the lecture hall all weekend.

## Artwork Credits

Sang Lee contributed the Con Book cover art and T-Shirt art this year, and created the interior artwork for previous conventions.

## 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 34 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. Many of the changes have paralleled the evolution that took original D&D into Advanced D&D, 2nd edition, and finally Editions 3 and 3.5, but others have not. Today, we find it makes for fast play at the convention as well as an entertaining system for campaigns. However, it remains a work in progress: we are revising many of the basic mechanics to those now available under the Open Game License.

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.

On the character front, each of the character classes in PrinceCon is somewhat unique compared to other systems. Rather than having many different character classes and making multi-classing easy, PrinceCon uses only a small number of classes and tries to make them either versatile, or highly customizable. Spell-casting classes use a point-based system where they may divide their daily casting power across spells or prayers as they choose.

## 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 currently is in a state of flux as we are revising the system.

## For Old Princecon Hands

There are a lot of small, subtle changes that go along with the change to OGL mechanics. Here are big ones to watch out for:

- AC is now the number you're trying to equal or beat on your modified attack roll. Unarmored people are still AC 10, but that's the only point of commonality. Your character sheet lists your attack bonuses for melee and ranged attacks: these are the numbers you add to a d20 roll, trying to match the target's AC.
- Check the section on hit points (27) to find out about nonlethal damage and temporary hit points. Natural healing is no longer inconsequential!
- Hero Specialties have been replaced by Feats (p. 20), which basically work the same way but are available to all characters (Heroes do get more of them).
- The skill system has been expanded considerably, and is not just for Heroes any more.
- Any time a rule refers to a "base" bonus, to attacks or saves, it means the bonus you get from your class and level alone. Your base bonus does not include any bonuses from high ability scores.
- Physical, Mental, and Spiritual saving throws have been replaced by Fortitude, Reflex, and Will saving throws. The mapping isn't exact – Fortitude and Reflex are two different kinds of physical save, while Will encompasses both Mental and Spiritual.

Saving throws do not have a fixed success chance: anything that requires you to save also includes a Difficulty Class (DC) which specifies how hard it is to save against. What's listed on your sheet is a bonus, which you add to your d20 roll in an attempt to equal or beat the DC of the effect you're saving against.

- Guardians get spell points from Charisma, not Intelligence.
- We've retained phased combat rather than initiative-based, but it's a good deal simpler.

## For OGL Players

Although we're importing the basic game mechanics under the Open Game License, we're retaining a number of features of the Princecon system. Some of these are simply things that we've worked out as being useful for convention play. Others are game mechanics that we think are good in their own right and deserve a chance to shine in a new setting. Here are some of the areas to keep an eye on:

- If you're playing a spellcaster or a cleric, **do not** assume that just because a spell or prayer has a familiar-looking name, it's the one you're familiar with. For the most spectacular examples, Magic Missile must roll to hit, Dimension Door creates an actual door that people can pass through, and Cure prayers have range and require a saving throw.
- Princecon does not use initiative in combat. Instead of having characters act one at a time, one after another, we use a phased system in which quick actions are resolved before slow actions; however, all characters doing basically the same thing resolve their actions simultaneously.
- Instead of having numerous classes with easy multiclassing, Princecon has only four character classes but tries to make them versatile and customizable. Several abilities that are class features for the standard O.G.L. classes exist as Feats in Princecon.
- Clerics (unlike the other three classes) have the same name as a standard O.G.L. class, but they still work differently. A Princecon Cleric **must** be a worshipper of a specific deity, and will have different class features and prayer lists depending on what deity she follows.
- All magic works from a point-based system, rather than spell slots or prepared spells. At any time you can cast any spell or perform any prayer that you still have the points to afford. A mage or guardian is assumed to know all of the spells and cantrips listed in the rulebook: these listings are the "basic training" of magic passed on to every apprentice. Exotic spells that aren't generally known may be given out as items by a GM.
- There are very few metamagic feats; however, the Spell Modifiers system (p.49) performs essentially the same function.
- The skill system (p.17) is trimmed down, and doesn't use skill points. Princecon uses non-skill mechanics to deal with several things that are skills in the standard OGL system.

## 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 8), and your character will gain experience after every adventure, improving throughout the weekend. If by some tragic twist of fate your character does not survive, you will be given the opportunity to generate a new character, who will begin his career with most of the experience earned by his predecessor.

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

In any case, at the conclusion of each run, your character will have a chance to be healed by the expert staff of Hireling Hall (anything short of death can usually be healed). In addition, curses can be lifted, magic assayed, and in general the character

prepared to start the next run fresh. Your character will also earn experience on each run, based on the length of the run, the progress in the con, and your scores for the run. Later runs will grant you more experience, so the character's level advancement is fairly regular throughout the con (characters begin at level 5, and can reach level 9 or in rare circumstances level 10 by the beginning of their final run). This also means that latecomers to the convention will catch up to the average party level fairly quickly, after one or two runs at most.

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

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

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

## Playing in a Campaign

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

# Player Characters

## Character Generation

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

**Character Races:** See Races on page 9 for details.

Catfolk	Elf-sized, with claws.
Dwarf	Shorter than Elves, stocky, strong. Lives under ground.
Elf	Shorter than Humans, slender. Lives in forests.
Epon	Taller than Humans, stocky, strong.
Fey	Smaller than Hobbits, slender, winged. Lives in tree houses and on cliffs.
Hobbit	Smaller than Dwarves, stocky, nimble. Lives in small villages.
Human	Tall, robust, strong. Lives in cities.
Perrin	Hobbit-sized but taller and slenderer. Loves water.
Shamanic Hillfolk	Humans that have spent too long in the woods.

**Character Classes:** A character's profession. See Classes on page 16 for details.

Mage	Master of powerful and flexible magic but poor at combat. Intelligence is the most important ability for a Mage.
Cleric	Master of prayer and more capable at combat than mages. Wisdom is the most important ability for a Cleric.
Guardian	Capable of both magic and combat. Charisma, Strength, Constitution, and Dexterity are all important for Guardians.
Hero	Master of combat and stealth. Strength, Dexterity, and Constitution are all crucial for Heroes.

**Available Religions:** See Religions on page 26 for details.

Pantheist	Worships all gods, each in their own sphere. Not allowed for clerics.
Aru	Apostles of Life (see page 90)
Mavors	Oblates of the Sword (see page 102)
Daglir	Brethren of Stone (see page 94)
Gaia	Keepers of Nature (see page 98)

**Abilities:** Princecon uses the standard six Ability scores listed below. You don't get to choose your ability scores (they're random), but you do need to rank them: you indicate which of your abilities is most important (first rank), which second, and so forth down to sixth rank for the least important. It is strongly recommended that you don't rank Constitution any worse than fourth; it is very likely the resulting character will be too frail for adventuring.

## Abilities

**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.

**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, and affects Reflex saving throws.

**Constitution:** Constitution is a measure of a character's health and vitality. It affects hit points and Fortitude saving throws.

**Intelligence:** Intelligence is a measure of a character's mental discipline. It determines a mage's spell points and affects skill selections.

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

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

## Rollup Procedure

### Instant Character Generation

At the Convention, the characters are generated by computer. You'll have access to a terminal and will be go through a quick, interactive process of choosing your race and class, assigning abilities, and choosing Feats and starting equipment.

### Manual Character Generation

If you're not using the Con software, this is the equivalent manual procedure to roll up a character. The first step is to choose your race and character class. The GM of the game you're playing in will tell you your starting experience and level. To generate abilities, use the Quick Balanced Rollup Table.

Quick Balanced Rollup Table					
d%	Ability Scores	d%	Ability Scores	d%	Ability Scores
01–02	16 15 15 11 11 10	49–50	17 15 14 11 11 10	77	18 14 14 11 11 10
03–04	16 15 15 12 10 10	51–52	17 15 14 12 10 10	78	18 14 14 12 10 10
05–06	16 15 15 12 11 9	53–54	17 15 14 12 11 9	79	18 14 14 12 11 9
07–08	16 15 15 12 11 9	55–56	17 15 14 12 12 8	80	18 14 14 12 12 8
09–10	16 15 15 13 10 9	57	17 15 14 13 10 9	81	18 14 14 13 10 9
11–12	16 15 15 13 11 8	58	17 15 14 13 11 8	82	18 14 14 13 11 8
13–14	16 15 15 13 12 7	59	17 15 14 13 12 7	83	18 14 14 13 12 7
15–16	16 15 15 13 13 6	60	17 15 14 13 13 6	84	18 14 14 13 13 6
17–18	16 15 15 14 9 9	61	17 15 14 14 9 9	85	18 14 14 14 9 9
19–20	16 15 15 14 10 8	62	17 15 14 14 10 8	86	18 14 14 14 10 8
21–22	16 15 15 14 11 7	63	17 15 14 14 11 7	87	18 14 14 14 11 7
23–24	16 15 15 14 12 6	64	17 15 14 14 12 6	88	18 14 14 14 12 6
25–26	16 16 14 11 11 10	65	17 16 13 11 11 10	89	18 15 13 11 11 10
27–28	16 16 14 12 10 10	66	17 16 13 12 10 10	90	18 15 13 12 10 10
29–30	16 16 14 12 11 9	67	17 16 13 12 11 9	91	18 15 13 12 11 9
31–32	16 16 14 12 12 8	68	17 16 13 12 12 8	92	18 15 13 12 12 8
33–34	16 16 14 13 10 9	69	17 16 13 13 10 9	93	18 15 13 13 10 9
35–36	16 16 14 13 11 8	70	17 16 13 13 11 8	94	18 15 13 13 11 8
37–38	16 16 14 13 12 7	71	17 16 13 13 12 7	95	18 15 13 13 12 7
39–40	16 16 14 13 13 6	72	17 16 13 13 13 6	96	18 15 13 13 13 6
41–42	16 16 14 14 9 9	73	17 17 12 11 11 10	97	18 16 12 11 11 10
43–44	16 16 14 14 10 8	74	17 17 12 12 10 10	98	18 16 12 12 10 10
45–46	16 16 14 14 11 7	75	17 17 12 12 11 9	99	18 16 12 12 11 9
47–48	16 16 14 14 12 6	76	17 17 12 12 12 8	00	18 16 12 12 12 8

Either roll d% to look up a set of six scores, or simply pick one of the sets in the table. Assign the six scores to the six abilities as you wish. Then apply the racial ability modifiers for the race you have chosen. If a racial modifier would bring an ability score below 3, leave it at 3.

If you're creating a character of level higher than 1, apply your ability score increases. Every character gets to increase one ability score by one point on attaining each even-numbered level.

Next, go on to choose the feats you're entitled to according to your race, class, and level, and any bonus skills you may be entitled to according to your Intelligence. Quick reference: Heroes get a feat at every level, other classes get a feat at every odd-numbered level. Humans get one extra feat at first level. You get bonus skills equal to your Intelligence bonus, if positive, rounded down. Humans get one additional bonus skill. Certain Feats entitle you to more bonus skills.



That's all the decisions you need to make. The rest is bookkeeping: computing your attack bonuses, weapon damage, skill bonuses, and so on. That's all explained in the following sections.

## Ability Score Effects

Each ability has a bonus, with different game effects. Your Strength bonus, for example, affects both your ability to hit and the damage you do in hand-to-hand combat. The bonus for each ability is one-half of the difference between your score and 10. The bonus is not rounded off. Some game statistics, such as your total bonus to saving throws, involve adding your ability bonus to other bonuses which may also be fractional. Fractions are kept in this calculation until the final step, and only then do you round to a whole number by dropping the fractional part (always round toward zero). Don't worry, you only need to do these calculations when you're creating a character or going up a level.

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

## Bonuses

Many things other than your ability scores give you bonuses to various tasks. Often, these bonuses have a name describing the type of bonus: for example, the armor you wear gives you an "armor bonus" to your armor class, while the Dodge action gives you a "dodge bonus" to AC, and the Shield spell provides a "deflection bonus" to AC. In general **named bonuses of the same kind aren't cumulative**. The largest bonus of the given type applies. If you have both bonuses and penalties of the same kind, then you do apply both the largest bonus and the largest penalty. Bonuses of different kinds do stack, without penalty. A bonus with no name is of no particular type and therefore is cumulative with all other bonuses. There is one exception to the "same type doesn't stack" rule: **dodge bonuses are always cumulative**. This is basically for bookkeeping reasons: there are certain conditions that cancel out all dodge bonuses, so it's convenient to have a single name to call them, but the various things that give you bonuses of that type should logically be cumulative.

## Character Races

### Catfolk

Catfolk are moderately anthropomorphic cats: they are tailed bipeds with the height and build of elves. They are often colloquially called "Cats", when there is no risk of confusion with the regular four-footed kind. The "Cat" usage is standard when referring to a single individual, since even the Catfolk agree that the formal "Male of the Catfolk" or "Female of the Catfolk" is much too cumbersome.

#### Mechanics

- Medium size. Catfolk have no modifiers due to size.
- Catfolk have +2 Dex, +2 Cha, -2 Str, -2 Wis.
- Cats will not wear armor heavier than Light, as it rubs their fur the wrong way.
- Cats have claws that allow them to do 1d4 (slashing damage), plus Str bonuses, with unarmed attacks.
- Cats have Panther Senses (see Special Senses, p.16).
- Cats need extra sleep, about 10 hours per 24 for comfort. However, interrupted sleep is a matter of indifference. A Cat mage or guardian regains no spell points for the first 2 hours of sleep in a given day, but thereafter regains 2/hour regardless of interruptions.
- Cats abhor water. While they can swim, they always head for the nearest route to get out of the water.
- All Cats can climb *up* as if they have Climbing as a bonus skill. They can climb *down* only if they actually do have the skill.
- Cats have a racial bonus of +2 to Acrobatics, Awareness, Concentration, Move Silently, and Survival.



- An unarmored Cat runs 120 and swims 10.

## 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 **make swimming impossible**. 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.

### Mechanics

- Medium size. Dwarves get no modifiers for size.
- Dwarves have +2 Str, +2 Con, -2 Dex, and -2 Cha.
- Dwarves have Darkvision (see p.16) with 60' range.
- Dwarves have a +4 racial bonus to Open Lock, Sleight of Hand, and Traps, and a +2 racial bonus to Climb. Their Dexterity penalty reflects a lack of quickness and agility, not of deftness or precision.
- Dwarves have a +2 racial bonus to Fortitude saves.
- Dwarves have a +2 bonus with any non-combat roll that involves observing, understanding, or manipulating stone or metal. A Dwarf can Search stonework or metalwork with a single glance, and can take 20 in the time other characters need for a normal Search roll.
- **Dwarves' dense bones and muscles make them far too heavy to swim; even a completely unencumbered Dwarf sinks like a rock.**
- Dwarves' odd proportions limit their weapons use even though they are Medium size (see Weapons, p.35).
- Dwarves run 90' regardless of armor.



## 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.

### Mechanics

- Medium size. Elves receive no modifiers for size.
- Elves have +2 Dex and -2 Con.
- Elves have Low-Light Vision (see p.16).
- Elves get a +2 racial bonus to Awareness and to all Will saves.
- Elves who choose the Hero class get the Halfmove feat for free at 1st level.
- Unarmored Elves run 120' and swim 20'



## Eponai

Eponai (singular Epon) are highly anthropomorphic horses. They are tailed bipeds with horselike heads and manes and hooved feet, but fully human arms and hands. They are larger, taller (average 6'6", 250 lbs), and stronger than Humans, able to run faster and carry great loads. They are often called "Horses" colloquially, and this is the term used in most rules.

### Mechanics

- Medium size. Eponai have no modifiers due to size.
- +2 Str, +2 Con, -2 Int, -2 Dex, -2 Cha.
- Being large and strong, a Horse can carry one more weapon than normal for pack limits: 2 with pack A, 3 with pack B, etc.
- +2 racial bonus to Awareness and Survival.
- -2 racial penalty to Hide and Move Silently.
- Eponai tire slowly and need less sleep than humans. A Horse is fully rested after 4 hours of sleep. Horse mages and guardians recover spell points at double the normal rate. Having only two legs, however, they do need to lie down to sleep.
- Eponai are too big to ride standard mounts. However, a Horse covers long distances at the Mounted rate, and can deliver a



lance charge despite being on foot (though he must still wield the lance in 2 hands).

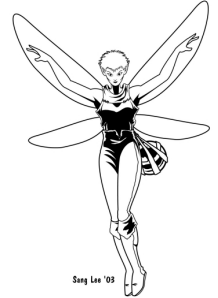
- An unarmored Epon runs 150' and swims 20'.

## 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.

### Mechanics

- Small size. Fey get a +1 size modifier to AC and all attack rolls, and a +4 size modifier to Hide. They are limited to smaller weapons.
- Fey have +2 Dex, and their Str is reduced to **one half** of the rolled score (round down).
- Fey can fly naturally so long as they are wearing at most light armor. Fey refuse to wear heavier armor that would leave them groundbound. They may carry up to 30 lbs. load in addition to their armor. Their flight is like a hummingbird's: they can move in any direction, stop, reverse, or hover, as they see fit, but cannot glide. Climbing counts double for effective movement distance, diving counts half. Fey wings are dragonfly-like in appearance but tough and leathery; while armor never covers their wings, a blow to a wing will simply bat it aside rather than causing damage to the character. (In other words, the wings do not affect AC either positively or negatively). Being airborne for a Fey counts as partial movement, even if hovering: a Fey can fight on the wing only with the Long Combat Step feat, must have the Halfmove feat to engage in missile fire while flying, and can never cast spells or perform prayers while airborne (unless flying by some means other than her own wings). A Fey in flight produces a steady fluttering noise and a considerable downdraft, which are quite noticeable (Move Silently is -5 while flying). Prolonged flight is very tiring for so large a creature; a Fey suffers 1 point of nonlethal damage for every (Con) minutes aloft. This heals at the normal rate for nonlethal damage. A Fey who passes out due to flight fatigue while airborne flutters straight down at a safe speed from unconscious reflex.
- An unarmored Fey walks 60', swims 40', and flies 180'.



## 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. Accustomed to living in holes and burrows, they handle themselves well in darkness even though they have no special talent for seeing in it. 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.

### Mechanics

- Small size. As Small creatures, hobbits get a +1 size bonus to AC and to all attack rolls. They also get a +4 size bonus to Hide. They are limited to smaller weapons (see Weapons, p.35).
- Hobbits have +2 Dex and -2 Str.
- Hobbits have a +1 racial bonus to *all* saving throws and all missile weapon attacks.
- Hobbits have a +2 racial bonus to Climb and Move Silently.
- Add 4 to a Hobbit's Dex when calculating jumping distance.
- Hobbits take no movement penalties for darkness and may take the Blind Fighting feat regardless of prerequisites.
- Unarmored Hobbits run 90' and swim 10'.

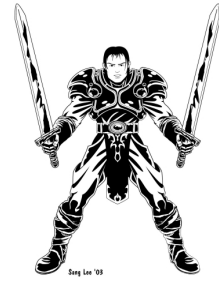


## Humans

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.

### Mechanics

- Medium size. Humans receive no modifiers for size.
- Human characters select one extra Feat (see p.20) and one extra bonus skill (see p.17) at 1st level.
- Unarmored humans run 120' and swim 20'.



## Perrin

Perrin are slightly anthropomorphic otters: about 4' tall, slender, long-bodied, and short-legged. Their front feet are fully humanoid hands (with webbed fingers), and their hind legs/feet are oversized, adapted to extended bipedalism; otherwise they retain the otter body plan entirely, including the form of the head and the tail. They also retain the playful and inquisitive nature of otters, and are often referred to as "Otters" colloquially.

### Mechanics

- Small size. Perrin get a +1 size modifier to AC and attack rolls, and a +4 size modifier to Hide. They are restricted to smaller weapons.
- +2 Con, -2 Strength.
- +2 racial bonus to Awareness, Persuasion, and Survival.
- Natural armor. Perrin get a +3 armor bonus from their thick fur. This does stack with armor worn. The thick fur also grants them innate Cold resistance.
- On land, Otters can run on all fours at the same rate as they move while upright.
- In water, in addition to having a high natural swimming rate, Perrin can hold their breath for up to Con minutes and never take combat penalties due to water effects.
- An Otter in water can sense other objects through vibrations and currents. This is a form of Blindsight that has 30' range and can only sense things that are also in the water.
- An unarmored Otter runs 90' and swims 60'.



## Shamanic Hillfolk

The Shamanic Hillfolk (colloquially called "barbarians") are a subrace of humans that are like humans in all respects except:

### Mechanics

- Class Restriction. Barbarians can only be Heroes or Guardians (also called "Shamans" by the Barbarians).
- Race skills. Instead of Class skills, Barbarians have "Race Skills" Awareness, Hide, Move Silently, and Survival. In addition, they have +2 to these skills in wilderness settings.
- Barbarians never get Armor Proficiency Medium or Heavy "for free"; to compensate, Barbarian Heroes (not Shamans) receive another free feat at level 1.
- Illiterate. In order to read and write, a Barbarian must take Knowledge (reading) and Knowledge (writing) skills.
- Cantrips. Everybody in the Barbarian culture can cast cantrips. Moreover, cantrips never "burn out" and they never need to recharge their cantrip-casting ability.
- Special Feat. Barbarians can take the Initiation feat (described below), which is not available to any other race.



**Initiation***Prerequisite:* Shamanic Hillfolk, Charisma 11+

This feat can be taken more than once. The Charisma prerequisite increases by 4 each time, thus 15 for Initiation 2, 19 for Initiation 3, etc. The effects stack. Your first Initiation grants the Concentration skill.

Your effective caster level increases by 1. If you are a Hero, your first Initiation grants you the power to cast spells as well, using the 1st level table with points based on Charisma. The only way to increase your caster level for these spells is to take more levels of Initiation. If you are a Guardian, your effective caster level is the usual  $L - 1$  plus as many levels of Initiation as you have. Effective caster level counts Initiation bonuses for ALL purposes, including knowledge of base spells, level contests, etc. Caster level, however, ONLY affects magical powers; it does not affect any other level-based traits such as attack bonuses, saves, hit points, etc.

Initiates can also engage in ritual magic to cast spells in an especially powerful fashion. The character with the highest caster level (counting Initiation) must lead the ritual. She may have help from as many assistants as her level of Initiation; assistants must also be Initiates. Each assistant increases the leader's caster level by 1 for purposes of spell point costs. This does not grant access to higher base levels but does increase access to modifiers. The increased level also applies to level contests and other level-dependent effects. In addition, each assistant with an Initiate grade higher than 1 grants (Grade  $-1$ ) free modifiers of either Extra Range or Extra ZOE. Thus, an Initiate 2 assistant grants 1 free increment of range or ZOE, an Initiate 3 assistant grants 2 increments, etc. The leader decides how to allocate the free increments between range and ZOE. The free increments do not count toward the spell's level for casting cost or save DC calculations.

A ritual spell can have a spell point cost higher than 8. For 10 points the ritual can cast a spell 1/2 level higher than the maximum normally reachable by the leader's (modified) level, and for 13 points a ritual spell can be a full level higher than the normal maximum. The point cost of a ritual spell is paid when the ritual is successfully completed. Every participant must contribute at least 1 spell point, no participant can contribute more than 8, and no assistant may contribute more points than the leader. Aside from these restrictions the casting cost can be split in any mutually acceptable fashion.

Any ritual spell that has a duration other than "Momentary" automatically acquires the duration "Concentration", and the Extra Duration modifier is not allowed. It is not necessary for the entire ritual group to maintain concentration; any one of the participants will suffice to maintain the spell. Participants can trade off; any of the original participants can step in to take over the spell maintenance at any time. By relieving each other in this way a ritual group can maintain a spell indefinitely as long as at least one is concentrating on it at all times. The ritual can be maintained at unlimited range, if the spell or its target is moving. However, none of the participants can regain the points they spent on the spell as long as it is being maintained, no matter how much sleep they get. A participant who is concentrating on a spell cannot participate in another ritual casting; however, the other original participants may participate in another ritual casting. At no point can a participant maintain concentration on two spells at once.

Ritual casting takes 10 times as long as normal casting (therefore 1 minute for most spells). Ritual casting cannot use the Reduced Gestures, Reduced Incantation, or Power Word modifiers. Ritualists can be distracted normally at any time before the ritual is completed, although their Concentration check to resist distraction is made as though casting a spell of level 0. If any ritualist fails a concentration check, the entire ritual is cancelled and each participant loses 1 spell point regardless of the planned cost of the ritual. The ritual must be restarted from the beginning if they still wish to attempt it.

An unassisted Initiate can also cast ritually. Since there are no assistants to provide bonuses or extra spell points the only purpose of this is to give a spell which normally has a fixed duration the "Concentration" duration.

## Clan Tattoos

With each level of Initiation, a Barbarian can receive a special tattoo from one of the Clans that gives them access to a special mage spell. Upon their next level of Initiation, they can Initiate with a different clan and get another tattoo.

Clan	Special Ability	Tattoo
Black Squirrel	Exploding Nuts	
Insect	Toughness	
Newt	Light/Dark	
Phoenix	Cure Wounds	
Sphinx	Divination	
Tiger	Tiger Tiger!	
Trout	Transformation	

**Cure Wounds:** Base level 1. Heals d4 damage on a single target. Modifiers: Extra effect (+d4 healing) +1.  
*ZOE:* 1 target; *Range:* touch; *Duration:* momentary; *Saving Throw:* Will negates

**Darkness:** Base level 1. This spell, cast upon some object, causes it to emanate darkness. Within 10', darkness is total (Total Concealment from all visual senses). Within 20', darkness is partial (partial concealment from normal sight, no concealment from Darkvision or Catseye). Out to 40' there is a perceptible gloom but it has no game effects. All initiates of the Newt clan can see through the Darkness without penalty. 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. A Light spell or prayer will negate Darkness in the overlapping area and vice-versa.

*ZOE:* 10' r sphere; *Range:* 120'; *Duration:* 90 minutes; *Saving Throw:* none

**Divination:** Base level 3. Ask one question, get a yes/no answer. Spell points used to cast Divination are recovered at  $\frac{1}{2}$  the normal rate. Modifiers: Extra effect (+1 question) +1, (One-word answers) +2.

*ZOE:* self; *Range:* none; *Duration:* 5 minutes; *Saving Throw:* none

**Exploding Nuts:** Base level 1. This transforms any sort of nut (acorn, walnut, etc) into an orb-like exploding munition. Once cast on a Nut, the power will remain potent for 3 hours, or until activated. Nut can be thrown (30' range factor), used as a sling bullet, or 'attached' as a special point onto an arrow (it takes 3 melee rounds to prepare each arrow; the arrow still does its normal damage, if it penetrates armor).

Nut Activation is an Item phase action; thus a thrown or missiled Nut will happen in Item Phase instead of in Missile Phase unless the prior round was used to activate the Nut.

**Nut Initiation:** after activation, the Nut is a “point detonate” (PD) device with a backup “time delay” (TD). It will normally PD upon hitting the target, but if a ‘hard hit’ is avoided, it will TD activate 24 melee rounds later. Since an Activated Nut will eventually go off, initiates often refer to them as a ‘Hot Potato’. The Nut does 2D6 within a 1’ radius.

**Sympathetic detonation:** an unactivated Nut has a 33% chance of going off if within the blast ZOE of another Nut. An activated Nut (a ‘Hot Potato’), will go off sympathetically 100% of the time.

When Exploding Nuts is cast as a ritual spell, the “Concentration” duration applies to the Nut ‘lifespan’, not the time delay.

**Modifiers** (must be applied at time of casting, not use): Extra Effect (increase ZOE to 10’ with half damage outside a 1’ radius) +1; Extra Damage (+1D6 damage) + $\frac{1}{2}$ ; Extra Duration (either Nut ‘lifespan’ or time delay; Lasting cannot be applied) + $\frac{1}{2}$ .

*ZOE:* 1 target; *Range:* see description; *Duration:* see description; *Saving Throw:* Fortitude half

**Light:** Base level 2. This causes light equivalent to full daylight throughout the ZOE. This light will dismay, but not seriously harm, creatures that cannot stand sunlight. The light comes from all directions, negating all shadows. The ZOE is not affected by any material object, so if cast on a stick and placed in a knapsack, it will still illuminate. The brightly glowing ZOE will project full, clear illumination for an additional 20’ and partial illumination for 20’ beyond that, but this is just normal illumination : these radii are not part of the ZOE and do not penetrate obstacles. If a Darkness and a Light come into contact, they cancel in the overlapping area. **Modifiers:** Extra effect (give all the attributes of full daylight, including damage to Undead and other creatures vulnerable to the Sun) +2.

*ZOE:* 20’ r sphere; *Range:* 120’; *Duration:* 90 minutes; *Saving Throw:* none

**Tiger Tiger!:** Base level 1. Beneficiary does +1 hit/damage in combat; does not stack with other Bless-type effects. **Modifiers:** Extra effect (+1 hit/damage) +1.

*ZOE:* 1 target; *Range:* touch; *Duration:* 12 rounds; *Saving Throw:* Will negates

**Toughness:** Base level 1. Confers the effect of one level of the Toughness feat to a single target; does not stack with the Toughness feat. **Modifiers:** Extra effect (+1 level of Toughness) +1; Extra ZOE (double number of recipients, geometric progression) + $\frac{1}{2}$ .

*ZOE:* 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* Will negates

**Transformation:** Base level 1. For the duration of the spell, the target may take the form of any animal (i.e., that can be summoned using Summon Animal) on the first level of the Monster Summoning table, switching between animal forms (or back to humanoid form) instantaneously (Breath Phase and \*NOT\* an action – note that mages and guardians cannot change from animal to demihuman form and cast in the same round because Declaration Phase has already passed). **Modifiers:** Extra effect (+1 to the level of the Monster Summoning table available for transformations) +1.

*ZOE:* 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* Will negates

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

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

## Special Senses

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

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

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

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

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

**Panther Senses:** Combines Catseye, 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.

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

## Character Classes

The Master Class Table gives the hit dice, base attack bonus, and saving throw bonuses for each of the four PrinceCon classes. Class features for each class are listed after the table. The symbol *L* refers to the character's level.

Master Class Table						
Class	Hit Die	Base Attack Bonus	Base Dodge Bonus	Fortitude	Reflex	Will
Hero	d10	$+1 \times L$	$+(1/2) \times L$	$+2 + L/2$	$+2 + L/2$	$+L/3$
Cleric	d8	$+(3/4) \times L$	$+(1/2) \times L$	$+2 + L/2$	$+L/3$	$+2 + L/2$
Guardian	d6	$+1 \times L$	$+(1/2) \times L$	$+2 + L/2$	$+2 + L/2$	$+2 + L/2$
Mage	d4	$+(1/2) \times L$	$+(1/2) \times L$	$+L/3$	$+L/3$	$+2 + L/2$

### Hero Class Features

Heroes are the physically adept adventurers who face a dangerous world without magical abilities to help them.

- **Weapons and Armor Proficiency:** Heroes are automatically proficient with all simple and martial weapons, all armor, and all shields.
- **Class Skills:** Awareness, Climb, Hide, Knowledge(arms, armor, and fighting), Move Silently, Search, Survival.
- **Bonus Starting Feats:** All heroes get the Feats *Long Combat Step* and *Quickdraw* for free at first level.
- **Accelerated Feat Progression:** Heroes gain an additional Feat at every even-numbered level, in addition to the Feats all



characters gain at odd-numbered levels. These bonus feats are not restricted; any character may always take any Feat for which she has the prerequisites.

## Cleric Class Features

Clerics are the willing agents of the gods. Many of a Cleric's class features are religion-specific: this entry deals only with universals. Religion-specific class features are given in the descriptions of the individual religions on p.89.

- **Weapon and Armor Proficiency:** Religion-specific.
- **Class Skills:** Concentration, Heal, Knowledge(theology), and Persuasion, plus additional religion-specific.
- **Prayers:** Clerics perform prayers, using prayer points derived from Wisdom. As a cleric advances in level, the point cost of a given prayer level decreases, as shown in the chart on p.87. Clerics can also perform a limited number of orisons (p.87) without expending points.

## Mage Class Features

Mages are the scholars and experts of magic.

- **Weapon and Armor Proficiency:** Mages are not proficient with any form of armor. Their class weapon proficiencies are limited to club, dagger, dart, and quarterstaff.
- **Class Skills:** Concentration, Knowledge(arcana), Persuasion, Sleight-of-Hand, and Spellcraft.
- **Spellcasting:** Mages cast spells using spell points derived from Intelligence. As a mage increases in level, the point cost of a given spell level drops, as shown in the spell cost chart on p.47. Mages can also apply modifiers to their spells, which improve some aspect of the spell's action at the cost of increasing its effective level. Details are given in the Magic System section (p.45).

## Guardian Class Features

Guardians are warriors with an intuitive command of magic.

- **Weapon and Armor Proficiency:** Guardians are proficient with all weapons, and with light and medium armor, and shields. Guardians are *not* proficient with heavy armor although they are allowed to learn this proficiency as a Feat.
- **Class Skills:** Awareness, Concentration, Knowledge (arms, armor, and fighting), Persuasion, and Spellcraft.
- **Bonus Starting Feats:** Guardians get the feats *Cast Wearing Armor*, *Quickdraw*, and *Long Combat Step* for free at first level.
- **Spellcasting:** Guardians cast spells with spell points derived from Charisma. Aside from their source of power Guardians use exactly the same mechanics as mages: however, a Guardian's casting costs are those of a mage one level lower (this is why the chart includes Level 0 casters).

## Skills

All characters have some proficiency with skills. The skills listed as "class skills" are part of the "basic training" of that class. A character has a base rating of  $L + 3$  in all class skills. This is modified by racial bonuses and the key ability score of each skill.

Characters with an Int of 12 or more also get bonus skills. Each point of Int bonus allows you to claim one bonus skill. It can be any skill whatever; there are no restrictions on the selection of bonus skills. Your rating in a bonus skill is  $L + 3$ , the same as your class skills. If your Int bonus goes up, you may claim a new bonus skill; it has the same base rating of  $L + 3$  as your class skills.

Certain Feats grant bonus skills. These work exactly like the bonus skills for high Int.

Other Feats grant bonuses of various sorts to different skills. These apply whether or not you actually have training in the skill. Only skills marked as TO (Trained Only) require that you have a nonzero base rating in order to use the skill.

To use a skill, add the base rating (which may be 0) to your racial, ability, and other modifiers, and roll d20, adding the total bonus. If you equal or exceed a difficulty class (DCs typically range from 5 for trivial tasks to 30 for the nearly impossible) you

succeed, otherwise you fail.

There is no automatic success roll or automatic failure roll for skill checks. If a DC is higher than 20 + all your bonuses, you can't succeed. If the DC is lower than 1+ your bonuses, you can't fail.

If you are using a skill in calm circumstances without distraction, you may take 10: apply a result of 10+your total bonus, instead of rolling. If, in addition, there is plenty of time and no penalty for failure, you may spend 20 times as long as normal and take 20 on the skill check, that is, apply a result as if you had rolled a natural 20 on the die. Note that any skills that involve physical action (e.g. Climb, Heal) may suffer penalties if necessary equipment isn't available, or get bonuses if the equipment on hand is exceptionally good.

*Armor Check Penalty (ACP):* Certain skills are marked ACP, meaning they take armor check penalties. If you are wearing armor with a nonzero ACP, the total of all these penalties applies to all skills so marked.

## Skill Descriptions

The skills, with their key abilities and other notations, are:

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

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

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

**Concentration (Con):** This skill is used to maintain concentration against potential interruptions in spellcasting, or in maintaining spells that require concentration.

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

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

**Hide (Dex, ACP):** Allows you to conceal yourself in any available cover or hiding places. Usually used in contests against Awareness.

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

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

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

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

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

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

**Spellcraft (Int, TO):** Used to identify a spell as it's being cast, or to recognize an ongoing spell from its effects. Increases information gained from spells such as Detect/Observe/Analyze Magic.

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

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

## Background Knowledge and Mundane Skills

The skill list above addresses only skills that are of regular relevance to adventurers. Any character may, at the player's option, have skill in one mundane non-adventuring profession, e.g. baker, cobbler, farmer, weaver, etc., without counting this skill against the normal allotment of bonus skills. Such skills generally use either Int or Dex as the key ability, will have the standard base rating of 3+Level, do not get racial bonuses (except for Dwarves who get +2 if it involves making things), and include the background knowledge and information relevant to the skill as well as the ability to practice it.

## If you're familiar with the old Princecon skill list

Disguise, Hide, Open Lock, Traps: Unchanged.  
 Awareness: Application to active search has been split out into Search.  
 Climbing: Renamed Climb.  
 Conceal Item: Absorbed into Sleight of Hand.  
 Forage: Absorbed into Survival  
 Move Quietly: Renamed Move Silently  
 Track: Absorbed into Survival.

## If you're familiar with skills in other OGL games

Appraise, Craft, Decipher Script, Escape Artist, Forgery, Gather Information, Handle Animal, Intimidate, Jump, Perform, Profession, Ride, Speak Language, Swim, Use Magic Device, Use Rope: All of these are either not used or are resolved using a non-skill mechanic (see below).

Balance and Tumble are subsumed by Acrobatics.  
 Listen, Sense Motive, and Spot are subsumed by Awareness.  
 Bluff and Diplomacy are subsumed by Persuasion.  
 Craft(trapmaking) is an aspect of Traps.

## Non-Skill Mechanics for OGL skills

**Escape Artist / Use Rope:** See Grappling (p.42) for how combat effects that would invoke Escape Artist are resolved. Tying someone up, or escaping from bonds, is a Contest of Dexterity (see Contests, p.29) with total character level added as an expertise bonus. Escaping manacles requires the Open Lock skill. Snapping bonds by brute strength requires a Strength roll.

**Forgery:** is resolved by roleplaying the creation of the fake and GM's adjudication of the procedure's effectiveness.

**Gather Information:** is resolved by roleplaying the information gathering attempts.

**Handle Animal:** Basic competence is assumed. Efforts to train, or deal with, a specific animal are handled by Charisma checks against a DC set by the GM.

**Intimidate:** Attempts to intimidate are a Contest of the intimidator's Charisma against the target's Wisdom, with both sides adding total character level as a morale bonus.

**Jump:** is handled by the mechanics for Jumping (see p. 31).

**Ride:** Basic competence is assumed. Tricky situations may require a Reflex save.

**Speak Language:** Languages a character can speak are determined by the campaign or Con background.

**Swim:** All races have natural swimming movement rates; skill checks are never required.

## Feats

Feats are special or exceptional talents. Usually they are not supernatural or magical in nature, but represent some kind of special aptitude or training. Feats that affect your combat abilities don't affect spells that you cast, not even spells that need a to-hit roll, unless the feat description explicitly says otherwise. Some Feats have prerequisites, which are conditions a character must fulfill before taking the Feat. Aside from the need to fulfill prerequisite requirements, any character can choose any feat whenever level advancement entitles her to do so. Unless otherwise stated, a given feat can only be taken once.

Feats with Prerequisite Feats		Supernatural Feats	General Feats
Armor Prof. (Light)*† ⇒Armor Prof. (Medium)*† ⇒Armor Prof. (Heavy)* ⇒Armor Expertise	Weapon Prof. (Simple)*† ⇒Weapon Prof. (Martial)*† ⇒Archer ⇒Critical Hit ⇒Rapid Fire ⇒Snap Shot ⇒Sharpshooter ⇒Called Shot ⇒Warrior ⇒Berserker ⇒Blind Fighting ⇒Critical Hit ⇒Strength Focus	Spellcaster Feats Cast Wearing Armor† Life Channel Magical Aptitude Sound Sleeper Strong Magic Unbreakable Concentration	Deflect Arrows Dodge Fortitude Hard to Kill Iron Will Knack Lightning Reflexes Quickdraw*† Running Skill Training Sneak Attack Toughness Unarmed Combat
Combat Maneuvers ⇒Advanced Cmb. Mnv. ⇒Great Blow ⇒Great Cleave ⇒Multistrike		Clerical Feats Divine Favor Divine Intervention Piety Unbreakable Concentration	
Long Combat Step*† ⇒Halfmove			
Ranger ⇒Sixth Sense	Shield Proficiency*† ⇒Advanced Shieldwork		
* Heroes get these feats for free at first level.			
† Guardians get these feats for free at first level.			

## Alphabetical List of Feats

### Advanced Combat Maneuvers

*Prerequisite:* Combat Maneuvers, base attack bonus 4+

As Combat Maneuvers, but the maximum bonus/penalty is plus or minus 4. All modifiers must still add up to zero.

### Advanced Shieldwork

*Prerequisite:* Shield Proficiency

Benefit: Your AC bonus from a shield is double its normal value (including magical bonuses if the shield is a magic item). You can also shield-bash, using the shield as a d6 blunt melee weapon that also pushes the target back 5' on a successful Contest of Strength.

Normal: Shield proficiency grants only the standard AC bonus listed for the shield, and does not allow shield-bash attacks.

### Archer

*Prerequisite:* Weapon proficiency(martial)

Benefit: You are expert with all missile weapons, including thrown missile weapons (darts and javelins), but not thrown melee weapons (daggers, etc.) You get a +2 bonus to hit and damage with all such weapons. Your damage bonus is cumulative with the +1 for point-blank range if the range is point-blank.

Normal: Characters use missile weapons with their listed attack bonus and do not get damage bonuses, except for the +1 at point-blank range.

Note: A mage or guardian with this Feat gets the to-hit bonus, but not the damage bonus, with any spell that needs to roll to hit a target at range.

### Armor Expertise

*Prerequisite:* Armor Proficiency (medium)

Benefit: You are expert in adjusting a suit of armor to fit just right. A day of familiarization allows you to increase your AC when wearing a *specific* suit of medium or heavier armor by your Wisdom bonus or +2, whichever is greater. This is treated as an increase to the armor's AC bonus rather than a separate bonus. This can be done with magical armor as well as mundane. Note that Armor Expertise grants no benefit with light armor (not enough to work with) and before you can apply Expertise to

a Heavy suit of armor you must also be Proficient in Heavy Armor.

Normal: Without Armor Expertise you gain only the listed bonus for armor.

### **Armor Proficiency (Light)**

*Prerequisite:* None

### **Armor Proficiency (Medium)**

*Prerequisite:* AP(Light)

### **Armor Proficiency (Heavy)**

*Prerequisite:* AP(Medium)

Benefit: A character wearing armor with which he is proficient takes no penalties to skills or combat, except for the armor check penalty to skills listed as taking armor check penalties.

Normal: A character not proficient with armor worn takes -4 to all attack rolls and skill checks, plus armor check penalties.

Note: Heroes get all armor proficiencies for free at 1st level. Guardians get proficiency with light and medium armor for free at 1st level. Clerics get armor proficiencies depending on religion.

### **Berserker**

*Prerequisite:* Warrior, base attack bonus 6+

Negative prerequisite: This feat may NOT be taken by any follower of Aru. A convert to Aru who has the feat will never again use it.

Benefit: You may go berserk at will. This state of fighting rage provides a morale bonus of +4 to both Str and Con, providing +2 to hit and damage in melee, and +(2xL) hit points. These are not temporary hit points: when your Con returns to normal you will lose 2xL hit points no matter what your current total, which may leave you at negative hits. However, you can be cured while the Berserk is still in effect. While Berserk, you must attack any foes within reach, or move to engage foes not in reach. (You do not have to move toward the nearest foe, but you must move to engage a foe within one of your moves if there are any, no matter how many foes may be more than 1 move away.) You will charge foes whenever possible. If you have the Combat Maneuvers or Advanced Combat Maneuvers feats, you must take the largest possible penalty to AC, applying the bonuses either to hit chance or damage, whichever seems most effective. Otherwise, you will swing recklessly, gaining an additional +2 to hit at the expense of -4 AC. You will remain berserk as long as it seems to you that there are any foes still standing and reachable. (A foe is "reachable" if you have some way of closing to melee range.) You are not compelled to pursue fleeing foes, though you can. You may end your Berserk early, if you wish to, by making a successful Will save against DC15. When the Berserk period ends, you must rest, doing nothing more strenuous than moving at half speed, for twice as long as you were Berserk. Until you complete this rest period you are at -4 on all attack rolls and skill checks. You may go berserk a number of times per day equal to your (normal) Con bonus (minimum 1).

You can take this feat multiple times. Each time you take the feat the number of times per day you can go berserk increases by your normal Con bonus (minimum 1). Normal: Characters without this feat cannot go berserk.

### **Blind Fighting**

*Prerequisite:* Warrior, and Base Attack Bonus 5+; OR Hobbit.

Benefit: You can navigate comfortably even when you can't see and don't have to slow down when walking through darkness. You can fight effectively even when you can't see your opponents: opponents never get the +2 bonus for an unseen attacker against you, and you don't lose your Dex bonus to AC against unseen attackers. When attacking in melee, or with missile weapons at ranges of 30' or less, you ignore penalties for partial concealment, and treat total concealment as partial, even if the concealment is produced by something other than darkness.

Normal: Characters normally must slow to 1/3 movement rate when feeling their way through complete darkness. They are +2 to be hit and don't get a Dex bonus to AC when attacked by a foe they can't see, and suffer a -3 penalty for a partly concealed target or -6 for a fully concealed target.

### **Called Shot**

*Prerequisite:* Sharpshooter

Benefit: You may attempt a more difficult shot at a specific part of a target so as to inflict a more devastating injury. There are two types of Called Shot that this Feat permits.

*Extra Damage:* You take a -4 penalty to hit and will do +1d6 damage on a successful hit.

*Cripple Body Part:* You take a -4 penalty to hit, and name the specific body part you are aiming at (eye, hand, wing, etc.) You must be able to identify a distinct part and have some idea of what function it grants the creature. On a successful hit, you do no damage, however, the target must make a Fortitude save against (15 + your Dex bonus); on a failed save the part aimed at has been crippled, with effects determined by the GM.

Note: Called Shots have no effect, in either mode, against Undead, golems, or other beings immune to critical hits.

Note: This feat cannot be used with rapid fire. The -4 penalty cannot be offset by the sharpshooter feat.

### **Cast Wearing Armor**

*Prerequisite:* spellcaster

Benefit: You are trained to perform magical gestures effectively while wearing any type of armor and/or shield with which you are proficient. You don't need to use the Reduced Gestures spell modifier to accommodate your armor. You do still need to use it if you're wearing armor with which you *aren't* proficient. Guardians get this feat for free at first level.

Normal: A spellcaster without this feat must use the Reduced Gestures spell modifier (or Power Word) to reduce his gesturing requirement while wearing armor: +1 is needed if wearing armor with which he is proficient, +2 (eliminating gestures entirely)

is needed if he is not proficient with the armor he is wearing.

### Combat Maneuvers

*Prerequisite:* Base attack bonus 2+

When making a melee attack, you may add or subtract a maximum of 2 points from each of your to-hit bonus, damage, and AC, so long as the total of the three modifiers adds up to zero. Thus, you may fight cautiously for -1 to hit, -1 damage, +2 AC, or recklessly for +2 to hit and -2 to AC, or make a furious swing for -2 to hit and +2 damage, or any other combination of bonuses and penalties that adds up to 0.

Normal: All characters can fight defensively, taking a -4 to hit penalty in exchange for a +2 AC bonus.

Note: You must be proficient in the weapon you are wielding in order to use Combat Maneuvers.

### Critical Hit

*Prerequisite:* Warrior OR Archer

Note: The benefits apply according to which prerequisite you have: missile weapons if you have Archer, melee if you have Warrior, both if you have both.

Benefit: You can do massive damage if you hit the target especially well. On a roll of natural 20, you “threaten” a critical hit. Roll d20 again: if the second roll would have hit the target, you do double damage. (Roll your normal damage, applying all bonuses, then double the result.)

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

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

### Deflect Arrows

*Prerequisite:* Dexterity 13+

Benefit: Once per combat round you may attempt to deflect or dodge a missile that would otherwise have hit you. You succeed in avoiding the missile by making a Reflex save against DC20. You may make your saving throw attempt after the GM announces that the missile has hit you; you do not need to use up your dodge attempt ducking missiles that went wide on their own.

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

Note: This ability cannot be used to duck enormous or area-filling projectiles.

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

### Divine Favor

*Prerequisite:* cleric

Benefit: Your prayers are more likely to affect the world. The save DC against any prayer you perform is increased by 2. Also, you get a +1 bonus to your effective level whenever a prayer you have performed involves a Contest of Levels.

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

### Divine Intervention

*Prerequisite:* cleric

Benefit: You may request aid from your benevolent deity beyond the power you are normally allotted. You may attempt, once per day, to perform a prayer for which you do not have sufficient prayer points. (You may make this attempt even if you have spent all your prayer points, provided you haven’t made a previous attempt that day.) You must expend any and all of the prayer points you have and then attempt a Knowledge(theology) check with a DC of  $10 + 5 \times$  the number of points by which you fall short. If the skill check succeeds, the prayer takes effect. If the skill check fails, nothing happens and you are still down to 0 prayer points.

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

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

### Dodge

*Prerequisite:* Dex 11+, increasing

Benefit: This feat grants you a +2 dodge bonus to AC. This applies whether or not you are taking the Dodge action. Like all dodge bonuses, it stacks with other dodge bonuses, and is canceled by anything that cancels your Dex bonus. This bonus is in addition to, not instead of, your Base Dodge Bonus.

Normal: Characters ordinarily only get Dodge bonuses from their Base Dodge Bonus, and the Dodge action.

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

### Fortitude

*Prerequisite:* None

Benefit: You gain +2 to all Fortitude saves.

**Great Blow***Prerequisite:* Advanced Combat Maneuvers

Benefit: You may strike a mighty but ponderous blow that leaves you open to retaliation. Choose a number N, which cannot exceed your base attack bonus. You make one attack at -N to hit, -N to your AC, and +3N to damage if you hit. The Great Blow modifiers cannot be further modified by Combat Maneuvers, and you cannot make a Great Blow while Multistriking.

**Great Cleave***Prerequisite:* Advanced Combat Maneuvers

Benefit: If you take down (kill or knock unconscious) a foe with a melee attack, you may immediately make another melee attack on another target within reach. The extra attack has no penalties, although it must be made with the same modifiers as the attack that took down the first. If your extra Cleaving attack takes down its target, you may use Great Cleave again against another new target, continuing as long as you are taking down a foe with every attack and have additional foes in reach. Great Cleave attacks occur after, and are resolved after, the normal simultaneous exchange of blows. Additional Cleaving attacks do not allow the character to make additional combat steps.

Normal: There is no special bonus after taking down a foe.

Note: If you also have Multistrike, taking down one foe with multiple strikes still only allows you one additional attack, not a full Multistrike complement.

**Halfmove***Prerequisite:* Long combat step

Benefit: If you are firing a missile weapon (not making a melee attack), you may combine your action with a move of up to half your normal movement. This move takes place in the movement phase, not the combat phase. You may still take the normal 5-foot step in the combat phase before or after your missile fire.

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

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

**Hard to Kill***Prerequisite:* Con 11+

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

Normal: Characters at 0 or negative hit points lose one hit point per round and die at -10. They can stabilize (stop losing hits) if somebody else makes a Heal check at DC15, or spontaneously with a % chance each round equal to Con.

**Iron Will***Prerequisite:* None

Benefit: You gain +2 to all Will saves.

**Knack***Prerequisite:* None

Benefit: You gain a +3 aptitude bonus to any 2 skills of your choice.

Note: This feat can be taken multiple times. Aptitude bonuses do not stack. Different skills must be chosen each time.

**Life Channel***Prerequisite:* spellcaster

Benefit: If you don't have enough magical power left for a spell you need to cast, you can power it with your own life force instead. This is always painful and sometimes risky. You must spend all of your remaining spell points, if any; you then take 1d4 points of temporary Constitution damage for each spell point by which you fall short of the spell's requirement. Note that this damage is taken *after* the spell takes effect and so does not disrupt the casting or require a Concentration check. If your Constitution drops to zero, you die. The reduction in your Constitution bonus resulting from the ability damage will reduce your hit point total appropriately: your base hit point total cannot decrease below 1 hit point × your level, but if you are currently injured, the hit point reduction may leave you dying or dead. Temporary Constitution damage heals at the rate of 1 point per day of rest.

Normal: Spellcasters cannot even attempt spells for which they do not have enough spell points.

**Lightning Reflexes***Prerequisite:* None

Benefit: You gain +2 to all Reflex saves.

**Long Combat Step***Prerequisite:* None

Benefit: If you are making a melee attack (not missile fire), you may combine your attack with a move of up to 1/4 of your normal movement (round down to nearest 5 feet), resolved in the combat phase of the round either before or after your attack. If this allows you to move 20 feet or more before attacking, your attack can be considered a charge. Your Long Combat Step is based on your *normal* movement for your current level of encumbrance; movement-increasing spells, prayers, and items don't affect it unless explicitly stated otherwise in the description.

Normal: A melee attack may only be combined with a 5-foot step.

Note: Heroes and guardians get this feat for free at 1st level.

**Magical Aptitude***Prerequisite:* spellcaster

**Benefit:** You gain +2 to your maximum number of spell points. This in no way increases the rate at which you recover expended points.

**Normal:** Casters normally have spell points equal to Intelligence (for mages) or Charisma (for guardians).

You may take this feat multiple times, and the effects stack. However, the total number of extra spell points you gain from Magical Aptitude cannot exceed your Intelligence bonus (Charisma bonus for guardians).

### **Multistrike**

*Prerequisite:* Advanced Combat Maneuvers, Dex 11+

**Benefit:** You may make multiple attacks in melee at less than the usual penalties. Exactly what you can do depends on how many weapons you are wielding and what kind they are:

**One Weapon Of Any Type:** You may make two attacks with the weapon, both attacks being at -4.

**Two 1H Weapons:** You may make two attacks with one of the weapons, both attacks being at -4, as above. You may make one attack with each of the weapons, both attacks again being at -4. You may make three attacks, one with one weapon and two with the other, with each attack being at -6.

**Two Weapons, At Least One Of Which Is Light:** You may make two attacks with one of the weapons, with both attacks being at -4. You may make one attack with each weapon: in this case both attacks are at -2. You may make three attacks, one with one weapon and two with the other: all three attacks are at -4.

All of the modifiers listed above are to-hit modifiers. You may modify your attack further with Advanced Combat Maneuvers, but the same modifiers must be applied to each attack. Attacks may be directed at the same or different targets; all targets must be within a 180 degree arc of the character's facing.

**Normal:** Normally characters can make one melee attack against one target. A character fighting with two weapons normally makes one attack with his primary weapon and uses the secondary weapon only for parrying: this imposes no penalty on the attack and grants a +1 shield bonus to AC (plus the secondary weapon's magical plus, if any) for a Light weapon, and a +2 shield bonus for a 1H weapon. A two-weapon fighter may attack with both weapons, but each attack is at -8. The penalty is reduced to -6 if the secondary weapon is Light rather than one-handed.

### **Piety**

*Prerequisite:* Cleric level 1+

**Benefit:** You gain +2 to your prayer point total. You still regain full prayer points at the time defined by your religion.

**Normal:** Clerics without this feat have prayer points equal to Wisdom.

You may take this feat multiple times, and the effects stack. However, the total number of prayer points gained from Piety cannot exceed your Wisdom bonus.

### **Quickdraw**

*Prerequisite:* Base attack bonus +1 or more

**Benefit:** You may switch weapons as a free action.

**Normal:** Switching weapons takes a full action.

**Note:** Heroes and Guardians get this feat for free at 1st level.

### **Ranger**

*Prerequisite:* Hero level 1+ OR Wisdom 11+

**Benefit:** Add up to 3 skills to your skill list from the following list: Acrobatics, Awareness, Climb, Disguise, Heal, Hide, Knowledge (naturalist), Move Silently, Search, Survival, Traps. Your base rating in these skills is 3+character level, as with all your skills. You also add a permanent +3 training bonus to Awareness, Search, and Survival (whether or not you have them as trained skills).

### **Rapid Fire**

*Prerequisite:* Archer, Dex 13+, base attack bonus +5 or more.

**Benefit:** With any missile weapon except a crossbow (including all thrown weapons), you may make two missile attacks as a single combat action. Both attacks are at -4 to hit. The attacks may be made against the same target, or two different targets within a 120 degree arc from your position. You may still take a 5-foot step, or half-move if you have that Feat. You cannot get Sharpshooter bonuses if you are Rapid Firing.

**Normal:** Characters can only make one missile attack, at one target, per combat round.

### **Running**

*Prerequisite:* None

**Benefit:** Your ground movement rate is increased by 30 feet per round at all encumbrance levels. This has no effect on other movement rates, if you have them.

**Normal:** Characters without Running move at rates indicated by their race and armor worn.

### **Sharpshooter**

*Prerequisite:* Archer, Dex 13+, base attack bonus 4+

**Benefit:** You have a +4 bonus to hit with any missile weapons (not thrown weapons) that only applies to offset penalties from range or cover. Note that if you offset the cover penalty from having a friendly character in melee with the target, you can safely shoot into melee without risk of hitting your friend.

**Normal:** A friendly character in melee with a target gives missile attacks on the target a -4 cover bonus, and shots that miss by 4 or less may have hit the friendly character.



**Shield Proficiency***Prerequisite:* None

Benefit: You take no penalties when wearing a small or large shield, except the armor check penalty to indicated skills.

Normal: Wearing a shield gives you a -4 penalty to attack rolls and to all skills involving use of the hand or arm on which you wear the shield.

**Sixth Sense***Prerequisite:* Ranger

Benefit: You have an uncanny instinct for danger. You cannot be surprised; you always get your normal action and retain your Dex bonus to AC in a surprise round. You also retain your Dex bonus against attacks from concealed or invisible attackers. Characters attacking you from behind get no bonus and cannot use the Sneak Attack feat. Finally, instead of dropping saves on a round-by-round basis, you may choose whether to attempt a saving throw individually for each magical effect you encounter.

**Skill Training***Prerequisite:* None

Add 2 bonus skills to your skill list. These skills have a base rating equal to your level +3, just like your other skills. This feat can be taken multiple times. Each time you must choose two new skills.

**Snap Shot***Prerequisite:* Rapid Fire

Benefit: You have the skill of taking a single quick shot without penalties while briefly “popping” out of complete cover or concealment. You step out or jump up (maximum 5 foot step), take your shot, and duck back behind your complete cover, all as a single action. You are not considered to be exposed to attack at any time unless an enemy pre-declares that they are covering your hiding place with a ready missile weapon and are waiting for you to appear. You may not use the Rapid Fire, Sharpshooter, or Called Shot feats while making a Snap Shot. If you also have the Halfmove feat, you *can* make the usual half-move in the Movement phase after taking a Snap Shot.

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

**Sneak Attack***Prerequisite:* None

Benefit: When attacking a foe by surprise, from total concealment, or from behind, you may add +1d6 to your damage if you hit. You get the damage bonus with a ranged weapon only if you are within its first range increment.

Normal: Normally characters have an increased hit chance in these situations but do not do extra damage.

You may take this Feat more than once. Each time it increases the bonus damage by 1d6.

If you take both this feat and the Critical Hit feat, the Sneak Attack bonus damage is not multiplied on a critical hit.

**Sound Sleeper***Prerequisite:* spellcaster

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

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

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

**Strength Focus***Prerequisite:* Warrior, Con 13+

**Special Note:** This feat is **incompatible** with Berserker; any character who takes one feat can never learn the other. Benefit: You can temporarily increase your Strength by +1 to +4 (your choice). The boost lasts (3+Con Bonus) rounds; when it wears off you take 1d6 nonlethal damage (fatigue) for every point of boost. This is a controlled evocation of hysterical strength, not berserk rage, and doesn’t constrain your tactics in any way. You can even use it out of combat for feats of great strength at need.

**Strong Magic***Prerequisite:* spellcaster

Benefit: Your spells are good at overcoming resistance. The save DC against any spell you cast is increased by 2. You also get a +1 bonus to your effective level whenever any spell you cast involves a Contest of Levels.

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

**Toughness***Prerequisite:* Con 11+

You gain DR 1/-. The “-” means there is no form of damage that cancels your damage reduction: you take 1 less hit from any and every effect that does hit point damage to you. Note that one dose of poison is considered a single effect, so you only reduce the total damage by 1, not 1 for every round of continuing damage. Other continuing effects, such as ongoing spells, are considered to be doing separate damage every round and you get your DR against each increment. This feat may be taken more than once. The effects stack. However, the Con prerequisite increases by 4 for each increment of Toughness that you already have.

Normal: Characters without Toughness take full damage from attacks.

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

**Benefit:** You are trained in unarmed combat techniques. Your unarmed damage is 1d6 and may be lethal or nonlethal damage at your option. (Catfolk can add +1 with claws, only when striking for lethal damage.) Your attempts to grapple, trip, or shove opponents are resolved at the same time as ordinary melee combat, and cannot be halted by your opponents' striking you. Your training gives you a +2 training bonus to your Grapple check bonus, and to any opposed Strength checks that may be needed for a grapple, trip, or shove attempt.

**Normal:** Normal unarmed damage is d3NL (Cats may strike with claws for d4 lethal damage instead). Grappling, etc., are resolved after weapon strikes in the grappling subphase.

**Unbreakable Concentration***Prerequisite:* spellcaster OR cleric

**Benefit:** You get +5 to all Concentration checks.

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

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

The character gains +1 to both hit and damage with all melee weapons, including unarmed attacks. The bonus does not apply to ranged or thrown weapons.

**Weapon Proficiency (Simple)***Prerequisite:* None

**Benefit:** You know how to use all Simple weapons.

**Normal:** You take a -4 penalty when wielding a weapon with which you are not proficient.

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

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

**Benefit:** You know how to use all Martial weapons.

**Normal:** You take a -4 penalty when wielding a weapon with which you are not proficient.

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

## Religions

The Princecon game system does not have “alignments” of Law or Chaos, Good or Evil. If any rule refers to an alignment, it is referring to the religion of the subject – the specific deity, if any, with which the subject is associated.

The Princecon game world contains a number of deities in a pantheon that reflects the strains and conflicts of the mortal world. Most people in that world worship all the gods and goddesses equally and will petition or offer thanks to whichever one is appropriate to a given situation. Such characters are called “pantheists”. They gain no benefits but incur no duties.

Some people are inclined to worship one deity more than others. Such people are called followers of that deity and are “aligned” to that deity. Followers gain some (usually modest) benefits from their devotion but are expected to behave according to the principles of that deity. The followers of a deity, along with their doctrine, are often collectively called the religion of that deity.

Some followers feel a call to be their deity's particular servitors in the world. These are the clerics. Clerics of a particular deity gain a number of class features and the ability to alter the world with prayers directed to their deity. A cleric is by definition expert in the principles and practices of her religion and is usually treated as a spiritual authority by other followers.

Clerics of different religions differ in their training, powers and restrictions so markedly as almost to constitute different character classes. Religion-specific class features and prayer lists are in the cleric descriptions starting on p.87.

## Experience Points

A character attains 2nd level upon attaining 2000 experience points. Thereafter the experience required doubles with each level.

In addition to the level-dependent advances of the various character classes, certain benefits accrue with increasing level for all characters. At every odd-numbered level, a character gains a Feat. At every even numbered level, a character increases one ability score (of the player's choice) by one point, as shown in the table below.

Experience Point Chart										
Level	1	2	3	4	5	6	7	8	9	10
Experience	0	2000	4000	8000	16,000	32,000	64,000	128,000	256,000	512,000
Gain	Feat	+1 Ability	Feat	+1 Ability	Feat	+1 Ability	Feat	+1 Ability	Feat	+1 Ability

The progression continues in the same pattern after 10th level.

## 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. Heroes have 10-sided hit dice, clerics 8-sided, guardians 6-sided, and mages 4-sided.

For convention purposes, the hit dice are not actually rolled. At first level, a character will always have the maximum possible for their hit dice. At all higher levels, a character will have 75% (3/4) of the maximum possible. Fractions are retained at this point in case there is a fractional Con bonus to consider.

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

In addition to hit points from hit dice, characters get a hit point bonus or penalty from Constitution. This is the Con bonus, times the character's level. As always, don't round off fractions until after computing the total and adding to the level-based hit points: for example, a Level 5 Hero (37.5 hits base) with 13 Constitution (+1.5 Con bonus) gets 7.5 hits from Constitution for 45 hit points total.

Dropping to 0 or negative hit points means a character falls unconscious, instantly. A character with exactly 0 hit points is unconscious but stable, and is in no further danger unless she takes more damage. A character with -1 to -9 hit points is dying and will lose 1 hit point per combat round until stabilized. A character who is at -10 hit points or worse at the end of a round dies. (The Hard to Kill feat extends this range.)

Stabilizing a dying character can be done with a Heal check at a DC of 10 - (current hits): thus, a character at -5 hits can be stabilized on a Heal roll of 15. Also, any form of magical healing automatically stabilizes a dying character even if it doesn't restore enough hits to bring the character above 0. Finally, dying characters can stabilize spontaneously: each round, make a d% roll against the character's Constitution score. (The Hard to Kill feat makes stabilization automatic.)

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

## Nonlethal Damage

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

Nonlethal damage goes away at the rate of your level per hour of rest. This can be prorated if desired: a 5th level character gets rid of one nonlethal damage point every 12 minutes. Unconscious characters are automatically resting. Any magical healing that cures (or can cure) hit point damage automatically cures an equal amount of nonlethal damage as well. In addition, any "leftover" healing after the recipient is at full hitpoints will be applied to nonlethal damage, if any is left. You regain consciousness as soon as your hit points exceed your nonlethal damage.

## Temporary vs Increased Hit Points

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

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

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

## Damage Resistance and Resistance to (Type)

Certain Feats, spells, and magic items grant characters *Damage Resistance*, usually abbreviated DR. The format in which this is described is DR *number/condition*. The *number* is the number of damage points which the DR subtracts from every attack. The *condition* describes what kind of damage ignores the DR and applies without subtraction. Example: The Protection from Normal Weapons spell grants DR 10/+1. Any attack with a weapons doing less than 10 hits is ignored completely. If an attacker manages to do more than 10 hits, 10 is still subtracted from the damage. However, an attack with a +1 weapon (or any stronger level of enchantment) ignores the DR completely and does full damage.

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

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

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

The special DR granted by the Toughness feat has a cancellation condition of “–”. This means that nothing cancels it: it applies even to spell and energy damage.

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

## Saving Throws

A character’s Saving Throws represent automatic resistance or avoidance of many harmful effects. Note that most magic that directly affects a character has a saving throw *even if its effect is beneficial*. A character will automatically attempt to save against magic unless he explicitly and consciously drops saving throws (see below).

Also note that, while spells that affect inanimate objects usually don’t allow saving throws, if said object is being worn or carried the wearer makes a Will save to stop any spell cast on the object *unless explicitly stated otherwise in the spell description*.

Every save has a Difficulty Class (DC) which is determined by the phenomenon causing the saving throw. (The commonest phenomena requiring saves are spells and prayers. The DC for a mage spell is 10 + mage’s Int bonus + final(modified) level of spell. The DC for a Guardian spell is the same but using the Guardian’s Cha bonus. The DC for a prayer is 10 + Cleric’s Wis bonus + level of prayer.)

Saving Throws are divided into three types: Fortitude, Reflex, and Will. Each character class has a base saving throw bonus

dependent on class level and the type of save. Some races have racial bonuses to some or all types of saves. In addition, ability bonuses affect saves:

- Constitution bonus adds to Fortitude saves.
- Dexterity bonus adds to Reflex saves.
- Wisdom bonus adds to Will saves.

Each character's total saving throw bonus for each type of save should be pre-calculated: it won't change as long as the character stays the same level, except temporarily if ability scores are modified. As in all bonus calculations, retain fractions until the last step and then round toward 0.

When making a saving throw, roll  $d20 +$  your relevant saving throw bonus. If your total equals or exceeds the DC, you save. A natural 20 always succeeds no matter how high the DC, and a natural 1 always fails no matter how high your bonus.

Many effects (e.g. Fireball) make the saving throw and its success or failure obvious. If a spell has subtle or undetectable effects, however (e.g. ESP), the target who fails a save will not know that anything at all has happened. A target who makes a save against such an effect will know that he saved against something, but won't know what.

## 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. This is also routinely done to accept enhancing spells or prayers while still out of combat.

## Losing Saving Throws

While saving throws are attempted automatically, certain circumstances may make it impossible to succeed. This is called losing a saving throw.

- A character who is unconscious automatically fails Will saves. Note that this does not apply to characters who are merely asleep. Also note that many effects with Will saves are irrelevant to an unconscious character.
- A character who is unable to move or react automatically fails Reflex saves. This includes unconscious characters (but not sleeping characters), as well as characters who are paralyzed, completely tied up, etc.
- Fortitude saves represent the innate resilience of the character's physical structure and metabolism and cannot be lost under any circumstances.

## Contests

### Skill Contest

When two skills are opposed, each side simply rolls  $d20 +$  total bonus. The higher score wins. Ties maintain the status quo, whatever that may be. This is sometimes called an opposed roll or a contested roll.

### Ability Contest

Some situations — an arm-wrestling match, a footrace between contestants with matched movement ability — may call for a raw contest between ability scores. In this type of situation each side rolls  $d20$  plus the ability score (NOT the ability bonus). Higher total wins, tie preserves the status quo.

## Ability Check

Closely related to the ability contest is the ability check or ability roll. For such a roll you simply roll d20 and add your ability score, trying to beat a fixed DC. Note that these DCs often look quite high, since even an average person gets +10 to the roll.

## Level Contest

Certain situation, especially the effects of certain spells, call for a Contest of Levels, a.k.a. “level-vs.-level battle.” In this situation both sides roll d20 and add *three times* their character level. As usual, higher total wins, tie maintains the status quo.

# Movement and the Environment

## Walking and Running

Movement rates are dependent on the character's encumbrance as described in the Racial Movement and Encumbrance Chart (p.15). In addition to encumbrance effects, movement can be slowed by terrain features or circumstances:

**Bad ground:** Includes broken terrain, unstable rocks, numerous animal burrows, bogs, heavy mud, etc. Movement rate is 1/2 to 1/4 normal, depending on how bad things are, for both walking and running.

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

**Bad footing:** Ice, weed-covered streambeds, thin liquid mud, or other slippery surfaces generally require slowing to half speed **or** making a Dexterity check against DC20; failure results in falling.

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

**Down Slope:** If a slope is steep enough to slow upward movement, downward movement at full speed is possible but requires a Dexterity check (d20 + full Dex score) against DC20; on a failure, character falls and rolls taking d3 nonlethal. Downward movement at half speed is safe.

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

All movement modifiers are cumulative. If a character's running speed is reduced to less than 10' she can move (in combat) only in 5' steps, and such steps count as movement actions (they cannot be combined with other actions). **Note for Mounts** If the total movement modifier reduces movement to 1/3 or less, four-legged mounts can only move in 5' steps regardless of their normal running speed.

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

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

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

## Jumping

A character can reliably (no roll needed) make a standing broad jump of 5 feet plus the higher of his Str or Dex modifiers (in feet). A running jump with at least 20' of runway increases this jump distance by 1/10 of the character's running speed. If you

can't quite clear a distance in a jump, you can still grab the far side (assuming there's anything to hold onto) if you come within your reach of it (treat horizontal reach as 4 feet for Medium size characters, 2 feet for Small.) Trying to jump even farther requires a Reflex save: the DC is 5 per foot of extra distance you're trying for, to a maximum of +5 feet (DC 25). Note that anything that increases a character's running speed also increases his running jump proportionately.

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

## Swimming

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

## Underwater Actions

Characters' movements are restricted underwater. Fighting and weapon use are particularly impeded:

- Any thrown or projectile weapon has a range increment of 5'. (See *Weapons*, p. 35.)
- Bows, unless special measures are taken to keep the strings dry, immediately become useless. (Crossbows have metal strings and do not suffer this problem).
- Thrusting weapons (dagger, spear, polearms, shortsword, lance) are unimpeded, but all other weapons are at -4 to hit. (Otters ignore this penalty.) Unarmed attacks are considered thrusting. Touch attacks and grappling are unaffected.
- A character's Dex bonus to AC is halved, rounding down. (Otters ignore this penalty.)
- Unless using some item or spell which allows speech underwater, mages who wish to cast underwater must use the Reduced Incantation modifier at +2. Clerics must cast by gestures since speech is impossible.

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

Characters in a confined space use up the oxygen in about a cubic foot of air a minute. Sitting perfectly still, or meditating can reduce air consumption by half. Vigorous exercise will typically double air consumption. Once the air is used up, the character will begin to suffocate. Suffocation goes through the same sequence of nonlethal and lethal damage as drowning, except that a character who is still alive will automatically start breathing again.

## Poisoning

All poisons do some kind of damage to the victim. The commonest kind of poison is a hit point (HP) poison. These poisons require a Fortitude save to resist: if this save is failed, the poison will do an initial "surge" of damage immediately, and will then do continuing damage at some number of hit points per round (inflicted in Powers phase). The continuing damage lasts for some duration, after which the victim may save again. On a successful save the damage stops, otherwise it continues for another duration – repeat until the victim saves. This can be abbreviated compactly: HP poison (1d6,1,10,DC15) means that



the poison's initial surge is d6, the continuing damage is 1, the duration is 10, and the Fortitude save (both to avoid damage completely and to try to recover after each duration) has DC15. These particular parameters for an HP poison are so common that it is called "standard" poison.

Knockout drugs or sleep potions work exactly like HP poisons save that their damage is nonlethal. For both HP poisons and knockout poisons, *Slow Poison* will reduce the continuing damage to half rate (do not round, track half-points if necessary) but will *not* slow down the rate at which the victim saves to cancel further damage. *Neutralize Poison* will stop these poisons immediately and completely but does not heal damage already inflicted. HP poisons are usually save to no effect but are sometimes save to half (on surge damage only, there will never be continuing damage on a successful save).

The other broad category of poisons is ability poison. These do temporary ability damage. Only one saving throw is made: once again, Fortitude. The poison does its primary damage immediately when the save is failed, secondary damage after a 10 round delay. *Slow Poison* will double the delay and allow an additional save to avoid the secondary damage. *Neutralize Poison* will not only prevent yet-to-be-suffered damage, it will heal all ability score damage inflicted by the poison, as the continuing effect of such poisons results from their lingering presence in the system. Otherwise, the body clears 1 point of temporary ability damage per day of rest (2 points for complete bed rest, both can be doubled with Heal skill).

Powerful ability poisons or bad luck can reduce an ability score to 0 (but not below). A character with a Con of 0 dies immediately. Str 0 or Dex 0 means the character cannot move or fight (but can still see, hear, talk, etc.) Int 0 or Wis 0 produces an oblivious state where the character will walk when coaxed, eat when fed, and strike out reflexively when hurt. Charisma poisons are unknown. These also apply to ability score damage suffered from sources other than poison, but obviously *Neutralize Poison* will not work against such.

# Equipment

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

## Packs

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

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

Pack Chart			
Pack A (1 Weapon)	Pack B (2 Weapons)	Pack C (3 Weapons)	Pack D (4 Weapons)
3 flasks of oil (*1) Grappling hook * Wine skin * Lantern Small Mirror*	3' brass rod * 10' collapsible pole * 12 hardened iron spikes (*6) Mallet Parchment & Charcoal	50' rope (*25') 6 torches (*3) Tinderbox 3 large sacks Bandages	Knapsack 1 week's rations Water skin Basic Toolkit
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.

## Gear: So what does this stuff actually *do*?

- **Basic Toolkit:** Small (1/2") sharp knife, spare armor laces, whetstone & weapon cleaning oil, lockpicks if you know how to use them.
- **Brass rod:** is intended for poking around areas you don't want to stick a hand into but will serve as a club in a pinch (-1 hit and damage, breaks on any hit for 5 or more points). Can handle 50 lbs load if used to brace something.
- **Bandages** Enough to bind several significant wounds. Includes tiny vial of triply-distilled alcohol for wound cleaning.
- **Collapsible pole** takes 1 round to collapse or extend. Will only support 5 lbs load, intended for probing, not bracing.
- **Grappling hook** is rated for 300 lbs load if securely seated.
- **Iron spikes** are 8" long, 1" thick, chisel-pointed. DC32 Strength check to open something spiked shut.
- **Knapsack** is the actual pack you're carrying the rest of it in. Well organized with multiple internal and external pockets.
- **Lantern** illuminates 40' clearly, 80' dimly (partial concealment).
- **Large Sacks** are 3 gallons volume /30 lbs weight capacity, 1g/10lbs for Fey.
- **Mallet** is too small for combat use.
- **Oil** Lantern oil is light, and compounded for brightness rather than heat while burning; it is of little use as a weapon (1d6 fire damage). Each flask will charge a lantern for 6 hours.
- **Parchment & Charcoal** for field notes. The charcoal is in thin sticks.
- **Rations** Whatever proportions you like of hard cheese, harder bread, and dried meat.
- **Rope** is rated for 300 lbs load, discuss warranty failures with Merrifoot & Gamgee Fine Ropemakers.
- **Small Mirror** is 3" across and has a clip so it can be mounted on a rod, pole, or stick for peeking around an obstacle.
- **Tinderbox** includes flint&steel firestriker as well as tinder.
- **Torches** burn for 1 hour, illuminate 20' clearly and 40' dimly (partial concealment).
- **Waterskins, Wineskins** Waterskins are a gallon, wineskin a quart (quart and pint for a Fey). The wine is decent but not exceptional.

## Armor

The several types of armor are grouped as Light, Medium, and Heavy according their effect on movement and the required armor proficiency. In addition, armor may limit how much of a character's Dex bonus to AC actually applies: Medium armor allows at most a +4 Dex bonus, while Heavy armor allows at most a +2 Dex bonus. The ACP entry is the Armor Check Penalty that applies to certain skill check (skills that take ACP penalties are listed in Skills, p.17).

Light Armor			Medium Armor (max +4 Dex)			Heavy Armor (max +2 Dex)			Shields		
Armor(notes)	Bonus	ACP	Armor(notes)	Bonus	ACP	Armor(notes)	Bonus	ACP	Shield	Bonus	ACP
Padding(1)	+2	0	Scale mail(4)	+5	-3	Breastplate(6)	+7	-5	Small	+1	0
Leather(2)	+3	0	Full chain(5)	+6	-4	Full plate	+8	-6	Large	+2	-1
Chain shirt(3)	+4	-2									

(1) Underpadding of medium or heavy armor. One can sleep in padding or leather but not in heavier armor.

(2) Includes boiled leather, cuirboilli, studded leather, hide armor, etc.

(3) A short-sleeved tunic of chainmail that protects only the torso (all the way to the hips) and upper arms. Unlike other armors a chain shirt can be slid on or taken off as a single full-round action. Its underpadding is attached so a character who removes a chain shirt is completely unarmored.

(4) Overlapping small plates of metal covering the torso, upper arms, and upper legs. Includes helmet.

(5) Full suit of chainmail covering the whole body, including a helmet.

(6) A plate chest or chest-and-back protector, with chainmail covering all other areas. Also called half-plate.

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

Shield notes: A small shield may be strapped to the arm leaving the hand free, allowing the use of 2-handed weapons. A large shield must be grasped in the off-hand and allows only 1-handed weapons.

## Armor and Spellcasting

Armor has no effect on the casting of prayers or orisons. A mage or guardian may cast cantrips while wearing any armor with which he is proficient. For actual spells, however, the weight of armor impedes gesturing. The *Cast Wearing Armor* feat comprises training in forming magical gestures anyway, and allows the character to cast spells normally while wearing any armor with which he is proficient. Lacking this feat, the caster must reduce the gestures to a level compatible with armor, using the *Reduced Gestures* spell modifier at the +1 level. When wearing armor with which he is **not** proficient, a spellcaster must use *Reduced Gestures* at the +2 level, regardless of feats.

Note that Guardians get the Cast Wearing Armor feat for free at 1st level.

## Weapons

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

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

**Character Size** The weapons listed are designed for Medium-sized races. Small races use treat Light weapons (with the exception of daggers) as 1-Handed weapons, and must wield 1H weapons two-handed. 2H weapons cannot be wielded at all by Small characters unless otherwise noted.

**Blunt Weapons** Certain weapons have a "B" code in their damage listing. These weapons do blunt damage rather than piercing or cutting their targets. This is relevant to certain types of targets; however, the important point is that any weapon that does

Blunt damage can be used to deal out non-lethal damage by applying a -2 penalty to hit. Other weapons, if used for non-lethal damage, are at -4 to hit and do damage as a Club regardless of the actual weapon type.

**Missile weapons** are weapons that can be used at range.

Simple Missile Weapons			
Weapon(notes)	Type	Dmg	RI
Dart(1)	Light	d4	20
Sling	Light	d4B	50
Light Crossbow	1h	d6	80
Heavy Crossbow	2h	d10	100

Martial Missile Weapons			
Weapon(notes)	Type	Dmg	RI
Javelin(1)	1h	d6	30
Shortbow(2)	2h	d6	80
Longbow	2h	d8	100

(1) These are thrown weapons; they are not listed in the melee table because they are balanced solely for throwing. They can be used in melee at a -4 penalty. They get the thrower's Str bonus to damage.

(2) Shortbows can be used by Small characters, even though they are 2-handed.

**RI:** This is the range increment, in feet. Missile weapons take no penalties out to the first range increment; thereafter a -2 penalty accumulates for each increment. The maximum range is 5 range increments.

**Point Blank:** Any ranged weapon with an increment of at least 50 feet does +1 damage to targets within 30 feet.

**Loading and Fire Rates.** For slings and self-bows, "loading" takes inconsequential time and is considered part of the missile fire action. Characters of Str 10 or less take a round between shots to crank a light crossbow and 2 rounds for a heavy crossbow. With Str 11 these times are reduced by one round each (so the light crossbow fires every round and the heavy every other round.) A character of Str 17 or more can fire a heavy crossbow every round.

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

Simple Melee Weapons				
Weapon(notes)	Type	Dmg	Length	RI
Unarmed	Light	d3NL	0	-
Dagger	Light	d4	1	10
Club(1)	1H	d4B	3	10
Mace	1H	d6B	3	-
Morningstar(2)	1H	d8	6	-
Spear	1H	d6S	5	20
Pole Arms(3)	2H	d8S	9(R)	-
Quarterstaff	2H	d6B	5	-

Martial Melee Weapons				
Weapon(notes)	Type	Dmg	Length	RI
Handaxe	Light	d6	2	10
Shortsword	Light	d6	3	-
Battleaxe	1H	d8	3	-
Flail(2)	1H	d8B	6	-
Longsword	1H	d8	4	-
Warhammer	1H	d6B	3	20
Bastd Swd(4)	2H	d10	5	-
Greataxe	2H	d12	5	-
Greatsword	2H	2d6	6	-
Halberd	2H	d10	7(R)	-
Lance(5)	2H	d10S	8(R)	-
Lance, mtd(5)	1H	d10	8(R)	-

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

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

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

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

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

#### Damage notes:

NL: Nonlethal damage.

B: Weapon does blunt (bludgeoning) damage.

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

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

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

**Special note:** While they are not small enough to be regarded as “small”, dwarves’ body proportions prevent them from using any non-reach weapon with a length greater than 5, and any weapon with a length greater than 3 must be used two-handed.

**RI:** Range increment for thrown weapons. A weapon with - in this column cannot be thrown effectively. Attacks out to the range increment take no penalty; thereafter a -2 penalty accumulates for each increment, to a maximum of 5. Thrown weapons use the Dex bonus, not the Str bonus, to hit, but get the Str bonus to damage.

# 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

Each character gets to act once in each combat round. Certain actions are faster than others, so the combat round is broken into phases. In general, each character acts in only one phase of the round, but there are several exceptions to this principle. Unless otherwise specified, any action other than movement can be combined with a 5-foot step which is resolved in the same phase as the action, either before or after it.

### Phase Summary

- I. Declaration:** In theory, all players should declare their intentions for the round; however, in most cases this is not binding and may be waived at GM discretion. Exceptions:
- If you are dropping saving throws for the round, it must be announced now.
  - A mage or guardian casting a spell must declare the spell being cast, although not the target or modifiers.
- II. Powers:** Innate abilities such as breath weapons and gaze weapons are resolved. Mage spells cast with the “Power Word” modifier are resolved. Regeneration and continuing damage (e.g. poison) are applied. If there is some reason why the timing of ordinary (i.e. non-magical) speech is relevant, it is considered to take place now.
- III. Combat:** All attacks with missile and melee weapons are resolved. Natural weaponry and unarmed strikes are included. Most combat is simultaneous, except in the case of closing engagements and missile fire. AC modifiers for defensive fighting, charging, or the Combat Maneuvers feat take effect now and apply for the rest of the round.
- Grappling subphase:* Grappling, tripping, and shoving opponents are a special category of combat. These attempts are declared in the combat phase, but are resolved only after all regular combat is resolved.
- IV. Prayer:** Clerics who have neither acted nor suffered distraction may perform prayers. Prayers take effect in order of increasing prayer point cost, although clerics cannot be distracted by effects suffered in this phase.
- V. Spell:** Mages who have gotten this far without being distracted now choose the modifiers and targets of their spells and cast them. A mage can also choose to drop the spell, taking no action and spending no points.
- VI. Item:** Characters may switch weapons, get things out of packs, etc. General manipulation of objects (e.g. opening or closing doors) takes place now.
- VII. Movement:** All characters who have not done anything else may move. Characters with the Halfmove feat take their partial move now. Characters who are dodging take their retreat now.

**Combat timing:** Most of the exchanges in the combat phase are simultaneous; while rolling dice and announcing damage has to be done in some sequence, even if you’re killed you can strike a dying blow. The primary exception is in a closing engagement. If the characters were not in melee on the round before, then the longer weapon strikes first; its damage is applied and resolved, and any consequences (such as falling down due to zero or negative hits) are applied before the shorter weapon can strike. This applies whether the characters moved into engagement on the previous round’s movement phase, or if they are taking 5-foot steps to engage each other now. Note that an attack in which either participant is charging is automatically a closing engagement.

If somebody moves (or steps) to engage a missile-armed attacker, this is considered a closing engagement in which the missile weapon is “longer” than any melee weapon. Once they are engaged at melee range, they once again strike simultaneously, and the missile weapon fire is at -4 for being engaged in melee (even if he’s shooting at the one engaging him).

If characters have the option of using combat maneuvers to adjust their AC, they must announce their maneuvers at the start of this phase, or at the latest as soon as anyone announces an attack directed at them.

**Grappling:** All forms of unarmed assault other than simply striking for damage are considered “grappling”, although the exact mechanics will depend on what you are trying to do. You cannot attempt any of these actions against a character who hit you and inflicted damage in the combat phase.

**Prayers, Spells, and Distractions:** A cleric does not commit to casting at the beginning of a round the way a mage does. If the cleric has not taken a previous action (such as dodging or attacking in combat), and has not suffered damage that round, she may choose to cast a prayer, or instead decide to do something later in the round (get out an item or move).

A cleric who has taken damage but not acted faces a riskier choice. She may attempt to cast a prayer despite the distraction. She spends the prayer points for the prayer, and *then* rolls a Concentration skill check against a DC of 15+(damage taken)+(level of prayer). If the skill check fails the prayer is wasted and the points are lost.

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

A mage who takes damage before mage spell phase suffers distraction. Unlike the cleric, he has already taken a full action in attempting to cast, and can do nothing else except take a 5-foot step. Like the cleric, he has a choice. He may accept the distraction, in which case he casts nothing and expends no spell points. Or, he may attempt to cast “through” the distraction. In this case he spends the spell points for the spell and then rolls a Concentration check against 15 + (damage taken) + (final modified spell level). If the Concentration check fails, the spell still fails and the spell points are lost.

Mage spells take effect in order of increasing spell point cost. As with prayers, this may affect how the spells interact with each other but cannot produce distraction even if they damage a mage as he casts.

**Items:** Readyng or switching weapons, getting out a potion, opening a door, and other non-combat manipulations of inanimate objects are Item Phase actions. A character with the Quickdraw feat may switch or ready weapons as a free action in Item phase. Otherwise, switching weapons (i.e. putting your current weapons away in their sheaths/scabbards and readyng new ones) is a full action. Simply dropping your weapon(s) is a free action for anybody; a character without Quickdraw can try to ready a melee weapon as a free action with a Dexterity check against DC20. Readyng a missile weapon always requires a full action without Quickdraw.

For items such as potions or wands, grabbing it from a “handy” position (belt pouch, sheath) and using it is a single Item Phase action. If it’s tucked in a pack, it’s a full Item Phase action just to find it and get it out. (A character may have a maximum of four items in “handy” locations before running out of space on his person, fewer if the items are unreasonably large.)

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

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

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

**Changing the timing:** Any action can be delayed to a phase later than its usual one. For example, an archer may hold his fire into the Movement phase, to shoot someone about to come out a door, or to wait for the onrushing attackers to move into a more favorable range break. This can also be used to “cover” hostile characters, e.g. “Don’t move or I’ll shoot.” However, delaying an action commits to that action: the character may adapt to unexpected circumstances, e.g. by changing targets or not acting at all, but cannot opt to do something completely different (such as digging out a potion or running away). This is particularly crucial for mages and clerics: to “hold” a prayer or spell commits the points (and, for mages, a definite set of modifiers), and if they are distracted, or choose not to cast after all, the points are lost.

**Haste and related effects:** Certain items and spells allow a character to act twice in a round. The actions can be in the same phase or in different phases. With the ability to delay phases this allows full flexibility: e.g. a Hasted hero who is out of reach of all opponents can delay his combat strike, rush into battle on his Movement phase, and then strike. Haste does not, however, allow either clerics or mages to cast twice in one round: their second action must be used for something else, and in the case of a mage, must be used for something that does not fall between the declaration and the completion of the spell.

## To Hit Probabilities

Hitting in combat is resolved by a d20 check against the Armor Class (AC) of the target. In melee combat, the attack bonus is:

**Base Attack Bonus + Size Modifier + Strength Bonus**

while in ranged combat it is

**Base Attack Bonus + Size Modifier + Dexterity Bonus**

The defender's AC is given by:

**10 + Size Modifier + Armor Bonus + Base Dodge Bonus + Dexterity Bonus**

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

Note that all characters get a Base Dodge Bonus which increases with experience. Remember that all dodge bonuses stack; the base dodge bonus is in addition to, not instead of, dodge bonuses gained from feats or the Dodge action. The base dodge bonus is lost under any conditions that cancel dodge bonuses.

## Changing Hit Probabilities

These are actions you can take, or modifiers to actions, that will change your hit probabilities or those of your enemies.

**Dodge:** All characters can dodge. Dodging can be declared freely at any time, provided you haven't already taken some other action in the round. It grants a +4 dodge bonus to AC for the full round. Dodging allows you to retreat up to half your movement in the Movement Phase on the same round.

**Fight Defensively:** All characters can choose to fight defensively in melee combat. They suffer a -4 to hit but gain a +2 dodge bonus to AC. Remember that dodge bonuses, unlike most kinds of bonus, stack with each other. There is no analogy to fighting defensively for missile fire. This modifier takes effect in the Combat Phase, so it doesn't protect against innate powers.

**Parry:** If you are fighting with two weapons, you are assumed by default to be attacking only with your main weapon and parrying attacks with the other. This gives you a +1 shield bonus to AC for a Light weapon and a +2 shield bonus for a 1H weapon, only against melee attacks from the enemies you are engaging.

**Two-Weapon Attack:** If you are fighting with two weapons, you can attack with both of them at -8 on each attack. If at least one of the weapons is Light, the penalty is -6. If you have the Multistrike feat, use the modifiers for that feat instead.

**Maneuver:** If you have the feats Combat Maneuvers or Advanced Combat Maneuvers, you can modify your attack roll and your AC when in melee. These modifiers take effect in the Combat Phase. Increases or decreases to your AC from Combat Maneuvers apply to all attacks, including touch attacks. Combat Maneuvers can be combined with other effects, such as two-weapon attacks, parrying, or charging, but not with fighting defensively (fighting defensively is the untrained version of a combat maneuver).

**Charge:** . Charging gives you +2 to hit and -2 to your AC (against all attacks, including touch attacks). To charge, you must be at least 20 feet away from your target. There are two ways to charge:

- If you have the Long Combat Step feat and are within your combat step of the target, you can charge immediately, in the Combat Phase.
- If you can't reach your target in the Combat Phase, you declare you are charging (the action is obvious), delay your combat strike, and then strike in the Movement Phase after moving up to half your running move toward the target. Your movement can curve to avoid obstacles, but the last 20 feet must be a straight line.



Either way, the opponent has a chance to set his weapon against your charge if he has an appropriate weapon. Charging is always a closing engagement: the longer weapon strikes first and its effects are applied before the shorter weapon strikes.

If your opponent, on seeing you charge, chooses to flee rather than fight, you have the option of converting your charge into a regular full move without an attack in order to chase it. If you catch up you'll be able to swing next round (although without charge bonuses).

## Combat Modifiers

There are also situations that modify combat. For consistency all of these effects are presented as bonuses or penalties to the attacker's hit roll. Note that these are all considered circumstance bonuses, so they don't stack. Apply the largest bonus and the largest penalty that apply to the current situation.

Combat Modifiers Chart			
Circumstance	Melee	Ranged	Notes
Target Surprised	+2	+2	1,2
Attack from Behind	+2	+2	2
Attacker has Total Concealment	+2	+2	1,2,3
Target has Partial Concealment	-3	-3	3
Target has Total Concealment	-6	-6	3
Target has Cover	-4	-4	4
Target has Heavy Cover	-8	-8	4
Target Within 5' of Ally	+0	-4	4
Enemy Engaging Attacker In Melee	+0	-4	5
Attacker Prone	-4	+0	6
Target Prone	+4	-4	
Attacker Grappled	-4	N.A.	7
Target Grappled	+0	+0	1,8
Target Pinned	+4	+4	1,8

Notes:

1. Target loses any Dex bonus to AC. Note that targets with AC penalties from Dex below 10 never lose these. Any AC bonus described as a "dodge bonus" is also lost, including the bonus from the Dodge action.
2. Sneak Attack damage bonus applies.
3. Concealment means that you are hidden from your opponent. Curtains or other non-cover obstacles offer partial concealment; so does the zone of partial illumination beyond the full illumination range of a light source. Total darkness, invisibility, or a blinded opponent give Total Concealment. Note that some abilities (See Invisible, Blindsight, Blind Fighting) may negate concealment, or reduce total concealment to partial.
4. Cover means there's an obstacle between you and your foe. It's easier to arrange cover against missile attacks than melee, but if you're duelling across an overset table or on opposite sides of a tree trunk, you can have cover in melee as well. "Obstacles" like tapestries or leafy branches that don't block attacks give concealment, not cover. Heavy cover means that the obstacle almost completely hides you. An attacker who misses because of a cover penalty has hit the cover instead of the target. Cover also gives a +2 bonus to Reflex saves (+4 for Heavy cover) against effects emanating from the covered sides (you will generally not have cover from all directions, unless you're fighting from inside a hollow tree trunk or your own personal one-man fort). An ally (defined as any character you don't want to hit) within 5' of your target provides cover against missile attacks, but not melee attacks or effects requiring saves. If you miss because of this -4 cover penalty, check your roll against your ally's AC: if it was good enough to hit, you just hit your ally. Note that an ally does not provide cover if a target is large enough that you can find an aiming point on its body at least 10 feet away from your ally.
5. It is difficult to aim and fire a missile weapon while somebody is attacking you hand-to-hand. This penalty does not apply on a closing engagement, where your missile fire is resolved before the attacker reaches you.
6. It is difficult to use melee weapons effectively from a prone position. There is no penalty to missile fire when prone, but crossbows are the only missile weapons that can be used at all in this position. Throwing yourself prone is a free action that can be taken at any time. Getting up from a prone position is a movement action requiring your full movement; you can reduce it to the equivalent of a 5-foot step with an Acrobatics check (DC 15).

7. An attacker who is grappled cannot use a missile weapon and is at -4 to hit with any melee weapon.
8. When firing missiles or swinging melee weapons into a grapple, the targets don't get Dex bonuses to AC, but you must roll randomly to see which of the grapplers you're actually attacking. However, if your target is not just grappled but pinned, you are at +4 to hit and don't risk hitting anyone else.

## Grappling

Strictly speaking, grappling means opponents are wrestling with each other at close quarters. However, other types of combat are also resolved in the grappling subphase, including attempts to shove and trip opponents. An important feature of the grappling subphase is that grappling type attacks are *declared* in the combat phase, but *resolved* only after all standard melee (and missile) attacks have been completed and their damage applied.

### Grappling size modifier

Size has a different effect on this kind of brute-force combat. The size modifier becomes: Large +4, Medium 0, Small -4, Tiny -8. (All player character races are either Medium or Small, but you may be fighting creatures of other sizes. Very large or small beings may have even larger size modifiers.)

### Grapple check bonus

Your grapple check bonus is the same as your melee attack bonus with the grappling size modifier replacing your regular size modifier. The net effect of this is that Small characters subtract 5 from their melee attack bonus to find their grapple check bonus.

**Starting a grapple:** Attempting to grapple someone is resolved in the grappling phase, immediately after combat phase. If the opponent you're trying to grapple hits you for damage in the regular combat phase, your grapple attempt automatically fails.

To start a grapple, you must grab your opponent: this requires hitting with a melee touch attack. If you succeed in grabbing, you must establish a hold: the two characters perform an opposed grapple check, i.e. each character rolls d20+grapple check bonus and higher roll wins. If you win you are now grappling your foe and do your unarmed combat damage.

**Maintaining a grapple:** To maintain a grapple you must take a 5-foot step to enter the same space as your opponent, on the round after you start the grapple. This is a free action; however, if anything prevents you from doing it, the opponent breaks free automatically. Once you are in the same space the grapple is maintained automatically until one character or the other breaks free.

**Effects of grappling:** All characters engaged in grappling with each other lose their Dex bonuses to AC. They cannot use missiles at all, and can only use melee weapons if those weapons are Light. If a target not involved in the grapple makes a melee or missile attack on any of the grapplers, roll randomly to see who the attack actually goes against: then roll the attack normally, with the target getting no Dex bonus to AC.

**What you can do while grappling:** Your options for action are highly restricted.

- You can do your unarmed damage to your opponent. You must beat your opponent in an opposed grapple check to do this.
- You can attack your opponent with a weapon, if you have a Light weapon in hand. This attack takes a -4 penalty.
- You can try to break free. This requires winning an opposed grapple check. If you succeed you withdraw to stand adjacent to your opponent. For escaping a grapple you may substitute your Dex bonus for your Strength bonus if you wish.
- You can try to move. If you win an opposed grapple check you can travel up to half your movement. Your opponent is still clinging to you.

- You can try to draw a Light weapon. You must win an opposed grapple check.
- You can try to perform a prayer. You are automatically distracted with a DC of 15+prayer level + any damage taken that round.
- You can try to cast a spell. You are automatically distracted with a DC of 20 + spell level + any damage taken that round.
- You can try to pin your opponent by winning an opposed grapple check. This leaves the opponent immobilized, though not helpless.
- If you are in a grapple with 3 or more combatants, and one of your opponents holds another one pinned, you can break the pin by winning an opposed grapple check against the character holding the pin.
- If your opponent has a light weapon in hand, you can try to wield the opponent's weapon against him. This requires an opposed grapple check against the opponent to gain control of his weapon hand, and a successful attack roll at -4 to actually hit with the weapon.

**Pinning and Being Pinned:** If you have another character pinned, you can do any of the things you can normally do while grappling except draw or use a weapon, cast a spell, escape the grapple, or break another's pin. At your option, you may prevent a pinned character from speaking. You may release the pinned character at any time: this ends the grapple and you withdraw to adjacent spaces.

If you are pinned, you can do nothing except try to break the pin by winning an opposed grapple check. For breaking a pin, you may substitute your Dex bonus for your Strength bonus if you wish. You cease to be pinned although you are still grappled.

While you are pinned, opponents not involved in the grapple can target you specifically without risking hitting everyone in the grapple. You still lose your Dex bonus, and attackers are +4 to hit on top of everything else.

## Tripping

To trip an opponent you must declare your attack in Combat Phase as with all melee attacks. If your target hits you for damage before the grappling subphase your trip attempt automatically fails.

To trip the opponent you must first hit him with a touch attack using your regular melee bonus. Then you must win a Contest of Strength with your opponent, with both characters applying their Grappling Size Modifier as a modifier to the roll. If you win, your opponent falls prone immediately.

## Shoving

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

## Disarming

This is not (usually) a form of unarmed combat, but is listed here because it is resolved with the same timing as a grappling attempt: you declare your disarm attempt in combat, your opponent strikes first, then your disarm attempt is resolved. As with grappling attempts, if your opponent succeeds in hitting you for damage, your disarm automatically fails. If your opponent didn't hit you, you and your opponent now make opposed rolls with your standard melee attack bonuses. If you roll higher, your foe's weapon goes flying (1 foot per point by which you beat his roll).

## Breaking Things

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

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

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

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

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

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

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

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

Exotic materials and Patterned substances may have even higher Hardness.

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

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

# Mages and Guardians

Mages are individuals who have focused the art of magic, to the exclusion of more worldly arts such as combat. Guardians, on the other hand, are physically adept warriors who have discovered a native aptitude for magic. Mages command magical forces intellectually through long training, and have spell points based on their Intelligence. Guardians direct magical power through their innate influence on the world, and have spell points based on their Charisma. A Guardian casts spells as a mage one level lower than his character level. Otherwise, mages and guardians use identical mechanics for casting spells. Any reference to “Mage” or “Mages” in the following pages applies equally to Guardians.

## 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.

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

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

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

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

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

## Casting Spells

Casting a spell is an elaborate activity normally requiring a full round. This is represented by requiring the mage to choose his spell (but not modifiers) in the Declaration Phase. He may then either drop it (at no spell point cost) or cast it during the 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 except take a 5-foot step in a round he has prepared a spell (even if the spell is interrupted or dropped). While a spell can be dropped without penalty in the Spell Phase, the mage can also delay his casting into the Item or Movement phase. In this case the mage spends the spell points in the Spell Phase, and if the spell is interrupted or dropped in a later phase, the points are lost.

Spells take effect at the end of the Spell Phase in which they are cast. Thus they are dealt with after the effects of combat, grappling, 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 increasing spell point cost. Thus a Shield spell that cost 4 points to cast would give complete protection from a Magic Missile that cost 6 points, even though both were cast in the same phase. Spells cast from scrolls are treated as one point less than a first level spell would cost. If the reader of the scroll is not a mage, treat the scroll as if it cost 6 points to cast. In the event of a tie, the higher-level caster's spell goes first.

A mage who takes damage while casting, or who is grappled, tripped, or shoved in combat, is distracted. A distracted mage has a choice. He can accept the distraction and allow the spell to fail. This costs no spell points. Or, he can attempt to maintain concentration and cast in spite of distraction. This requires a Concentration check with a DC of 15 + final spell level + points of damage if the distraction was caused by damage, 20 + final spell level if the distraction was due to a grappling-type attack. If the concentration check succeeds the spell goes off anyway. If it fails, the spell fails, but the spell points are spent anyway.

Certain spell descriptions refer to "concentration" being involved in casting, maintaining, or controlling the spell. This does not normally involve a Concentration skill check. A mage who is concentrating on a spell in this sense is aware of his surroundings (but takes a -5 to Awareness checks from the distraction), can converse normally, and can move at up to half his movement speed for any movement mode he has (including Fey natural flight). He cannot fight, cast another spell, or move faster than half-speed without allowing his concentration to lapse, with effects as stated in the individual spell description. Unless otherwise stated in the description of the spell requiring concentration, if the mage takes damage, then a Concentration skill check will be required to avoid breaking concentration, but it is calculated as though the spell were level 0.

A mage must be able to speak and gesture to cast spells normally. Gestures and incantations are obvious and loud. The Reduced Gestures and Reduced Incantation modifiers allow this requirement to be reduced, allowing a mage to cast, if need be, while gagged, bound, or both.

Normally, a mage must have both hands completely empty to make magical gestures. Reduced Gestures at the +1 level allows the mage to gesture one-handed, and also allows a mage to cast a spell while wearing any sort of armor or using any shield with which he is proficient (the Cast Wearing Armor feat allows this to be done without a modifier.) Weapons, torches, lanterns, and the like are usually incompatible with casting, and must be dropped or set down (a free action) before the mage begins casting the spell.

An exception applies to certain objects if the mage is Attuned (see *Attune* (page 57)) to them. Such objects are magically linked to the caster and, with proper training, can be used to make magical gestures rather than impede them. All spellcasters are trained in the use of an Attuned staff, wand, or dagger in spellcasting. These may be mundane or enchanted. Guardians, in addition, are trained in using Attuned weapons for magical gesturing: if a Guardian has had time to attune himself to all of his weapons, it should be assumed that he can cast spells while wielding any of them.

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

## Spell Mechanics

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)<sup>th</sup> 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 N<sup>th</sup> round after casting. Note that, no matter what, spell duration ends at the conclusion of a round, never in the middle.

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

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

Note, however, that a caster can always selectively drop his saving throw against a spell he is casting on himself, without dropping his other saving throws for the round.

Any spell has a maximum range and a zone of effect (ZOE). The maximum range limits where the origin point (usually the center) of the effect can be placed. The ZOE can extend beyond the range limit. Certain types of ZOE occur often enough to have special names.

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

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

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

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

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

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

Mage Spell Costs Chart																			
Spell Level	Level of Mage																		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
1.5	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1
2.5	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
3.5	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1
4	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
4.5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5.5	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6.5	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7.5	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

## 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 60' 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).

**Candleflame:** Creates a small flickering candle flame on the tip of caster's finger. Can be used to light fires, with patience. Extinguished as soon as caster actually touches anything with the finger.

**Change Color:** Change the color of object or objects that can be completely enclosed in caster's hands. Range touch. Duration momentary (i.e. color change is real and permanent).

**Clean:** Safely removes up to 5 lbs of dirt, grime, stains, grease, odors, etc. from any being or mass of nonliving material. Will only clean 10 square feet of large beings/masses. Range touch.

**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.



<b>Detect Magic Item:</b>	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.).
<b>Dry:</b>	Dries everything (to natural air moisture) in up to a 5ft radius.
<b>Dust:</b>	Adds a fine, even layer of dust or soot to everything in up to a 5ft radius.
<b>Eyeglow:</b>	Caster's eyes glow eerily for up to 10 minutes.
<b>Freshen:</b>	Reverses up to 5 days of spoilage in food and plants.
<b>Gather Objects:</b>	Gathers and neatly stacks (if possible) up to 10 pounds of one type of object in a 5 ft radius (e.g. pins, coins).
<b>Magelight:</b>	A pale blue glow illuminates the caster's surroundings with the same intensity as a torch. Lasts 10 minutes.
<b>Magical Dust:</b>	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.
<b>Memorize:</b>	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.
<b>Mend:</b>	Allows the stitching of up to 5 ft of fabric. Mended stitches are no stronger than those created by hand.
<b>Pebble's Eye:</b>	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.
<b>Pop:</b>	Caster points to a position he can see and a loud "pop" occurs, seemingly from that spot (audible from 20 ft).
<b>Scarab:</b>	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.
<b>Swat:</b>	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.
<b>Sweeten / Spice:</b>	Noticeably sweetens or spices one dish of food.
<b>Tap:</b>	Taps lightly up to three times on an item within the caster's LOS (audible from 5ft).
<b>Turn Page:</b>	Turns the page of an open book within LOS of mage.
<b>Warm / Chill:</b>	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 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.

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

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

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

The caster then transfers his role in the spell to another. The recipient has the freedom to use the spell as he sees fit. The caster has no control, although only the caster has automatic dispelling privileges with Dispel Magic. Only the recipient radiates magic. If a third party is involved in the spell, the caster usually chooses this party, and the range is calculated from him. The range of the new spell is touch, but the modifier At Range can extend this. The recipient gets a Will save to negate the effect; if you want the effect to be cast on you it is useful to cooperate by dropping your save.

Examples of this modifier: 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.

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

**Cast on the Run:** For +1 to the casting level, a mage or guardian can cast a spell and still move up to half their movement in the Movement phase. This movement is presumed to be a brisk walk that does not warrant, in itself, either Reduced Gestures or Reduced Incantation modifiers, although these modifiers can be applied separately if they are needed or desired, as can Power Word.

**Concealment:** The spell is concealed, making it harder to detect using *Detect Magic* (page 64) and similar spells. It does not hide the fact that a mage is casting a spell if the mage is seen or heard casting. If concealment is applied to a Detect, Locate, or Trace spell, it conceals the fact that the caster has a spell on him (these spells have a long duration to allow the searcher to track the target), but does not affect whether the spell will trip the Warning spell. The default cost is +1.

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

**Extra Duration:** This can be applied to any spell with a duration that isn't momentary, permanent, or more than 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.

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

**Extra / Reduced Range:** This can be applied to any spell with a range of 60' or more. Each increment of extra range doubles the range of the spell. For example, if the base range were 120', one increment would make the range 240', two increments would make it 480', and three increments would make it 960'. Reduced Range cuts the range in half and is useful to constrain detect spells to a lesser area. Two applications of Reduced Range allow the range in such an application to be "fine-tuned" to any desired size between half normal and zero. See At Range above. The default cost is  $+\frac{1}{2}$ .

Many 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 / 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. Two applications allow the ZOE to be shrunk as small as desired.

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

**Lasting Duration:** This is an extension of Extra Duration that can 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.

**Power Word:** This modifier allows any spell to be cast as a Power Word, that is, instantaneously (and uninterruptibly) in the Declaration phase. Power Word innately includes Reduced Gestures at the no-gesture level (you do not have to pay for that modifier in addition) but cannot be combined with any level of Reduced Incantation (mages must shout Power Words at the top of their lungs). The default cost is +3.

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

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

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

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

## Morphic Spells

Certain spells called “morphic” spells are peculiar in that they don’t have a fixed base level. These spells have a variety of effects or applications and the base level depends on what you’re doing with them.

To cast a morphic spell, you need to construct the effect out of the options given in the spell description, and find out the base level before applying any modifiers. Some morphic spells were simply constructed because this seemed to be the most natural approach to deal with a broad category of magical effects. Some, however, were developed to subsume a group of spells from older versions of *Princetoon* or from the basic OGL magic system that seemed to be slightly different variants on the same concept, allowing us to substitute one spell entry for many.

Note that in some cases, a spell may still exist on the list even though it seems to fall under the category of a morphic. This is generally because the spell has a specialized application of some sort: its restricted utility justifies a lower spell level than the corresponding morphic spell would require to achieve the same effects. An example is *Disguise* (page 70), which would have to be much higher level if it were constructed from the *Illusion* (page 58) morphic.

These are the morphic spells and their applications, and the types of familiar spells that you don’t see because the morphic subsumes them.

**Attune:** creates a permanent magical bond between the caster and a target. It is morphic because of the variety of targets. It has no OGL analogue.

**Counterspell:** allows the caster to block someone else’s spellcasting. It is morphic only because its level depends on the level of the target spell. OGL defines counterspelling as an action that can be taken with prepared spells or spell slots.

**Enhance Ability:** provides temporary ability boosts, subsuming OGL spells such as *Bear’s Strength*, *Owl’s Wisdom*, etc.

**Illusion:** subsumes numerous varieties of non-damaging illusions, as well as light and darkness effects.

**Locate:** subsumes effects such as *Locate Person*, *Locate Object*, and the ability to detect various things at a distance.

**Monster Summoning:** subsumes the panoply of spells such as *Summon Monster I*, etc.

**Patterning:** is a general spell for strengthening and weakening materials. It subsumes spells such as *Brittle* or *Shatter*, but has much broader application.

**Phantasms:** subsumes the sorts of potentially-damaging, mentally-based illusions such as *Phantasmal Killer*.

**Pyromancy:** is a general replacement for *Pyrotechnics* and other fire-manipulating spells (but not combat effects such as *Fireball*).

**Shaping:** is a general spell for transforming living and unliving beings and subsumes anything that has *Polymorph* in its name.

**Skylord:** covers all forms of weather prediction and manipulation.

**Veil:** hides its target from magical detection or location.

## Mage Spell List

Morphic Spells	Page	ZOE	Range	Duration	ST
Attune	57	1 object	touch	permanent	Will negates
Counterspell	58	1 spell	LOS	momentary	level contest +3
Enhance Ability	58	1 target	touch	40 minutes	Fortitude negates
Illusion	58	20' r sphere	120'	10 minutes	none
Locate	59	self	480'*	10 minutes	none
Monster Summoning	59	1 being	none	12 rounds	none
Patterning	60	see description	60'	momentary	none
Phantasms	61	see description	120'	10 minutes	Will negates
Pyromancy	61	see spell	60'	see description	none
Shaping	62	1 target	none	see description	see spell
Skylore	63	120' r sphere	none	40 minutes	none
Veil	63	1 being / object*	touch	1 day	none

Level I Base Spells	Page	ZOE	Range	Duration	ST
Confuse	64	1 being	60'	12 rounds	Will negates
Detect Magic	64	self	as sight	10 minutes	none
Detect North	64	self	none	90 minutes	none
Displace Image	64	1 target	touch	10 minutes	Will negates
Enhance Hearing	64	1 target	10'	3 hours	none
Expeditious Retreat	64	1 target	touch	10 minutes	Will negates
Hold Portal	65	1 portal	10'	1 hour	none
Lance of (Element)	65	1 target	60'	momentary	none
Mage Armor	65	self	none	10 minutes	none
Magic Missile	65	60°	see spell	momentary	none
Message	65	1 person	480'	1 round	see spell
Range Finder	65	1 target	touch	10 minutes	Will negates
Range Loser	65	1 target	180'	90 minutes	Will negates
Read / Write Languages	65	self	as reading	40 minutes	none
Read Magic	65	caster	as sight	90 minutes	none
Shield	66	1 target	touch	10 minutes	Will negates
Sleep	66	60' cone	Always zero	see description	Will negates
Swim	66	1 target	touch	40 minutes	Will negates
Telescopic Vision	66	1 target	touch	3 hours	Will negates
Trip	66	1 biped	120'	momentary	see spell
Ventriloquism	66	self	60'	40 minutes	none

Level II Base Spells	Page	ZOE	Range	Duration	ST
Air Blast	66	60' cone	always zero	momentary	Reflex negates
Concentrate	66	caster	none	40 minutes	none
Darkvision	66	1 target	touch	12 hours	Will negates
ESP	66	60' r sphere	120'	40 minutes	Will negates
Faerie Fire	67	30' cube	60'	90 minutes	none
Faux Magic	67	Spell's ZOE	touch	1 day	none
Fire Bomb	67	10' r burst	60'	momentary	Reflex negates
Flame Weapon	67	1 weapon	10'	40 minutes	none/willing
Invisibility	67	see spell	10'	90 minutes	willing only.
Knock	67	see spell	10'	momentary	none
Levitation	67	1 target	touch	90 minutes	Will negates
Long Talk	67	special	5 miles	1 round	none
Magic Hand	68	special	10'	90 minutes	none
Magic Mouth	68	special	10'	until it speaks	none
Mini-Flash	68	1 being	60'	momentary	Reflex negates
Mirror Image	68	10' r circle	none	6 rounds	none
Observe Magic	68	self	60'	10 minutes	none
Pain	68	1 target	120'	momentary	Will negates
Prot / Enchanted Monster	68	1 target	touch	90 minutes	Will negates
Quickmarch	68	1 recipient	30'	3 hours	Reflex negates
See Invisible	68	1 target	touch	90 minutes	Will negates
Weakness	69	1 person	120'	40 minutes	Fortitude negates
Web	69	see description	60'	40 minutes	Reflex negates
Wizard Lock	69	1 portal	10'	4 days	none

Level III Base Spells	Page	ZOE	Range	Duration	ST
Analyze Spell	69	self	60'	10 minutes	none
Blindsight	69	1 target	touch	90 minutes	Will negates
Clairsentience	69	30' r sphere	240' no LOS	90 minutes	Will negates
Cool Object	70	see description	120'	12 hours	none
Disguise	70	1 being	10'	1 day	none/willing
Dispel Magic	70	10' r sphere	60'	momentary	level contest
Explosive Runes	70	see spell	see spell	until triggered	see spell
Fireball	70	20' r sphere	120'	momentary	Fortitude negates
Fly	70	1 target	touch	90 minutes	Will negates
Haste	71	1 being	30'	5 rounds	Reflex negates
Heat Object	71	1 object*	120'	12 hours	none
Implosion	71	1 being	120'	momentary	Fortitude <i>half</i>
Invade Dreams	71	1 sleeping target	see description	max 1 hour	Will special
Invisibility Sphere	71	10' emanation	none	90 minutes	none
Lightning Bolt	71	line 120' x 1'	always zero	momentary	Reflex negates
Prot / Normal Missiles	72	1 being	10'	90 minutes	Will negates
Rope Trick	72	special	24'	3 hours	none
Second Sight	72	1 target	touch	90 minutes	Will negates
Slow	72	1 being	120'	12 rounds	Reflex negates
Slow Motion	72	30' r sphere	120'	40 minutes	Reflex negates
Snowball	72	20' r sphere	120'	momentary	Fortitude negates
Suggestion	72	1 being	120'	2 weeks	Will negates
Water Breathing	72	1 being	10'	90 minutes	Will negates

Level IV Base Spells	Page	ZOE	Range	Duration	ST
Blinding Flash	72	20' r burst	60'	2d6 rounds	Reflex negates
Chain Lightning	72	see spell	always zero	momentary	Reflex <i>half</i>
Cold Cone	73	60' cone	always zero	momentary	Reflex <i>half</i>
Control Self	73	self	none	90 minutes	none
Dimension Door	73	special	240'	12 rounds	none
Fear	73	60' cone	always zero	until saves	Will negates
Growth Plants	73	up to 80' x 80'	120'	1 week	none
Hallucinatory Terrain	73	2000' square	120'	1 day	none
Ice Storm	73	60' cube	120'	momentary	none
Levitation Sphere	74	10'r emanation	none	90 minutes	Will negates
Magic Bridge	74	120' x 10'	10'	40 minutes	none
Magical Trap	74	30' trigger range	10'	1 week	none
Massmorph	74	120' r circle	always zero	6 hours	none/willing
Prot / Normal Weapons	74	1 being	10'	90 minutes	none
Size Change	74	1 target	touch	90 minutes	Will negates
Telepathy	75	60' r sphere	240' or 1 mile	90 minutes	see description
Temporary Bag of Holding	75	1 bag	contact	12 hours	none
Trace Summoning	75	1 being	120'*	4 days	none
Trace Warning	75	1 warning	unlimited	4 days	none
Wall of Electricity	75	see description	60'	10 minutes	see description
Wall of Fire	75	see description	60'	10 minutes	see description
Wall of Force	76	see description	60'	10 minutes	see description
Wall of Ice	76	see description	60'	10 minutes	see description
Wizard Eye	76	special	360'	1 minute	none
Level V Base Spells	Page	ZOE	Range	Duration	ST
Charm Monster	76	1 being	60'	concentration	Will negates
Cloudkill	76	40' r x 10' H	60'	12 rounds	Fortitude negates
Cone of Weakness	77	60' cone	always zero	momentary	Fortitude half
Conjure Elemental	77	480' control	10' to summon	concentration	none
Contact Higher Plane	77	self	none	1 minute	veracity roll
Feeblemind	77	1 being	120'	permanent	mental –15%
Growth Animals	77	90' cone	always zero	90 minutes	Fortitude negates
Hold Monster	77	60' r sphere	60'	concentration	Will negates
Immolate	77	1 target	touch	40 minutes	none
Mind Blast	78	1 being	60'	12 rounds	Will negates
Mind Link	78	1 being	unlimited	12 rounds	none
Mind Shield	78	1 target	touch	3 hours	none
Misdirection	78	30' r sphere	60'	12 rounds	Will negates
Pass Wall	78	see spell	10'	12 rounds	none
Phase In	78	1 being	60'r	20 rounds	none
Stone Walking	78	1 being	10'	6 hours	none
Summon	78	1 attuned object	480'	momentary	Will negates
Telekinesis	79	1 object	60'	12 rounds	none
Teleport	79	self	unlimited	momentary	none
Toll	79	5 mile radius	always zero	momentary	none
Trace Teleport	79	30' r	120'	4 days	none
Wall of Iron	79	see spell	60'	4 days	none
Wall of Stone	79	see spell	60'	4 days	none

Level VI Base Spells	Page	ZOE	Range	Duration	ST
Anti-Magic Shell	79	20' r sphere	always zero	90 minutes	none
Death Spell	80	60' cube	120'	momentary	see spell
Disintegrate	80	see spell	60'	momentary	Reflex partial
Flame Storm	80	see spell	180'	8 rounds	Reflex half
Geas	80	1 being	touch	variable	Will negates
Invisible Stalker	80	1 mission	none	1 week	none
Legend Lore	80	one subject	n/a	momentary	none
Magic Jar	80	1 object*	see description	see description	Will negates
Move Earth	81	240' cube	240'	40 minutes	none
Move Water	80	see spell	240'	90 minutes	none
Repulsion	81	10' r sphere	self	10 minutes	none
Projected Image	81	self	120'	10 minutes	none
See True Form	81	1 target	120'	instantaneous	none
Shield Of Protection	81	self	none	until destroyed	none
Teleport Attack	81	1 being	60'	momentary	Reflex negates
Tremor	81	360' radius	960'	3 rounds	see description

Level VII Base Spells	Page	ZOE	Range	Duration	ST
Damp Teleport	82	120' r sphere	none	1 hour	none
Mass Invisibility	82	120' square	60'	90 minutes	none
Permanent	82	1 spell	10'	permanent	none
Phase Door	82	6' W x 8' H *	10'	10 minutes	none
Reincarnate	82	1 body, 1 soul	none	momentary	willing only
Reverse Gravity	82	60' cube	120'	12 rounds	none
True Sight	82	self	as sight	90 minutes	none
Warning	82	self	none	1 day	none

Level VIII Base Spells	Page	ZOE	Range	Duration	ST
Clone	83	1 being	none	momentary	none
Cone of Feeblemind	83	60' cone	always zero	momentary	see spell
Mind Blank	83	self	none	1 day	none
Phase Shift	83	self	none	40 minutes (D)	none
Power Word Stun	83	1 being	60'	4d6 rounds	special
Symbol	83	1 symbol	touch	until triggered	variable

Level IX Base Spells	Page	ZOE	Range	Duration	ST
Alter True Self	83	self	none	momentary	none
Astral Spell	83	self	1000 miles	6 hours	none
Avalanche	83	see description	240'	momentary	Reflex half
Great Barrier	83	see description	none	3 hours	none
Mass Suggestion	84	240' r sphere	always zero	1 day	Will -3 negates
Meteor Swarm	84	see description	240'	momentary	Reflex half
Power Word Kill	84	1 being	60'	momentary	see description
Time Stop	84	60' cube	always zero	d4+2 rounds	none
Time Travel	84	self	none	permanent, momentary	none
Tsunami	84	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. The special ZOE's "burst", "spread", "cone", and "emanation" are described in Spell Mechanics (p.46). 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. Note that part of the ZOE may extend beyond the range of the spell if it is cast at extreme range. If a cone, the range is to the base of the cone. Note that range Always Zero may not be extended with modifiers. If the spell primarily gives the caster an ability (detects), the range is the range of the ability. If a spell must pass through stone (assuming it can do so), treat the stone as 10 times its thickness for range determination purposes. All spells require a line of sight to the target or the center of the area of effect unless otherwise stated.

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

**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 twice for the attunement to work.

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

- Locate* (page 59) works better with attuned objects.
- Message* (page 65) works at much greater range with attuned persons.
- ESP* (page 66) works at greater range and effectiveness with attuned persons.
- Clairsentience* (page 69) works at greater range and effectiveness with attuned persons.
- Telepathy* (page 75) may be forced on attuned targets and used at greater range than normal.
- Summon* (page 78) only works with attuned objects.
- Teleport* (page 79) to distant locations is only safe with attuned places or objects.

Aside from these specific spell effects, *any* spell cast on an attuned target allows the target only half its normal saving throw bonus.

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

Attuning to a person is a Level 2 base spell.

It takes an hour to attune to an object. A mage can be attuned to a maximum of 7 objects without penalty. Attuning to more objects makes the spell more difficult: attempting to attune an 8th object requires a  $+\frac{1}{2}$  modifier, the 9th attunement requires +1, etc. Note that these modifiers are not required if the mage drops one of his existing attunements in the process of casting the new one, which is the standard action for a mage already holding 7 attunements and requires no extra time or casting cost.

Attuning to an object which another mage has already attuned breaks the other mage's bond to the object, but it requires a Level Contest with the previously attuned mage, who gets a 2 level bonus. Players should keep track of the objects their mages are attuned to on their character sheet. It is assumed that every mage is attuned to their home unless otherwise specified.

*ZOE:* 1 object; *Range:* touch; *Duration:* permanent; *Saving Throw:* Will negates

**Counterspell:** This spell can be cast only to negate a known spell in the process of being cast. The caster must recognize the target's spell as it is being declared during Declarations phase: this requires that the caster already have *Analyze Spell* (page 69) running, or else make a Spellcraft check against 15 + (base level of spell being cast). Counterspell may be declared after other spellcasting has been declared, even if the caster is abandoning a spell preparation of his own in order to Counterspell, an exception to the usual rule that declarations are simultaneous.

The base level at which Counterspell is cast must equal the base level of the spell being countered (modifiers need not match). Another special property of Counterspell is that it is resolved, in the spell phase sequence, as though it cost 0 points to cast: thus it will always go off before the spell it is countering is completed. The target (the caster of the spell being countered) and the caster of the Counterspell engage in a contest of levels, with the Counterspell having a +3 level bonus (net +9 to the d20 roll). If the counterspell wins, the targeted spell fails, although the caster still pays full spell points.

Clerical prayers cannot be Counterspelled. Spells cast as Power Words cannot be counterspelled unless the Counterspell is cast as a Power Word also; *Analyze Spell* will give warning at the beginning of the Powers phase when a caster is about to speak a Power Word, or a second Spellcraft check against 18 + (base level of spell being cast) will alert the Counterspell caster that a Power Word is needed. If the Counterspell caster cannot or chooses not to match the original caster's Power Word, the Counterspell may simply be dropped at no cost, as with any spell.

*ZOE:* 1 spell; *Range:* LOS; *Duration:* momentary; *Saving Throw:* level contest +3

**Enhance Ability:** This spell allows a mage to temporarily boost any living being's abilities. The base cost is  $\frac{1}{2}$  spell level per +1 enhancement bonus up to a modified ability score of 20, +1 full level per point of additional enhancement bonus. (So to give a 16-Strength Hero a Strength 18 would cost 1 spell level, 20 would cost 2, 21 would cost 3, 22 would cost 4 levels, etc.) Increases to Con provide extra hit points, which are real, not temporary. Increases to Int or Cha **do not** provide additional spell points, nor do increases to Wis provide additional prayer points. Modifiers: Extra ZOE +  $\frac{1}{2}$  allows one extra person to be affected by the same casting, per increment; multiple beneficiaries can be touched until the charge is exhausted. This replaces the usual progression of Extra ZOE.

*ZOE:* 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* Fortitude negates

**Illusion:** This is a very powerful tool. It can be used to create illusions by warping air to reflect light or sound. Illusions are not artifacts of mind control. **An illusion will never cause damage.** The instant that an illusion would have caused damage, the spell will be broken. All modes except programmed (see below) automatically have the Concealment modifier cast upon them at no extra cost.

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

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

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

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

The programmed modifier allows the mage to set a specific set of circumstances that would trigger the illusion. The illusion then will perform some prearranged show. It will only work once, unless a 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 70).

*Light and Darkness:* Aside from some cantrips and highly specialized spells such as Ventriloquism and Magic Mouth, Illusions are the mage's main power over light and darkness, noise and silence. Illusory light sources create real light which can illuminate areas beyond the spell's ZOE. Illusory shadows genuinely do block vision. (However, if they are to affect people inside them, they must be cast to survive the touch of flesh, unlike light sources which can simply be placed out of the way. Unlike Darkness prayers, they do not block Darkvision.) Similar concerns apply to sounds and silence: real sounds can be heard at a distance, while an anechoic zone will only deafen people inside it and must be built to withstand their presence. Note that neither light nor sound can ever be made bright enough to be harmful, nor can an illusion's glow have the properties that make sunlight deadly to some Undead.

Cost:  $\frac{1}{2}$  level per level of visual or aural mode. +2 spell levels for programmed. +1 for interactive. +1 for the illusion to not be dispelled by touch of flesh. +1 for a "traveling" illusion with a movable ZOE. The ZOE is centered on some object or being and moves with it. Of course, it must either be "touchproof" or else the actual illusions must be restricted to a part of the ZOE that doesn't come into contact with anyone. In addition, an illusion cast on an unwilling person or an object carried by an unwilling person allows a Will save to negate the spell. Extra ZOE doubles the ZOE for +1. The progression is geometric

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

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

**Attuned object:** Base level 1 and base range 1 mile. The object may be a person, place or literal object.

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

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

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

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

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

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

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

**Monster Summoning:** This spell will summon a single being, which will appear next to the caster in the powers phase of the round after the spell is cast. The creature will be inclined to serve the caster, under conditions similar to those specified for the 3rd level spell *Suggestion* (page 72).

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

A base spell of level N allows the summoning of one monster of level N, 1d3 of level N-1, or 1d6 of level N-2. The caster may choose the monster from the Monster Summoning Table (see page 84) or from other tables as supplied by the GM. Attempts to summon unique individuals or of monsters into inappropriate terrain (as a non-flying creature in midair) generally has no effect. Attempting to summon a monster that is appropriate but doesn't happen to exist in the vicinity will result in the arrival of a plausible substitute at the GM's discretion. Modifiers: Extra Duration is +1.

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

**Patterning:** This strengthens or weakens, but does not transmute, nonliving substances and objects. The base spell level depends on how strong the material is, as defined by its Hardness (see p.43). The base spell level is 1/3 of the Hardness of the target, rounding **up** to the nearest half-level. The final spell level, including base plus modifiers, must be at least 1. Patterning cast on a composite object (e.g. a hafted weapon) can be cast at a level too low to affect the strongest materials, in which case it will affect only the weaker materials. If a substance has multiple Hardness ratings against different attack types (e.g. rope), use the lowest.

Patterning has several applications which may raise the base level of the spell. All applications have duration "momentary": their effects are real and permanent and cannot be dispelled. Note, however, that Strengthened and Grand Patterned materials do detect as magical: the magic is innate to the substance and cannot be removed except by destroying it or undoing the Patterning.

**Bind:** makes something a seamless whole, strengthening any weak points or flaws. Fastening a tool to its handle, or a weapon blade into its haft, need only affect the weaker material. Bind can splice ropes. When Binding a complex object, such as a lock, parts that are *intended* to move retain their freedom of movement. Bind makes an object as strong as it can be without introducing preternatural properties to the materials. It incidentally repairs all scuffs, scratches, and other minor cosmetic flaws. It cannot repair major holes or gaps. Level +0.

**Weaken:** simply weakens the material or object. Its Hardness, hit points, and strength (load capacity) can be lowered to half their normal values. Weaken undoes Strengthen; when weakening a Strengthened material the material properties can be lowered to half their *natural* (pre-Strengthening) values. Level +0.

**Seal:** has all the effects of Bind, and in addition will make things watertight or even airtight. It can also be reversed (Unseal) to make a normally watertight or airtight substance leaky. Level + $\frac{1}{2}$ .

**Mend:** has all the effects of Bind, plus Seal/Unseal if desired, *plus* it can repair major damage. Holes up to half the size of the ZOE can be repaired; an object significantly smaller than the ZOE can be reassembled from a few scattered fragments. Mend *cannot* build brand-new objects from raw materials; the thing you are trying to mend must have previously existed in the form you are trying to restore. +1 level.

**Break:** is the obvious opposite of Mend. An object that more or less fills the ZOE can be broken in half or have a hole half its size punched through it. Smaller objects can be broken into more pieces proportionately. +1 level.

**Disintegrate:** is just a more extreme form of Break. The object is reduced to a fine powder from which it *cannot* be reconstituted by Mending. +2 levels.

**Strengthen:** allows you to increase the Hardness, hit points, and strength/loadbearing of a material. Simply cast the spell at the base level for the Hardness you want to achieve instead of the current Hardness of the material. When strengthening flexible material like rope or fabric, you choose whether the increase in Hardness merely makes it more resistant to damage or actually makes it rigid and hard. Load strength and hit points can be increased by a factor of either the proportion by which you are increasing Hardness, or the base level of the Patterning spell, whichever is **less**.

**Grand:** enchants a material with magical permanence and unity. Hardness per se is not altered, but it acquires DR50/- against all forms of physical or magical attack, including energy attacks such as fire, lightning, acid, etc. Its strength or load capacity increases tenfold. Note that Grand Patterned clothing does not extend its invulnerability to the wearer. Once an object has been Grand Patterned, to affect it further with Patterning requires the caster to apply the Grand modifier **and** win a Level Contest with the original caster. **All** magic items (save scrolls, potions, and naturally magical materials) have been Grand Patterned as part of their construction. **+4 levels.**

The ZOE for any form of Patterning is one object (or portion of a larger object) that may weigh up to 200 lbs and fit into a cube not more than 10 feet on a side. This can be doubled for +1 (geometric progression)

*ZOE:* see description; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

**Phantasms:** This spell projects hallucinations directly into the mind. The base level depends on the nature of the hallucination and the nature of the target.

**Type Of Target:** The base level is 0 for a spell targeting a single being, or 1 for ZOE of 20' radius sphere. In the first case, the nature of the hallucination is completely unrestricted; in the second, the phantasmal objects or changes must fit within the ZOE, but can be perceived by any being in position to perceive the ZOE.

**Type Of Phantasm:**

- Phantasm is a minor environmental change, such as introducing an unimportant object: +0.
- Phantasm is a major environmental change, such as introducing imaginary opponents, changing the apparent positions of combatants, relocating terrain features: +1.
- Phantasm is a complete rearrangement of the surroundings, such as making friends look (and act and sound) like enemies, enclosing an entire area in a phony building, etc: +2.
- Phantasm can do non-lethal damage to those who fail to save: +1.
- Phantasm can do lethal damage to those who fail to save: +2.
- Phantasm has non-damage-based incapacitating powers: +2.
- Phantasm involves complex or preprogrammed activity: +1.
- Caster retains control and can adjust the phantasm: +0, but duration changes to "Concentration".
- Movable ZOE: +1. This requires the sphere ZOE. It can either be anchored to an object or person and move with that object or person, or the caster can move it by concentrating. Which of these applies must be chosen at casting time.

Unlike illusions, phantasms have no real existence. Constructs and other beings immune to mental effects cannot perceive them. Phantasmal light does not illuminate the real surroundings, but what the viewer thinks the surroundings look like.

Any being gets a Will save upon first exposure to a phantasm. In single-target mode, a successful save cancels the whole spell; in ZOE mode, those who save faintly perceive the phantasm and can tell it is unreal. A character who believes he is the victim of a phantasm can take a full-round action to get another saving throw.

A Phantasm, unlike an illusion, can harm those who believe in it if empowered to do so. Without those modifiers, attacks and other effects will cause pain but no actual harm to the victim. If the Phantasm is only empowered for non-lethal damage, then the damage inflicted will be non-lethal even if the phantasm is of something (molten lava, sword blows) that normally causes lethal damage. If a player character is the victim of a nonlethal-damage phantasm, the GM has the right to announce damage while secretly tracking and recording the fact that it is nonlethal.

The entry for "non-damage-based incapacitating powers" is for phantasms of creatures with powers such as a Medusa's petrifying gaze, a Basilisk's deathgaze, or a ghoul's paralysis. The victims of such abilities gain the usual saving throw against the ability even if they believe the phantasm; the DC of this save cannot be higher than the save DC of the spell even if the monster's power would normally have a higher DC. If the power in question has a Fortitude or Reflex save, the victim gets the higher of that bonus or his Will save bonus; if the power has no saving throw, the victim gets a Will save against the spell DC. In addition, they do not actually die, turn to stone, etc., but merely believe they have suffered this fate for the duration of the spell. (Of course, there is little functional difference between believing you are paralyzed, and actually being paralyzed.)

*ZOE:* see description; *Range:* 120'; *Duration:* 10 minutes; *Saving Throw:* Will negates

**Pyromancy:** Use of this spell allows the mage to control, start, or stop fires. Applications can be combined in a single casting if so indicated. All applications have duration "momentary", except Control which has duration "concentration".

**Applications:**

**Ignite:** Flammable material in the ZOE will ignite. Level 1 will ignite anything that will catch from a brief touch of a torch flame. Level 2 will ignite even the most recalcitrant materials that are actually flammable. Can be combined with Intensify.

**Intensify:** N levels of Intensify will multiply the heat/light/damage (normal fires typically do 1d6/round) by N+1. Fuel consumption rate increases proportionately. Can be combined with Ignite. Consecutive castings of Intensify add to the multiplier, they don't multiply it.

**Quench:** Flames go out through the ZOE. Level 1, or equal to the number of d6/round this fire inflicts, whichever is higher.

**Bank:** As Quench, but instead of putting the fire out you may reduce it to any desired intensity of burning, including glowing embers or a slow smolder.

**Smother:** May be included as part of Quench or Bank at no additional cost. The fire produces increased smoke of any desired thickness up to “opaque” and “unbreathable”. The smoke will dissipate normally, although it will be renewed if the fire is still burning.

**Fireworks:** As Quench but the fire shoots out sparks and flares to 3× the radius of the base ZOE, which can ignite secondary fires if they meet highly flammable material.

**Control:** You may control the movements of the flames, and direct the spread of the fire as you see fit, even against the wind. Control can be combined with Intensify, Bank, or Smother, in which case you may turn the secondary effect on and off at will. If you spread the flames beyond the original ZOE you may shift the ZOE to determine which part of the conflagration you control, but you cannot expand it.

Special Modifier: Magical (+2). This is necessary to control or manipulate magical fires (e.g. Wall of Fire spells, flaming swords). If applied to igniting or manipulating a normal fire it will make the fire magical.

The base ZOE of pyromancy is a sphere of 20' diameter (10' radius), or any one object, stack of objects (e.g. pyre), or active fire that fits into the ZOE. It can be cast on just part of a larger fire if desired. Extra ZOE extends the radius by 10' per + $\frac{1}{2}$  level.

*ZOE:* one object or 10'r sphere; *Range:* 60'; *Duration:* see description; *Saving Throw:* none

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

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

The level is then modified by the degree of change between the target and the product. A change of substance will increase the level by one, for example stone to gold. Note that living creature to living creature usually does not involve a change of substance. Also, the caster may choose to change the size of the target, as defined under *Size Change* (page 74), 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 70).

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

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

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

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

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

*ZOE*: 1 target; *Range*: none; *Duration*: see description; *Saving Throw*: Fortitude negates (if living)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Veil:** This spell veils the target from various magical means of detection. Once veiled, a target can only be affected by spells that it is veiled against, if the opposing caster wins a Level Contest against the adjusted level of the mage that cast the Veil. If the target has been *Attuned* (page 57) by either the mage who cast the Veil, or the mage attempting to detect it, that mage receives a 3 level bonus for purposes of the Level Contest. Veil takes 10 rounds to cast and is automatically Concealed, so the spell only radiates magic only if two Level Contests are lost.

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

**Targets are defined as follows:**

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

Other is another living animal or plant.

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

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

Castle is any structure larger than a house.

Space is an area of up to 3000 square feet.

Magic Item is any magic item

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

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

**Protection is defined as follows:**

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

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

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

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

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

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

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

## Level I Base Spells

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

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

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

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

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

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

**Displace Image:** Displaces the subject's image against all forms of vision including Darksight. The subject gains the combat benefits of Partial Concealment from this (attacks are -3 to hit). Stealth and other effects of partial concealment are not provided, since the subject's image is still in plain sight, just in the wrong place. Modifiers: Extra Effect (additional -1 modifier) +1. The defensive benefit can't be made bigger than -5; this spell cannot provide Total Concealment.

*ZOE: 1 target; Range: touch; Duration: 10 minutes; Saving Throw: Will negates*

**Enhance Hearing:** Adds +5 to Awareness for hearing rolls only.

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



**Expeditious Retreat:** Recipient's running rate is doubled, with concomitant increase in jumping distance for running jumps. This is an enhancement bonus to the character's running, equal to her normal running rate. It does not change the length of the combat step. No other movement type is affected. Although the name was coined by 1st level mages, there is no actual requirement that the extra movement be used to retreat. Modifiers: Affects Others is only a  $+\frac{1}{2}$  modifier for this spell. Extra Effect (increase multiplier by 1) +1.

*ZOE:* 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates

**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 70) gets rid of it automatically, as does a *Knock* (page 67), which will open the door. Forcing the door open by brute strength requires a strength contest against the effective strength of the door's construction. This is usually 25 for interior doors and 30 or more for gates but the GM may assign higher or lower values based on the condition of the door. Forcing the door destroys it.

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

**Lance of (Element):** Exists in three different elemental versions: Fire, Ice, and Lightning (elemental fire, water, and air respectively). The Earth element equivalent is the Magic Missile spell (see below). Each Lance creates the given element and flings it at a single target. Resistance effects will reduce damage: Resistance to Cold is the appropriate defense against Ice Lance. The Lance spell is a ranged touch attack which ignores cover penalties, including the "cover" provided by a friendly character in melee: therefore it can never hit an unintended target, though it can simply miss. The base damage is 2d6. Modifiers: Extra Damage (+1d6) +  $\frac{1}{2}$ ; Increased Accuracy (+2 to the attack roll) +  $\frac{1}{2}$ .

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

**Mage Armor:** Hardens the air around caster's clothing into a resistant shell that follows the caster's movements, granting an armor bonus of +6. Note that since this is an armor bonus, it does not stack with any armor worn but does stack with the Shield spell. Likewise, as an armor bonus it is cancelled by touch attacks. The "armor" is completely invisible and non-encumbering, and does not penalize the caster in any way. Modifiers: Extra Effect (+1 additional AC) +  $\frac{1}{2}$ .

*ZOE:* self; *Range:* none; *Duration:* 10 minutes; *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 (Damage d10+1, Range Increment 100', point-blank damage d10+2 within 30'). The Extra Range modifier increases the range increment, including point-blank range (defined as half a range increment). 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 66) spell provides total defense. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) +  $\frac{1}{2}$ .

*ZOE:* 60°; *Range:* 100' missile range increment; *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, Will negates. The message cannot be overheard, and background noise and Silence have no effect on it, although they may prevent the spell itself. If the recipient is attuned by the mage their save is halved, and the base distance is  $\frac{1}{2}$  mile instead of 480'.

*ZOE:* 1 person; *Range:* 480'; *Duration:* 1 round; *Saving Throw:* none or Will negates

**Range Finder:** The recipient will know the precise range (but not velocity) of all objects which he can see. This gives +2 to hit on any ranged to-hit roll. This cancels a Range Loser, regardless of any disparity in bonus or duration. Modifiers: Extra Effect (+1 more bonus)  $\frac{1}{2}$ , Find Velocity (in addition to giving exact knowledge of objects' direction and speed of movement, this grants an extra +2 to hit) +1.

*ZOE:* 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates

**Range Loser:** If the single victim fails to save, he will be unable to accurately gauge distances. He will not be aware of this fact. The victim takes a penalty of -2 to all ranged attacks that make to-hit rolls. This cancels and is canceled by *Range Finder* (page 65). Modifiers: Extra Effect (-2 more penalty).

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

**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:** The recipient becomes completely immune to *Magic Missile* (page 65), counts as having an interposed shield (half damage) against *Ice Storm* (page 73). Against attacks that must roll to hit, the spell grants a +4 shield bonus. Modifiers: Extra Effect (+1 more shield bonus) + $\frac{1}{2}$ .

*ZOE:* 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates

**Sleep:** A Sleep spell can affect a maximum of 12 HD of creatures within the ZOE. The spell will affect the lowest-level targets first, continuing until the strength of the spell is used up or no more creatures can be affected. Larger creatures use up spell strength disproportionately: beings of 1 or 2 HD count at face value, but a 3HD creature counts as 4, 4HD counts as 8, 5HD counts as 16, etc. Undead or other non-living entities can not be slept regardless of level, nor can living organisms that do not naturally sleep. Creatures that fail their save cannot be awakened by non-magical means for 10 rounds. If they are not disturbed they will sleep for 2 hours. Modifiers: Extra Duration (+5 non-awakeable rounds, +1 hour normal sleep), Extra Effect (+3HD).

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

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

*ZOE:* 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* Will negates

**Telescopic Vision:** While the spell lasts, recipient may switch at will between normal vision and up to  $\times 6$  magnification. This is only useful to scrutinize a particular location at any given moment: trying to "scan" with the magnified view produces only a headache-inducing blur. Modifiers: Affects Others + $\frac{1}{2}$ , Extra Effect (+3x).

*ZOE:* 1 target; *Range:* touch; *Duration:* 3 hours; *Saving Throw:* Will negates

**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. This spell has a built-in saving throw penalty.

*ZOE:* 1 biped; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Reflex at -3 negates

**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 68), *Long Talk* (page 67), or *Disguise* (page 70).

*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:* Reflex negates

**Concentrate:** Caster gains +2 to his concentration check. Modifiers: Extra Effect (+1 to concentration check) +1/2.

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

**Darkvision:** Recipient gains 60' Darkvision. If recipient already has Darkvision, its range is extended by 60'. This applies even if the extant Darkvision is a magical effect rather than innate. Modifiers: Extra Effect (+60' Darkvision range) + $\frac{1}{2}$

*ZOE:* 1 target; *Range:* touch; *Duration:* 12 hours; *Saving Throw:* Will negates

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

If ESP is targeted at a visible person the saving throw is 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: Will negates*

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

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

**Faux Magic:** This spell does nothing, but it detects as another spell. Only spells that the mage could cast can be faked. This ruse will affect *Detect Magic* (page 64), *Observe Magic* (page 68), and *Analyze Spell* (page 69). 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 70) against the spell the Faux Magic appears to be, rather than the Faux Magic, will always result in failure.

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

**Fire Bomb:** It does fire damage of 2d6 to all in the ZOE who fail to save. Modifiers: Extra Damage (+d6).

*ZOE: 10' r burst; Range: 60'; Duration: momentary; Saving Throw: Reflex negates*

**Flame Weapon:** Allows the caster to cause any edged weapon to flame along its edge. This grants an enhancement bonus to hit and damage in combat: +1 against most targets, +2 against Trolls, +3 against Undead and plant creatures. No bonus is gained against beings with any level of Fire Resistance. Note that magical weapons also have enhancement bonuses, so the two do not stack if this is cast on a magical weapon. The flame can be turned on and off by the wielder as a free action for as long as the spell lasts, if for example the wielder wishes to sheathe the weapon. If cast on a weapon held or carried by another, it automatically fails unless the weapon's wielder is willing for it to take effect. Modifiers: Extra Effect (additional +1 vs all targets) + $\frac{1}{2}$ . For this spell, 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/willing*

**Invisibility:** It makes something not visible, including to those using Darkvision. The spell will be broken the instant that the recipient: completes casting a spell, actively uses a magical device, opens a door, becomes immersed in water, engages in melee, attempts to grapple, or fires a missile. The recipient may always break the spell if he chooses. If a being is made invisible, objects he is carrying at the time become invisible. A group of related objects (as a pile of coins) may be treated as one object, but the object, being, or objects must fit in the ZOE. An illusion, or an object concealed by an illusion, cannot be made invisible. Modifiers: Extra Effect (Improved) +1: Improved Invisibility is not broken by any of the above conditions, although note that many of them will give the invisible character's location away. The invisible character can fight while invisible. Combat does strain the spell: any round in which the recipient attacks counts as 10 minutes towards the spell's duration. The invisible character can still dismiss her invisibility at will.

*ZOE: One target that fits into a 10' cube; Range: 10'; Duration: 90 minutes; Saving Throw: willing only.*

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

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

**Levitation:** It allows the recipient to levitate himself, vertically only. He may lift up to 50 pounds besides his own weight. Maximum Height: 100'. Maximum Vertical Speed: 60' per round. If cast on a falling creature, it will coast to a halt over one round during which it will descend a total of 60' or as far as it had already fallen, whichever is less. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+100') + $\frac{1}{2}$ , Extra Speed (+60' / round, cannot cause damage) + $\frac{1}{2}$ .

*ZOE: 1 target; Range: touch; Duration: 90 minutes; Saving Throw: Will negates*

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

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

**Magic Hand:** It creates a small humanoid hand that can hold up to 300 lbs. of stress. (So for example, one could cast a rope to it, and then scale the rope.) The hand is unable to grasp an unwilling living object. The location of the hand remains fixed, although it can open and close, and rotate around a fixed point. Controlling the Hand requires the same degree of attention as controlling one's natural hands; spell concentration is not required. The caster can control the hand from any range once it has been created, but of course will not know what is going on at the hand's location if he gets too far away. Modifiers: Extra Effect (+150 pounds).

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

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

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

**Mini-Flash:** May be thrown at one creature. A small bright flash will go off in front of all its eyes. Unless a Reflex save is made, it is blind for 2d4 rounds. If its eyes are closed or covered, give +4 on the saving throw. This spell is useless vs. creatures that do not use eyes, such as Undead or bats. Modifiers: Extra Effect (+d4 rounds of blindness).

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

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

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

**Observe Magic:** Per *Detect Magic* (page 64), but it forces a Level Contest to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, enchanted item, or is an innate ability of some creature. It does not reveal the alignment of a prayer.

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

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

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

**Prot / Enchanted Monster:** Gives the recipient +4 to AC and saving throws against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Summoned Demons, Angels, Simulacra, and undead.) This is an "unnamed" bonus that adds to all other kinds of bonuses. Modifiers: Extra Effect (+1 more protection).

*ZOE: 1 target; Range: touch; Duration: 90 minutes; Saving Throw: Will negates*

**Quickmarch:** The recipient of this spell has all natural movement rates doubled. This is an enhancement bonus to each movement mode, equal to its base value. Quickmarch does not change your combat step distance. It does not interact with any magically endowed movement ability, e.g. Fly spell. Modifiers: Extra Effect (increase multiplier by +1) +1. Extra ZOE (double number of recipients, geometric progression) + $\frac{1}{2}$ .

*ZOE: 1 recipient; Range: 30'; Duration: 3 hours; Saving Throw: Reflex negates*

**See Invisible:** Recipient can see any invisible objects or beings within her normal LOS. Telescopic vision applies normally: this is an enhancement to the recipient's vision, not a detection spell that reports visually.

*ZOE:* 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

**Weakness:** The victim must save or lose 2d4 strength. A person whose Str is reduced to 0 cannot move. Str cannot be reduced below 0. Modifiers: Extra Effect (+d4 Str loss).

*ZOE:* 1 person; *Range:* 120'; *Duration:* 40 minutes; *Saving Throw:* Fortitude negates

**Web:** This may be cast as a wall between two (or more) anchors giving vertical support, or as a horizontal circle which settles over its targets and then onto the ground. As a wall, it is up to 20' tall by up to 100' wide by 6" thick: as a circle, it covers a circle of ground 30' in radius and coats everything therein in a 6" thick layer. Characters in danger of being caught by the web as it forms may make a Reflex save to avoid the strands: thereafter a vertical wall will still entrap anyone who blunders into it, but the horizontal circle will be coated with dirt after 1 round and can no longer catch new victims. Entrapped characters roll d20 + Str damage bonus each round, accumulating their total: when the total passes 10× the thickness in inches, they are free. A character who had a bladed weapon already in hand can add the weapon damage to this accumulating roll each round. The web strands are highly flammable: a torch, or a flaming weapon, can slash someone free in a single round. A trapped character cannot use missile weapons, nor use melee weapons except to cut the web. Trapped casters are considered to be bound; this does not impede clerics (unless they have also been gagged), but mages and guardians must use the Reduced Gestures modifier (at the "No Gestures" level) to cast spells. Trapped characters can use natural abilities not requiring movement. Attacks against trapped characters are at +2: trapped characters lose their Dex bonuses and all dodge bonuses. Modifiers: Extra ZOE does not make it thicker. Extra Effect (+6" to thickness) +1.

*ZOE:* see description; *Range:* 60'; *Duration:* 40 minutes; *Saving Throw:* Reflex negates

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

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

## Level III Base Spells

**Analyze Spell:** Analyze Spell reveals the presence of all spells, prayers, and items per *Observe Magic* (page 68). 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

**Blindsight:** Recipient gains a Blindsight ability based on acute hearing and sensitivity to vibration and air currents. The base range is 60'. If the character has enhanced hearing, either naturally or through a spell/prayer, the base range is 90'. If the caster is deafened or inside the ZOE of Silence, range is halved. If the caster is wearing medium or heavier armor, range is halved. (If both conditions apply, Blindsight is effectively negated – range is zero.) Modifiers: Extra Effect (+30' range) + $\frac{1}{2}$  (do **not** use standard Extra Range progression; Extra Range will affect the range at which you can cast the Blindsight spell on someone).

*ZOE:* 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

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

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

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

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

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

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

**Cool Object:** It takes 10 rounds to cast and then begins cooling one solid object to about 30° Fahrenheit in 20 rounds. The maximum weight is 300 pounds. It may also be used to freeze water; it will produce a maximum of 3000 cubic feet of ice. If someone is in contact with a metal object being cooled, like metal armor, give them damage as in heat object, as well as a 1/6 chance per round that it will stick to his skin, doing d8 hit points when it is removed. This spell does not grant the wearer a save when cast on an object being worn. Modifiers: Extra ZOE will affect the mass of the object or water affected.

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

**Disguise:** The caster may change the recipient's appearance so that he looks like someone else. (The being imitated must be a member of a humanoid species of similar size.) There is no saving throw against being fooled. In order to fool a member of the species concerned that the recipient is a particular member of that species, the caster must be a member of that species himself, and the caster must have had a chance to carefully study the model. This spell only affects visual details. *Ventriloquism* (page 66) may be used to imitate voices.

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

**Dispel Magic:** This spell permanently breaks magical spells and prayers. It cannot be used on items. A mage is always successful against enchantments that he cast himself; this ability can never be transferred with the Affects Others modifier. Otherwise determine success by a level contest. Attempts against prayers take a -3 penalty to the caster's level in this contest (and see page 88 for details on dispelling a Mass or Touch prayer). If the mage fails to dispel a permanent enchantment, he does not get a second chance until he makes his next level. The spell will exorcise possessions by demons, Magic Jar, etc., but it takes a -3 level penalty.

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

**Explosive Runes:** The mage inscribes a scroll or book with protective runes to keep it from being read by other than a specified list of people. The maximum number of people on this list is the Int score of the caster. If the reader is not one of the persons named when the spell was cast, then the runes will explode. This destroys the book or scroll and does 6d6 damage to the reader and anyone else within reading distance of the Runes. The Runes may be detected by a Mage only if they declare they are searching for explosive runes and they win a Level Contest against the caster. Explosive Runes are automatically concealed against detection magic at no extra cost. They can only be triggered by a deliberate effort to read the protected text: waving a Rune-written sheet in front of somebody's face is not a viable combat tactic. Runes can be incorporated on an inscription written or carved into a wall, door, chest, or other object more durable than a scroll or book; in this case the object bearing the runes is not destroyed. Whoever triggered the explosion by reading the runes does not get a saving throw: others within the burst radius get a Reflex save. Modifiers: Extra Damage (+d6).

*ZOE: 1 inscription/10' burst; Range: must handle object; Duration: until triggered; Saving Throw: none/Reflex negates*

**Fireball:** This creates an explosion of magical fire. The explosion loses power as it expands. The inner layer is a 10' spread from the origin point: all in this area take 5d6. The outer layer is a 20' spread from the origin (that is, all distances between 10' and 20' along the "spread path") and does half the damage of the inner layer. In either layer a Fortitude save cancels the damage. The magical fire does not ignite loose combustibles, but will destroy any scrolls on a person killed by it. It will do damage to inanimate objects if it exceeds their Hardness rating. Modifiers: Extra Damage (+3d6) +1.

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

**Fly:** Recipient can fly through the air. Maximum speed is 180' / round, of which 60' can be vertical. The recipient can carry besides his own weight, 50 pounds of encumbrance. Flying requires the same concentration as walking. Hovering allows casting. Combat steps are allowed. Note that, regardless of height, visibility is generally limited to 20 miles or so because

of natural haze, etc. Ceiling: 1000' above ground level. Modifiers: Extra Speed (+120' / round, +40' vertical) + $\frac{1}{2}$ , Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') + $\frac{1}{2}$ .

*ZOE:* 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

**Haste:** The recipient of the spell acts twice in each round. The extra actions may be taken in the same or different phases, and actions may be delayed as normal (for example, a Hasted Hero who is out of reach of all foes may delay his Combat strike until movement so as to run into battle and swing, all in the same round). Haste does not allow mages to cast spells faster, nor clerics to pray faster, although both casting and praying can be combined with other actions. Mages and guardians can take an extra action that would fall between the declaration and the completion of spellcasting only by delaying that action until after spell phase.

*ZOE:* 1 being; *Range:* 30'; *Duration:* 5 rounds; *Saving Throw:* Reflex negates

**Heat Object:** It takes 10 rounds to cast. It then begins heating one solid non-living object to about 200° Fahrenheit in 20 rounds. The maximum weight is 300 pounds, extendable with the Extra ZOE modifier. Cast on metal armor will give the recipient wearing the armor (T / 5)–d4 (rounded to the nearest non-negative number) hit points of damage per round. T is the number of rounds since the heating began if less than 20, and 20 otherwise. This spell does not grant the wearer a saving throw to negate a spell cast on an object being worn.

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

**Implosion:** The caster attempts to crush one victim, for 5d4 damage. This will not work against non-corporeal beings or beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc. This can damage inanimate objects, constructs, corporeal undead, etc. Modifiers: Extra Damage (+3d4) +1.

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

**Invade Dreams:** The caster can send a message to a sleeping person. The sleeper will have a vivid, lucid dream of the caster appearing and speaking the message, and will remember the dream with full accuracy upon awakening. Caster and sleeper need not have a common language: the dreaming mind will translate the caster's intended meaning. The caster has no control over the sleeper's dream environment and cannot, in particular, make the dream threatening or frightening (although the content of the message can be). The caster does not perceive the sleeper's dreamscape or reactions and does not get any return information from the sleeper. While there is no saving throw for the spell itself, a sleeper who does not wish to listen to the caster any more can terminate the spell at any time with a successful Will save. Time spent in an invaded dream still counts normally as restful sleep for all purposes. If external phenomena awaken the sleeper during the invaded dream, any remaining part of the message is lost. The sleeper may choose to awaken at the dream's end. The caster may send a message up to 10 minutes long, although most useful messages are shorter.

The spell may be cast on a visible sleeping target, or on a location where someone is known to be sleeping, with 240' range (LOS not required when casting at a location). It may be cast on a person known to the caster with a range of up to 10 miles. It may be cast on a person to whom the caster is attuned at *any* range. If the target is not asleep at the time of casting, the spell automatically fails (but still costs full points).

Modifiers: Two-Way +1. If this modifier is used, the caster does perceive the sleeper's dreamscape and can hear any answer the sleeper makes; in fact, the two may engage in extended conversation. The sleeper dreams lucidly: he is aware of being asleep but has full normal waking mental function. The *sleeper* has complete control of the dream environment, although he cannot use this control to harm the caster in any way. In this mode the conversation may last up to 1 hour, although either participant may end the spell at any time.

*ZOE:* 1 sleeping target; *Range:* see description; *Duration:* max 1 hour; *Saving Throw:* Will special

**Invisibility Sphere:** An expanded version of *Invisibility* (page 67). The spell affects a 10' emanation centered on the caster. All objects and beings within the ZOE at the time of casting (including the caster) become invisible; other beings that enter the ZOE later do not. The whole spell is broken if the caster does anything that would normally turn him visible (per *Invisibility*). The spell ends if the caster dies. Even if the spell remains up, others become visible if they do something that would normally turn them visible, or if they are no longer within 10' of the caster. (If you move outside of the 10' r moving back inside does not help). The group of invisible beings cannot see each other unless they have some means of seeing invisible. Modifiers: Extra Effect (Improved)+1. Improved Invisibility has the same effect as the single-target version: invisible beings remain invisible after invisibility-breaking actions. As for *Invisibility*, each round in which invisible beings attack counts as 10 minutes against the spell duration. This applies if any of the invisible beings attack and is not worsened if all of them do: the question is whether anybody made an attack in a given round.

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

**Lightning Bolt:** A line of electricity stretches from the caster's hand to the limit of the spell's effect, doing 5d6 electrical damage to all it touches. Targets get a Reflex save to dodge. Lightning bolts do not bounce or ricochet and always proceed in a straight line from the caster. Modifiers: Extra ZOE affects the length, but according to the usual progression for Extra Range instead of ZOE. Extra Damage (+3d6) +1.

*ZOE:* line 120' x 1'; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Reflex negates

**Prot / Normal Missiles:** The recipient gains DR 10/+1 against missiles only. Missiles of +1 or better bonus negate the protection. Extra Effect (+5 DR amount) + $\frac{1}{2}$ ; Extra Effect (increase required bonus to penetrate DR by +1) + $\frac{1}{2}$ .

*ZOE:* 1 being; *Range:* 10'; *Duration:* 90 minutes; *Saving Throw:* Will negates

**Rope Trick:** The spell enables the caster to throw a rope (of length 6' to 24') in the air and have it stand upright. Any who climb the rope to the top will vanish into a tiny "pocket universe". This pocket universe is only big enough to comfortably hold 4 people. It has breathable air but no natural light. The rope may be pulled up into the pocket universe. When the spell ends anything in the pocket universe finds itself back in the normal plane at the appropriate height above ground. Modifiers: Extra Effect (+2 more people).

*ZOE:* special; *Range:* 24'; *Duration:* 3 hours; *Saving Throw:* none

**Second Sight:** Allows the recipient to see perfectly normally without the use of his eyes, or the need for any light. Unlike Darkvision, full color vision is preserved and there is no range limit. This spell does work in a clerical darkness.

*ZOE:* 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

**Slow:** Slow prevents the affected creature from acting in consecutive rounds. A successful Haste will negate a Slow.

*ZOE:* 1 being; *Range:* 120'; *Duration:* 12 rounds; *Saving Throw:* Reflex negates

**Slow Motion:** All beings in the ZOE who fail their saving throws have their movement rate halved. *Slow* (page 72) supercedes Slow Motion while they are both in effect. A successful *Swiftness* (page 134), *Quickmarch* (page 68), or *Expeditious Retreat* (page 64) negates a Slow Motion.

*ZOE:* 30' r sphere; *Range:* 120'; *Duration:* 40 minutes; *Saving Throw:* Reflex negates

**Snowball:** Does 5d4 cold damage throughout the ZOE. This spell will destroy any potions on a person killed by it. Modifiers: Extra Damage (+3d4) +1.

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

**Suggestion:** If the single target fails to save (vs. Will), then the caster may make one suggestion to him. The caster applies his Charisma bonus as an extra modifier to the save DC. (That is, for a mage the final save DC will be 10 + casting level + Int mod + Cha mod, while for a guardian it will be 10 + casting level + 2x Cha mod). The suggestion must be short and simple. Its phrasing is incorporated into the spell incantation and the target will be aware of it even if she makes her saving throw. The victim who fails the Will ST will then follow the suggestion, provided it is something that he might conceivably have chosen to do herself. A victim who fails to save will have no memory of the spell's having been cast on him and will believe her actions were her own idea. Modifiers: Lasting Duration (makes the suggestion lasting) +2.

*ZOE:* 1 being; *Range:* 120'; *Duration:* 2 weeks; *Saving Throw:* Will negates

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

*ZOE:* 1 being; *Range:* 10'; *Duration:* 90 minutes; *Saving Throw:* Will negates

## Level IV Base Spells

**Blinding Flash:** The caster may create a flash of light. All within the ZOE must save or be temporarily blinded. Those who are facing away from the center or who have their eyes closed, get +5 to save. Modifiers: Extra Duration (+d6) +1.

*ZOE:* 20' r burst; *Range:* 60'; *Duration:* 2d6 rounds; *Saving Throw:* Reflex negates



**Chain Lightning:** Identical to *Lightning Bolt* (page 71) except that the base damage is 6d6, the line of lightning may swerve through any desired angle after every 10' segment, and targets still take half damage even if they save. Although this flexible ZOE can bend around to cross the same spot multiple times, any one target is only in the ZOE once, and only affected once, no matter how many times the line crosses it. Modifiers: Extra ZOE increases the bolt length using the Range progression, not the usual ZOE progression. Extra Damage (+3d6) +1.

*ZOE:* 120' x 1' flexible line; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Reflex half

**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:* Reflex half

**Control Self:** This spell protects the caster from mental attacks, giving complete immunity to Fear, Confusion, and to any paralyzing or immobilizing attack that has a Will save. The caster takes only half damage from crushing attacks. Finally the caster can make his body do amazing feats, such as hold his breath for extended periods of time, stop his heartbeat, hold objects with an iron grip, seal his ears, etc. (He can't perform actions physically impossible for his body).

*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. For the base spell, the origin door has one "entrance" side: the "back" side of the origin door has no effect on movement (although it is still opaque). The destination door likewise has one "exit" side from which all travelers emerge, though creatures at the destination location may walk through the destination door in either direction without being affected by the spell. Spells cast in the appropriate direction may trace their range and/or ZOE through the Door's transposition. Modifiers: Transparent  $+\frac{1}{2}$ : from the entrance side of the origin door, one can see out the exit side of the destination door, and vice versa. Two-Sided  $+\frac{1}{2}$ : both sides of the origin door act as entrances, each linked to an opposite side of the destination door. Two-Way +1: as Two-Sided, but there is no longer a distinction between the origin and destination doors: any being, object, or spell effect entering either side of either door emerges from the corresponding side of the other door.

*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 / HD rounds, HD being hit dice or level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his hands when hit by the Fear. This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their control rolls. A creature controlled by an outside source (e.g. a magical sword) is immune. Modifiers: Extra Effect (+30 / HD rounds per chance to save).

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

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

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

**Hallucinatory Terrain:** May be cast only outdoors, creating an illusion that affects a large area. Terrain features can either be hidden or created within the ZOE. When any intelligent creature contacts the area affected, the spell will be broken, unless he is specifically trying not to do so. Creatures below Int 2 will be totally unaffected by the spell.

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

**Ice Storm:** May only be cast outdoors. It creates a storm of large hailstones. It does 3d6+6 hit points of damage to those within. There is no saving throw, due to the large number of hailstones, but *Prot / Normal Missiles* (page 72) will give complete protection. Resistance to Crushing protects against Ice Storm damage, but Resistance to Cold has no effect. It does not affect completely non-corporeal beings, (e.g. Spectres). Any character who has a ready shield as of the Spell Phase is presumed to block the hail and takes only half damage, as do those with a *Shield* (page 66) spell. A *Fireball* (page 70) 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:* momentary; *Saving Throw:* none

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

*ZOE:* 10'r emanation; *Range:* none; *Duration:* 90 minutes; *Saving Throw:* Will negates

**Magic Bridge:** Allows the caster to produce a temporary bridge, similar to a fine netting, so it may also be climbed. It may not be detached by ordinary means, but *Dispel Magic* (page 70) has its usual chance of working. The bridge will remain until the end of the spell duration, or until the caster dismisses it. The bridge dimensions must not exceed the ZOE. The bridge can support 1200 pounds. Modifiers: Extra Weight (+600 pounds) + $\frac{1}{2}$ .

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

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

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

**Massmorph:** May only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, Medium size or smaller.) They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. A *Detect Magic* (page 64) will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break *Invisibility* (page 67) will no longer be concealed by this spell. Unwilling or moving recipients are not affected by this spell. Modifiers: Extra Effect (+50 people).

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

**Prot / Normal Weapons:** The recipient gains DR 10/+1 against all attacks (as the +1 indicates, weapons of +1 or better enchantment, and all magical and energy effects, ignore the damage reduction.) Modifiers: Extra Effect (+5 DR) + $\frac{1}{2}$ , Extra Effect (raise magical bonus to penetrate DR by additional +1) + $\frac{1}{2}$ .

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

**Size Change:** The recipient 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 enlarged 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.

Every doubling or halving of the caster's size changes the caster's size category by one step. This changes both the character's Strength and the character's size modifier. Recall that the size modifier affects both attack rolls and AC.

Size Change Factor	$\times \frac{1}{16}$	$\times \frac{1}{8}$	$\times \frac{1}{4}$	$\times \frac{1}{2}$	$\times 1$	$\times 2$	$\times 4$	$\times 8$	$\times 16$
Size Mod	+8	+4	+2	+1	+0	-1	-2	-4	-8
Str Score Change	-8	-6	-4	-2	0	+4	+8	+12	+16
Hide bonus	+16	+12	+8	+4	0	-4	-8	-12	-16
Grapple bonus	-16	-12	-8	-4	0	+4	+8	+12	+16

The character's Str score cannot be reduced below 1. Movement rate changes proportionally to height, but cannot be reduced to less than 1/4 of normal total. Note that the character's Str *modifier* for combat will be changed by an amount equal to half the Str score change. Characters who are innately Small in size already start on the  $\times \frac{1}{2}$  column rather than  $\times 1$  and will be modified by size shifts accordingly. Modifiers: Extra Effect (add 2 to maximum size multiplier/divisor).

*ZOE:* 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

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

If cast on a single visible individual, there is no saving throw but the spell takes effect only if the target is willing to accept it.

If cast on an attuned individual, LOS is not needed and the base range is 1 mile, but the target gets a Will save to avoid the spell.

If cast at the ZOE, LOS is not needed. A random individual from among all those in the ZOE is selected as target, and gets a Will save to negate the effect. The caster may attempt to influence the target by telepathic pressure once the link is established. Treat this as a +4 to the caster's Charisma (+2 increase in Cha bonus) for any relevant skill, intimidation, etc. (Intimidation attempts are a Contest of Charisma with character level added as an expertise modifier.)

*ZOE:* 60' r sphere; *Range:* 240' or 1 mile; *Duration:* 90 minutes; *Saving Throw:* see description

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

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

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

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

**Trace Warning:** This spell allows the caster to learn the direction and distance to the caster of a spell that has set off a Warning spell. Hence, it can be used to Trace a Detect, a Locate, a Sending, or even another Trace. Following the Warning, the caster has 10 rounds to cast the Trace Warning. He then learns the direction to the original caster. For +2 levels, he also learns the distance to the caster. For +4 levels, he sees the true form of the caster (illusions and polymorphs are pierced) as well as the distance. The duration of the spell is 4 days. If the Trace is cast against a spell that was transferred to another with the Affects Others modifier, then the caster of the Trace has a choice of whether to trace the actual caster or the recipient of the spell. In this case, repeated castings are possible. Modifiers: Extra Initial Duration (+10 rounds to cast the Trace spell) +1.

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

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

*ZOE:* see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description

**Wall of Fire:** Creates a wall of magical fire. Mechanics are identical to *Wall of Electricity* (page 75) except as follows:

- The relevant Resistance is, of course, Fire.
- Being grounded is irrelevant: it is Undead and Cold-based creatures who take double damage.
- The wall is opaque; beings on each side have Total Concealment from beings on the other side.
- Cold/ice based spells cannot be cast through the wall.

*ZOE:* see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description

**Wall of Force:** Creates an invisible wall of pure force. May be either a 20' hemisphere or a plane up to 60' wide and 20' high. At the caster's option the "hemisphere" mode can also be a full sphere, extending down into ground and blocking tunnels or tunnelers. It has no thickness. While the Wall provides no concealment it blocks all missile fire and all spells that create physical effects, and movement.

- Missiles will bounce off regardless of size or power. Opponents attempting to melee each other through the wall treat one another as having DR20/-.
- Spells or prayers that work through material manifestations (solid objects, lightning, fire, etc.) are either blocked by the Wall or have their ZOE cut off by the Wall. Any spell or prayer that does not depend on such effects (e.g. light/darkness spells, spells with Will saves, etc.) is completely unaffected by the Wall. Gases diffuse through the wall but forceful movement is blocked: Air Blast will be stopped, but a Cloudkill kept in contact will seep through in d6 rounds.
- Moving through the Wall requires a Strength check (d20+full ability score) of 40. A creature can take 10, but cannot take 20. Since the Wall is a force effect, incorporeal and ethereal creatures are still blocked; however, movement that does not pass through the intervening space (e.g. Dimension Door, Teleport, natural "blink" abilities) is not affected. Modifiers: Tougher (+10 to Strength check, +5 DR) + $\frac{1}{2}$ , Bending (can turn 90° every 20' as smooth curve or corner) +1.

*ZOE:* see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description

**Wall of Ice:** Creates a wall of supernaturally cold ice. The wall may either be a hemisphere of 20' radius, or a plane up to 60' long and 20' high. The wall is 1' thick and has hardness 0 and 36 hit points per 5' square of facing, just as would normal ice (see *Breaking Things*, p.43). The ice is opaque. However, any being touching the ice takes 2d6 damage (Resistance to Cold protects normally, fire-based creatures take double damage), with no saving throw. (Creatures occupying the space where the wall forms get a Reflex save to dodge it as it crystallizes; they may choose which side they end up on if they succeed, and are placed randomly to one side or the other, after taking damage, if they fail.) Passing through a hole in the wall, unless there is at least an extra 5' of clearance, requires a Reflex save to avoid brushing against the ice and taking damage. Fire magic cannot be cast through the wall even if it could normally be cast through a solid obstacle. The wall remains where it is cast for the duration, unless dispelled. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

*ZOE:* see description; *Range:* 60'; *Duration:* 10 minutes; *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 68). 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 negates

**Cloudkill:** It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 20' / round in the direction of the wind, or directly away from the caster if there is no wind. Unfortunately, due to the vapor's ability to seep through skin, holding one's breath is no defense, although getting under water will work. Each round a creature is in the Cloudkill it is dosed with a strong HP poison (d6 surge, 2/rnd continuing, 10 rnd duration, DC as spell). A creature that stays in contact for multiple rounds will suffer multiple doses. However, once a creature makes its initial

save against any dose, it cannot be further poisoned by that Cloudkill, though it will continue to take the ongoing damage of any doses already suffered. The cloud is heavier than air, and thus it will follow the contours of the ground. It will be dispelled by unusually strong winds or by trees. Modifiers: Extra Speed (+20' / round) +  $\frac{1}{2}$ , Extra Damage (+1d6 surge, +1 continuing damage) +  $\frac{1}{2}$ .

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

**Cone of Weakness:** All within the cone take 2d4 points of temporary ability damage. (Fortitude save to half). Although Strength is customary as implied by the name, any physical ability (i.e. Strength, Dexterity, or Constitution) can be targeted. Strength or Dexterity can be reduced to 0 by this spell, leaving the target helpless; Constitution cannot be reduced below 3 (the spell cannot be used to kill through Constitution loss).

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

**Conjure Elemental:** This spell conjures a 16 HD elemental. There are four kinds of Elemental: Fire, Earth, Water and Air. In order to call forth an elemental one needs a considerable quantity of the corresponding element. The caster must be within 10 feet of the element. The elemental springs forth from the element. A mage may not call forth more than one elemental of the same type during any 24 hour period. If at any time an elemental occupies a point within 400 feet of where another elemental of the same type is or was during the previous 24 hours, the elemental will return whence it came. The mage must maintain undivided attention on the elemental in order to maintain control of it. Once broken, control may not be re-established, and the elemental will move directly to attack the one who summoned it. Any who try to bar its path are also attacked. An uncontrolled elemental will return whence it came after a period of time 10 times that during which it was controlled. A controlled elemental will return whence it came at the command of the one who summoned it. 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) +  $\frac{3}{2}$ .

*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) +  $\frac{3}{2}$ .

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

**Feeblemind:** The target's Intelligence is reduced to 6 through permanent ability damage. This cannot be cured by rest or ordinary Cure spells (although Cure Feeblemind will do nicely). Feebleminded Mages lose all casting ability. Guardians retain their Charisma-based spellcasting powers but must make an Int check (d20+Int) against DC20 to remember any particular spell when they try to cast it. Other classes will not be so crippled although they may provide much inadvertent amusement to their companions until cured.

*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:* Fortitude negates

**Hold Monster:** This spell will affect up to 3 Monsters in the ZOE, immobilizing them for as long as the Mage continues to concentrate. Should either the caster or a held target take damage, the spell will be broken for that target. Modifiers: Extra Effect (+1 monster) +  $\frac{1}{2}$ . The save DC increases by +2 if it is targeted at a single monster only.

*ZOE:* 60' r sphere; *Range:* 60'; *Duration:* concentration; *Saving Throw:* Will negates

**Immolate:** The recipient may cause her body to burst into flames at will. Turning the flames on or off is a free action in Powers phase. Creatures who come into contact with the recipient take 3d6 points of fire damage. Cold-based creatures take double damage. The flame aura extends beyond the character's body, so direct contact is not necessary: the character may dodge a blow and yet inflict immolation damage on the attacker's arm. An opponent is assumed to contact the flame aura and take damage if any of the following conditions apply:

- Opponent grapples or is grappled by the immolator.
- Opponent hits AC10 or better with natural weapons, or with any melee weapon 3' or less in length.
- Immolator successfully hits opponent with a touch attack.
- Immolator successfully hits opponent with a melee weapon 3' or less in length.

While immolated, the recipient has Resistance to fire damage, with a per-round rating equal to the maximum immolation damage. Note that the immolation itself does not damage the character even if this Resistance is cancelled: two immolators running equally powerful spells will do no damage to each other. Modifiers: Extra Effect (+1d6 damage and +1' flame reach) + $\frac{1}{2}$ .

*ZOE: 1 target; Range: touch; Duration: 40 minutes; Saving Throw: none*

**Mind 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: Will negates*

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

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

**Mind Shield:** This spell fortifies the recipient's mind against mental attacks or possession attempts. It gives +6 on saves and +3 to level in Level Contests when defending against these attacks. If cast on a recipient of lower level than the caster, the level of defense is the caster's level +3 rather than recipient's level +3. Modifiers: Extra Effect (+2, +1) +1

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

**Misdirection:** A profound dizziness strikes the victims. They are unable to tell direction. This halves movement rates and causes -4 to melee combat and -8 to missile combat and spell targeting. Spells that do not normally need a targeting roll have a flat 40% chance of being launched in a random direction. Modifiers: Extra Effect (added -2 / 10%) +1.

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

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

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

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

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

**Stone Walking:** It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is at one 5' step per round. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breathe while he is in the stone. Modifiers: Extra Effect (+5' speed) +1.

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

**Summon:** This spell is used to summon attuned objects to the mage. When this spell is cast, the attuned object is teleported directly to the mage's reach. The object may be a literal object, which gets no saving throw, or a person, who gets a mental saving throw only if they wish to resist. Although the mage can be attuned to a place, the place can not be summoned. Attempting to summon a place is equivalent to *Teleport* (page 79). 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 82) automatically blocks a summon. If another mage is holding the target object and resists the summon, a Level Contest ensues, with a +2 level bonus to either mage that is attuned to the object. The base level of Summoning is limited to object of up to 250

lbs. The range is 480' extendible along the following progression at the cost of  $+\frac{1}{2}$  per step:  
 480',  $\frac{1}{4}$  mile,  $\frac{1}{2}$  mile, 1 mile, 2 miles, 4 miles, doubling. Modifiers: Extra Effect +250 lbs.  $+\frac{1}{2}$ .  
*ZOE: 1 attuned object; Range: 480'; Duration: momentary; Saving Throw: Will negates*

**Telekinesis:** This spell allows the caster to move an object at a distance by use of mental force. Maximum weight is 250 pounds. The maximum speed is 30' / round, and the motion occurs in movement phase. Modifiers: Extra Weight (+250 pounds)  $+\frac{1}{2}$ , Extra Speed (+30' / round, can only be bought 3 times)  $+\frac{1}{2}$ .  
*ZOE: 1 object; Range: 60'; Duration: 12 rounds; Saving Throw: none*

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

Modifiers: Affects Others (the recipient teleports and controls the destination, although the caster can lend his attuned locations) +2, Extra Weight (+1 person or 200 pounds) +1, Concealment (for protection against Trace Teleport) +1.  
*ZOE: self; Range: unlimited; Duration: momentary; Saving Throw: none*

**Toll:** Produces a mystical disturbance that can be perceived by: angels, demons, free-willed elementals, Aerial Servants, Conjured Servants, patrolling Invisible Stalkers, beings in the astral plane, and any spellcaster or cleric of level 12+. Such beings can perceive the disturbance at a range of up to 5 miles regardless of intervening obstacles, and know its exact location. The disturbance has no other effect beyond catching the attention of those beings able to perceive it. Modifiers: Extra ZOE uses the Range progression rather than the ZOE progression.  
*ZOE: 5 mile radius; Range: always zero; Duration: momentary; Saving Throw: none*

**Trace Teleport:** This spell will give the direction, without range restriction, to the origins (destinations) of all Teleports, Dimension Doors, Words of Recall, etc. whether from a spell, prayer or item, which had destination (origin) within the ZOE within 10 rounds of casting the spell. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time. If the teleport spell was concealed, then a Level Contest is required to trace. Modifiers: Extra Initial Duration (+10 rounds to trace) +1.  
*ZOE: 30' r; Range: 120'; Duration: 4 days; Saving Throw: none*

**Wall of Iron:** Creates an iron wall three inches thick (Hardness 10, 90HP). The wall must lie in a vertical plane and has a maximum area of 500 square feet. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends. Modifiers: Harder (+2 Hardness)  $+\frac{1}{2}$ , Thicker (+1 inch, adds 30 HP)  $+\frac{1}{2}$ , Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1. Extra ZOE increases the square footage normally. Lasting is only a +1 modifier due to the long base duration.  
*ZOE: 3" thick x 500 sq.ft.; Range: 60'; Duration: 4 days; Saving Throw: none*

**Wall of Stone:** Creates a stone wall one foot thick (Hardness 8, 180 HP). The maximum area is 1000 square feet, and the wall must lie in a vertical plane. It may be battered down as one would a normal stone wall. Otherwise it will last until dispelled or the duration ends. Modifiers: Extra Thickness (+2' thick)  $+\frac{1}{2}$ , Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1. Lasting is only a +1 modifier due to the long base duration.  
*ZOE: 1' thick x 1000 sq.ft.; Range: 60'; Duration: 4 days; Saving Throw: none*

## Level VI Base Spells

**Anti-Magic Shell:** Creates a 20' radius sphere centered on caster which inhibits magical spells or items. All magic will only function with a successful Level Contest, with the caster getting a +2 level bonus against spells and a +4 bonus against

items. The caster can cast no spells except Dispel Magic at the shell, and then the spell only affects the shell. Magic items are only temporarily subjugated, and only one battle is to be fought between each one and the Shell. The shell moves with the caster, and the spell may never take Affects Others. Modifier: Full Shell (no Level Contest needed) +3, Immobile Shell (shell will be centered on the caster initially) +2.

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

**Death Spell:** 4d8 creatures die instantly. This spell has no effect on creatures that aren't alive (undead, constructs, etc.) Creatures of less than 1 full HD also die but don't count against the total. Creatures of 4HD or more count as multiple creatures: a creature counts as 1 extra target for each extra HD above 3. The spell targets lower levels first. Modifier: Extra Effect (+1d8 creatures dies) +1.

*ZOE: 60' cube; Range: 120'; Duration: momentary; Saving Throw: Fortitude at -6 negates*

**Disintegrate:** The spell emanates as a ray, requiring a ranged touch attack to hit the target. The target may be one living or animated being of any size, one object or connected group of objects that fits into a 10' cube, or a 10' cubic piece of a larger object. If the target fails to save it is reduced to a small amount of impalpable dust. A successful save means the target only takes 5d6 damage.

*ZOE: 1 being or 10' cube; Range: 60'; Duration: momentary; Saving Throw: Reflex partial*

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

*ZOE: 120' x 120' x 40' H; Range: 180'; Duration: 8 rounds; Saving Throw: Reflex half*

**Geas:** The victim must perform a task set out by the caster; otherwise his Strength will ebb at one point per day until death at 0. The task must be one that could be completed in 1 week and must not be utter suicide. The spell lasts until the task is completed. No Strength loss is suffered as long as the victim makes some significant effort towards the task that day; all Strength loss is recouped as soon as the victim starts working on the task again. Modifiers: Extra Difficulty (double the task completion time) +1.

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

**Invisible Stalker:** The caster summons an invisible stalker (AC: 21/17/17; HD: 8d8+16; Attacks: +10 slam 2d6+4; Move: 180'/0'/0'; Special: Invisible, Darkvision) and can command it to perform a task which it will attempt regardless of the difficulty. If the task is not completed at the end of the duration, the stalker will return to its plane without notice.

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

**Legend Lore:** This spell provides some knowledge of a legendary item, place, or being (hereafter "subject"). The base spell provides only the most general and widespread knowledge about the subject. Additional levels grant more information; model this as the GM answering 1 additional question about the subject per extra level. (This answer may go into as much detail as the GM considers appropriate, and should always be at least one complete sentence. The GM should volunteer an interesting fact if the the caster doesn't have an adequate question list.) For definiteness, a subject qualifies as "legendary" if either spoken or written stories about it existed prior to the caster's birth. The subject need not be present; range is meaningless to this spell. Indeed, Legend Lore does not require that its subject still exist, or even that its subject ever existed at all – although in the latter cases even a base level casting always reveals that the subject has been destroyed or that it was fictional, as appropriate. This spell cannot be cast with reference to the same subject more than once per day.

*ZOE: one subject; Range: n/a; Duration: momentary; Saving Throw: none*

**Move Water:** This spell will temporarily remove a 1 million cubic foot section of a body of water (exact dimensions up to the caster; i.e., it could be 100' cubed, or 500'x100'x20'). During the spell's duration, the remaining body of water acts as if the Moved water was still there; that is, water does not fill the space vacated. The spell only moves water; anything that was in the Moved section of water will remain, and fall to the bottom of the ZOE.

*ZOE: 1 million cubic feet; Range: 240'; Duration: 90 minutes; Saving Throw: none*



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

*ZOE:* 1 object\*; *Range:* see description; *Duration:* see description; *Saving Throw:* Will negates

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

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

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

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

**Repulsion:** This spell creates a 10' r invisible, mobile sphere which prevents creatures from approaching you. Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

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

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

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

**Shield Of Protection:** Creates a large magical shield which will protect the caster from one attacker. Any damage from physical attacks including missiles is done to the shield, which has hardness 6 and 30 h.p. It will still soak up all of the damage from the attack that breaks it. The shield may be shifted to a different attacker each round. It lasts until brought down. Modifiers: Extra Effect (+1 hardness and +5 h.p.) +1.

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

**Teleport Attack:** This spell teleports its victim to a random location within 50 miles. The victim gets a Reflex save to dodge the effect. The victim will always be placed safely in a compatible environment. Modifiers: Extra Effect (+50 miles).

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

**Tremor:** This spell causes an earthquake. The main ZOE is a 360' radius circle. During each round of the duration, fixed rigid structures in the ZOE take 40 points of structural damage, ignoring hardness. Flexible structures or those not fixed to the ground take no damage. Multi-story buildings collapse when their walls are reduced to 1/2 hit points (2-3 stories)

or 3/4 hit points (4+ stories); collapsing buildings damage those inside appropriately (10d6 crushing damage is typical). Underground structures collapse as per 4 story buildings; treat them as having 10,000 structural hits *divided by* their unsupported free span in feet.

Non-flying creatures who attempt to move within the ZOE must make a Reflex save or fall while the tremor continues. There is a 1 in 6 chance each round that any being in the ZOE will fall into a crack or be struck by debris; this requires another Reflex save, those failing take 2d6 damage. Outside the main ZOE, the tremor can still be felt and may cause alarm but is essentially harmless; it can be felt to a distance of 15 times the ZOE radius. Modifiers: Extra Duration (+2 rounds), Extra Effect (+10 structural damage per round, +1d6 debris damage per impact) +1.

*ZOE: 360' radius; Range: 960'; Duration: 3 rounds; Saving Throw: see description*

## Level VII Base Spells

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

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

**Mass Invisibility:** This spell affects up to 200 men and horses, or up to 200 objects with an equivalent mass (about 200 tons). They are turned invisible and will remain so until the spell expires or they break the spell, per *Invisibility* (page 67). 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 78) except that the door is invisible and can be used by the caster only. The door is 6' by 8' and the wall can be up to 60 feet thick. It lasts for 7 uses, and may be dispelled by the caster at will. Modifiers: Extra Length (+30 feet thickness) + $\frac{1}{2}$ .

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

**Reincarnate:** The spell requires a dead body to put the soul in. As with any resurrection magic the soul must consent to be reincarnated. The target must *succeed* in a Fortitude save with a DC equal to the number of days the target has been dead. The body can be of any species, but if it is not of the same species as the target then the resurrection save is at -4. Physical statistics (including Str, Dex, Con) are drawn from the body after the Reincarnation succeeds; mental ones (Int, Wis, Cha) from the soul. A failed roll means that the soul will never inhabit that body. Modifiers: Bonus to Resurrection Roll (+2) + $\frac{1}{2}$ .

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

**Reverse Gravity:** Gravity within the zone of effect is reversed. If there is a roof overhead within the height of the ZOE nonflying characters will fall to the roof taking normal falling damage. If there is no roof they will fall to the top of the ZOE, above which normal gravity takes over, and spend the rest of the duration oscillating about this fixed height. At the end of the spell duration, affected objects and creatures fall downward. Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

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

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

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

**Warning:** This spell acts as a tripwire against spells of Detection, Location and Tracing, and Sending. If the protected character is the target of one of the spells covered by the Warning spell, then he will know. The spell is passive; a Warning spell will never set off a Warning spell of the offensive mage. The spell will protect both the mage and his belongings. The spell is tripped if: the mage is appraised by a Detect, the mage is the target of a Locate or Trace, or a creature magically

Sent against the caster approaches within 120 feet LOS of the mage. In the first two cases, the mage will know the offending 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

**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 77) spell.

*ZOE: 60' cone; Range: always zero; Duration: momentary; Saving Throw: Will at -3 negates*

**Mind Blank:** This spell protects the caster against all mental spells, without requiring a Level Contest or a saving throw.

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

**Phase Shift:** The caster switches out of phase, becoming ethereal. He is unaffected by all weapons and spells in his original plane. He can see in the original plane, but cannot hear or touch. He moves in the original plane, although he is not constrained by any obstacle. He may be attacked as normal in his new plane, and he may be forced back to the old plane by *Phase In* (page 78). 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 normal phase at will, but may not switch back.

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

**Power Word Stun:** This spell knocks unconscious one creature of up to 80 hit points. Only those with more than half of this get saving throws. These numbers refer to the current hit points of the target. This spell automatically has the Power Word modifier applied at no extra cost. Modifiers: Extra Effect (+10 more hit points).

*ZOE: 1 being; Range: 60'; Duration: 4d6 rounds; Saving Throw: special*

**Symbol:** This sets a trap for anyone touching, crossing or reading the symbol. Those whom the caster makes aware of the symbol's exact location may avoid its effects. Types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death. GM creativity and discretion are encouraged.

*ZOE: 1 symbol; Range: touch; Duration: until triggered; Saving Throw: variable*

## Level IX Base Spells

**Alter True Self:** This spell can only be cast when a Polymorph is in effect on the caster. The caster's True Self is then permanently altered to take the form of the Polymorph. Normally a Polymorphed creature tends magically to return to its normal form. When this spell is cast, the creature will forever forget its old form; it will truly become the new one. This spell is irreversible. Modifiers: Affects Others (unwilling victims get +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 72) with  $\frac{1}{2}$  damage if physical saving throw is made.

*ZOE: see description; Range: 240'; Duration: momentary; Saving Throw: Reflex half*

**Great Barrier:** This spell creates a magical barrier of immense power. No one and nothing may pass through the wall, including the caster. No magic may pass through the barrier. The barrier may take two forms, either a wall 60' by 20', or a 20' radius hemisphere centered on the caster. In the latter form, the spell will provide complete protection from Detects, Locates, and Srying spells, and the enclosed area will be under the effect of a Damp Teleport spell. Only *Dispel Magic* (page 70) 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 72) which affects all who can hear him. All saves are at -3.

*ZOE:* 240' r sphere; *Range:* always zero; *Duration:* 1 day; *Saving Throw:* Will -3 negates

**Meteor Swarm:** This produces four 20d6 fireballs in a square pattern with centers 20 feet apart. Each is per the spell *Fireball* (page 70) with  $\frac{1}{2}$  damage if reflex saving throw is made.

*ZOE:* see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Reflex half

**Power Word Kill:** This kills 1 being with less than 90 hit points. Only those with more than half this amount get saving throws. These numbers refer to the current hit points of the target. This spell automatically has the Power Word modifier applied at no extra cost. Modifiers: Extra Effect (+10 hit points of target).

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

**Time Stop:** The caster is speeded up so greatly that from her view point, time stops for d4+2 rounds after casting. The caster cannot harm any person or object in normal time, but can move and rearrange objects not fastened down. The caster's cast spells but their durations and effects will be in normal time; effectively no spell will take effect until the Time Stop ends at which time they all go off at once.

*ZOE:* 60' cube; *Range:* always zero; *Duration:* d4+2 rounds; *Saving Throw:* none

**Time Travel:** Allows the caster to travel forward in time up to two weeks. Extra Effect (+2 weeks).

*ZOE:* self; *Range:* none; *Duration:* permanent, momentary; *Saving Throw:* none

**Tsunami:** This spell summons a 40' high wave. It requires a body of water at least 2 miles wide. The wave will be 720' long and will generally affect up to 540' inland. The effects of the wave at the shore line are disastrous, but they lessen as they move inland. Only the stoutest of castle walls can withstand the wave at full strength. The wave will arrive without notice d6 rounds after the casting of the spell. Modifiers: Extra ZOE (affects length of wave), Extra Effect (+20' to height, +180' to inland effect region, power goes as square of height) +1.

*ZOE:* see description; *Range:* 480 feet; *Duration:* d6 rounds; *Saving Throw:* none

## Monster Summoning Tables

The Monster Summoning morphic spell can only summon beings that can reasonably be encountered in the terrain and region where summoned. The following list is supplied for general use, but the GM may add or delete beings as appropriate to his scenario and the terrain where cast and may grant requests for unlisted entities at his discretion. For example, one can't summon a Shark in the desert or a Hydra in midair. The mage should have a fair idea of what creatures are available in any area with which he is familiar, or about which he has been briefed.

If the mage attempts to summon a creature that is not available, the results are unpredictable and depend on why the indicated being is not available. If one summoned a pack of Dire Wolves in a Cretaceous scenario, one might get a pair of Velociraptors instead (best available fit). If one summoned a Dragon in a world that never had dragons, one might get a random monster (no available fit). If one summoned a Pegasus, unaware that all the Pegasi had just died of the plague, the spell would probably have no effect (out of stock).

Most special abilities have been omitted in the interest of space. The GM can supply such information upon request. The AC column gives normal/touch/surprised AC. Hit Dice includes the bonus for typical Constitution scores, if relevant, and the average HP total. Attacks are listed with bonus and effect; all attacks can be used each round unless "or" is used. Ranged attacks

will list their range increment (RI) The “Move” column gives per round movement rates for Flying / Running / Swimming.  
*Grab*: An attack that is followed by a notation “/+x grab” means that the creature follows that attack with a same-round grapple attempt at the stated bonus: success means that it has “latched on” with that attack and will deliver its damage automatically every round until the victim breaks the grapple. *grab(swallow)* means victim is not just grabbed but swallowed, separate swallow damage listed is half crushing, half acid each round, do 1/4 of creature’s hit points to cut oneself out.

Level 1				
Name	AC	Hit dice	Attacks	Move
Alligator *	13/10/13	1d8+1(5)	+3 Bite 1d8+2	0’/30’/60’
Cave Grub *	11/11/11	1d4(2)	+2 Burrow 1d4 (continuing, d6 to cut out)	0’/50’/0’
Eagle *	15/15/11	1d8(4)	+5 Bite 1d4 25% blind eye, +3 Claws 1d2, 1d2	240’/10’/0’
Great White Owl *	14/14/11	1d6(3)	+3 Claws 1d3, 1d3	180’/10’/0’
Hound *	13/13/11	1d8(4)	+3 Bite 1d6/+0 grab	0’/180’/20’
Monkey *	14/14/11	1d6(3)	+2 Bite 1d3 or +5 throw stone 1d3 RI 10	40’/90’/10’
Pig *	12/10/12	2d8+4(13)	+3 Bite 1d3+2	0’/120’/10’
Rats, 2 *	12/12/12	1 hp	+3 Bite 1 hp	0’/30’/5’

Level 2				
Name	AC	Hit dice	Attacks	Move
Boar *	16/12/14	3d8+6(19)	+5 Tusks 2d4+2	0’/150’/10’
Bugbear	17/11/16	3d8+3(16)	+6 Greataxe d12+3	0’/100’/10’
Electric Eel *	13/13/11	1d8(4)	+2 Bite d4, +4 touch/shield 2d6 shock	0’/10’/80’
Giant Bat *	14/13/12	2d8-2(7)	+5 Bite 1d8/+0 grab	150’/1’/0’
Grey Goo	12/10/12	2d8+4(13)	+4 Touch 2d6 acid	0’/30’/30’
Medium Horse *	14/12/11	3d8+3(16)	+5 Kick 1d6+3	0’/180’/10’
Pit Viper *	13/12/13	1d8(4)	+3 Bite 1pt + HP poison (d6/1/10,DC15)	0’/50’/10’
Wolf *	16/14/12	2d8+2(11)	+5 Bite d8+2/+4 grab	0’/180’/20’

Level 3				
Name	AC	Hit dice	Attacks	Move
Banshee	12/10/12 <sup>†</sup>	2d12(13)	Scream (60’r, Will save DC12 vs Fear)	120’/120’/0’
Barracuda *	17/12/15	4d8(18)	+6 Bite d12+2	0’/0’/120’
Brown Bear *	18/11/16	5d8+10(32)	+7 Bite d8+2, +5 Claws d4, d4 (Hug 1d8)	0’/180’/20’
Cave Worm	18/10/18	4d10+4(26)	+4 touch paralyze (x4, d4 rnds), +0 bite d12	0’/90’/0’
Dire Wolf *	17/13/13	5d8+5(27)	+7 Bite 1d12+3/+12 grab	0’/180’/20’
Giant Lizard *	14/9/14	4d8+12(30)	+6 Bite d12+3/+11 grab (swallow 2d6 )	0’/120’/20’
Glassflesh Beast	9/9/9	4d8+12(30)	+4 tch/shld paral d6 rnd, +0 engulf 2d6 acid/+5 grab	0’/30’/30’
Jub Jub Bird *	17/17/10	4d8(18)	+9 Beak 2d6, 25% blind eyes	240’/10’/0’
Panther *	16/14/12	4d8(18)	+7 Bite d8+3, +4 Claws d4, d4 (rake d8)	0’/200’/10’
Pegasus	16/14/11	4d10+8(30)	+5 Kicks 1d6+2, 1d6+2	360’/240’/10’
War Horse *	18/13/14	5d8+4(26)	+6 Kicks 1d6+2, 1d6+2	0’/180’/10’

<sup>†</sup> Incorporeal, Undead.

Level 4				
Name	AC	Hit dice	Attacks	Move
Anaconda *	16/8/16	10d8+10(55)	+12 crush 2d8+4/+22 grab	0’/60’/30’
Arctic Wolf *	17/12/14	6d10(33)	+7 Bite 2d6+2, cold breath 1d6 (60’ cone)	0’/180’/20’
Cockatrice	16/10/16	4d10(22)	+4 touch petrify (Fort. DC14 negates)	150’/60’/0’
Giant Crocodile *	22/8/22	8d8+16(52)	(surprise) +10 Bite 2d12+4/+20 grab	0’/40’/180’
Giant Spider *	21/10/21	6d8+12(39)	+6 Bite 1d6 & HP poison (d6,1,10,DC18)	0’/120’/0’
Griffon	20/15/14	7d10+7(45)	+9 Bite 2d8+3, Claws d6, d6	280’/90’/10’
Hydra (6head).	18/9/18	6d10+12(45)	+7 Bites (6 of) d6+2 each	0’/90’/0’
Siberian Tiger *	20/15/14	7d8+7(38)	(surprise) +10 Bite 2d6+4, +6 Claws d6, d6 (rake d12)	0’/200’/20’
Troll	17/9/17	7d10+7(45)	+9 Bite 1d4+4, +6 Claws d6, d6, regenerate	0’/90’/60’
Yeti	18/12/15	7d8	+8 Claws d8+2, d8+2 (hug d12)	0’/90’/0’

Level 5				
Name	AC	Hit dice	Attacks	Move
Bull Shark *	22/8/22	11d8(49)	+15Bite 3d10+6/+25grab (swallow 3d6 )	0'/0'/100'
Cave Bear *	22/10/20	9d8+18(58)	+11 Bite 2d6+4, +7 claws d8, d8 (hug 2d10)	0'/140'/20'
Cyclops	20/8/20	10d10+20(75)	+16 greatclub 2d6+8 or +8 rock 2d10 (RI 50)	0'/120'/10'
Elephant *	20/8/20	12d8+24(78)	+14 Tusks 2d6+4, 2d6+4, Fort DC 14 or trample 4d6	0'/150'/10'
Fire Giant	22/8/22	10d10+10(65)	+15 Gigantic sword 4d6+7, pyromancy	0'/120'/10'
Hot Salamander	19/16/13	7d10+14(52)	+9 Claws (2of) 1d6+2 + 1d6 fire damage	0'/120'/0'
Hydra (8 head)	19/8/19	8d10+24(68)	+9 Bites (8 of) d6+3 each	0'/90'/0'
Jabberwock	22/9/22	10d10(55)	+11 Bite d10+2, +9 claws (2of) d8/+14 grab	0'/180'/0'
Phase Spider	28/19/19	8d10(44)	(surprise) +8 Bite 2d6 +HP poison (2d6,2,10,DC20)	0'/90'/0'
Rhino *	26/8/26	10d8+30	+14 Horn 2d8+6, Fort DC16 or knockdown, trample 4d6	0'/140'10'
Wyvern	20/10/19	9d10	+12 Bite 2d8+4, +8 sting 1d6 + HP poison (8d6,0, 0,DC16half)	180'/60'/0'

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

# Clerics

Clerics are worshippers who have established a special bond with a specific deity. In addition to the class features listed under Classes (p.16), Clerics of each god/dess have religion-specific class features as detailed under Clerical Orders, p.89.

## Clerical System

A cleric performs prayers that channel the power of her deity into the world. Each religion has a list of such prayers that are granted to all clerics of sufficient level. Only a limited number of prayers can be granted per day, however, which is represented by the cleric's prayer point allotment. Each day at dawn the cleric will receive a number of prayer points equal to his wisdom. 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.

## Performing Clerical Prayers

Prayers are normally performed in the Prayer Phase, and take effect in order of increasing prayer point cost. Although a prayer cannot normally prevent the performance 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 perform prayers. 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.

## Orisons

Orisons are very minor prayers clerics learn in their early training. Like remembering a particular tune, these tricks are somewhat unreliable, and having failed one, a character will be mentally blocked from using more until the next day (or until he expends a prayer point to refocus).

All orisons have an obvious element (talking, gesturing, praying, closing eyes, etc.). Furthermore, they usually cannot stack for any large effect (e.g. summoning a cart full of magic dust, or counting all the gold in a dragon's cave, purifying an ocean). The

spirit of an orison is convenience, not power, and the GM may decide when a particular effect is beyond the level of a "trick".

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

*Note:* Orisons are resolved in prayer phase as though they were 0-cost, 0-level prayers. However, any higher level prayer which opposes/negates an orison will win with no contest. All enhancement orisons are self-only, and all ranges are 60' unless further restricted. **No unwilling/unknowing target may be affected by the same orison twice in one day.**

An orison that only affects willing targets does not have a saving throw; it automatically fails if the target doesn't want it to work. Otherwise, any orison that affects a living target is negated by a Will save.

<b>Count Money:</b>	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.)
<b>Detect Holy Item:</b>	Determines whether one item the caster is holding is holy, and whether the religion to which it is holy is friendly or hostile to the cleric's own. Does not tell anything of the nature of the prayer, nor does it detect any other kind of enchantment (magical, etc.)
<b>Faith Healing:</b>	Cleric prays over a willing sick, diseased or severely injured person who is then convinced for 10 minutes that he or she has been healed (despite any evidence to the contrary).
<b>Guilt Trip:</b>	Cleric can persuade one pantheist or follower of his own religion to perform or allow some small activity directly aligned with that religion (and not violently opposed to his or her orders). Effect lasts 10 minutes. ST: Will negates.
<b>Heal Scratches:</b>	Stops bleeding and heals 1 HP of surface wounds. Willing targets only. (Unconscious targets are considered willing.) Unlike Cure prayers, does not affect undead in any way. A character who has had Heal Scratches performed cannot benefit from the orison again until she has lost more hit points (for whatever reason).
<b>Memorize:</b>	Allows the memorization of up to one page of text or small drawings (in any language) and the reproduction of that page from memory within 5 days of the performance.
<b>Mild Curse:</b>	Cleric chants and gestures wildly at a target who suffers no ill effect except a slight fear of the Cleric. (-1 to attempts to resist fear or intimidation for the rest of the day.) ST: Will negates.
<b>Perfect Pitch:</b>	Cleric may perfectly match one chant, melody or sustained tone (of demihuman origin) and may reproduce it exactly for 1 day
<b>Purify Water:</b>	Cleans and purifies up to 6 pints of non-poisoned, non-magical "water", making it fit for drinking or consecration.
<b>Ray Of Light:</b>	A small ray of sunlight or moonlight shines down on the cleric (suddenly breaking through the clouds if necessary). Only works outdoors.
<b>Sober:</b>	Instantly restores a drunken creature to sobriety. The hangover, of course, remains to teach the target a lesson.
<b>Walk On Puddle:</b>	Allows the cleric to walk across very shallow pools (less than 1" deep) without sinking or getting his feet wet.
<b>Water To Wine:</b>	Converts up to 6 pints of water to wine. The smaller the quantity, the higher the quality.

## Condensed Listings

To reduce space requirements, some prayers that appear on every level of a religion's listings are listed under "Multi-Level Prayers." The lists and descriptions will therefore have a single entry for, e.g., "Cure Wounds N" where N is the prayer level, rather than a separate listing of Cure Wounds 1 at 1st level, Cure Wounds 2 at 2nd, etc.



Many single-target prayers also have a Mass version. The Mass version is always identical to the regular prayer except in how many targets it effects, as detailed below. The Mass version of the prayer is **always two levels higher** than the basic version. To save space, rather than listing the Mass version as a separate prayer its existence is noted by “(M)” in the prayer list (next to the name) and by a mention in the description that the prayer is Massable.

### Mass Prayer Effects

The Mass version of a prayer has the following options for zone of effect (ZOE).

**Self:** The cleric is the center of a spherical ZOE. The radius can be as large or small as desired. The cleric can affect herself or not as she sees fit. A maximum of *L* beings can be affected; the beings closest to the cleric are affected first (ties broken randomly).

**Sphere:** . The ZOE is a 10' radius sphere centered on the cleric. The prayer affects *all* beings within the sphere, regardless of how many there are. The cleric can *not* choose to be unaffected.

**Spread:** The center of the ZOE may be placed anywhere within the normal prayer's range. The effect is then resolved as a *spread* (see p.46) of 30' radius, affecting all beings within the spread regardless of total number. The Cleric cannot choose to be unaffected. *This ZOE cannot be chosen for the Mass version of a prayer whose normal range is less than 30'.*

A prayer can be both multi-level and massable: for example, the Cure Wounds prayers are both, and so are listed as multi-level prayers named “Cure Wounds N(M).”

## Clerical Orders

Each religion has a corresponding order of clerics responsible for leading the faithful in the worship and service of the god. There are numerous deities and temples beyond the four major ones detailed here; however, the priests and priestesses of Aru (healing), Daglir (building), Gaia (nature), and Mavors (justice) are most likely to be effective in an adventuring career. It should be noted that the clerics and devoted followers of a specific deity typically continue to respect and revere all of the Gods, they simply have a special affinity for one of them.

The Orders are detailed on the following pages.

## Apostles of Life

God:	Clerics:	Principle:	Symbol
Aru	Healers	Life, Health, Peace	Caduceus

**Beliefs:** The Apostles of Life believe that life and health are the gift of Aru and our greatest possessions. Who would not give any amount of riches to preserve their life or their health? It is the holy work of clerics of Aru to be stewards of the life and health of all good people. They are especially proficient in the art of healing.

All followers of Aru abhor senseless violence, and many, especially the clerics, take an oath to “Cause no harm to any person.” The oath taker may never willfully harm another person, even to save their own life. The oath taker is also sworn to treat, to the best of their ability, any and all sick or injured people. This applies even to evil people provided they are not actively engaged in harming others. Oath takers will display the holy symbol of a Caduceus superimposed over a heart. Other members of the order will display a holy symbol consisting of just the Caduceus. (These are images and heraldry, not the physical Caduceus that all clerics also carry.) Note that an oath to do no harm to *people* does not extend to animals, monsters, undead or supernatural beings, etc.

Breaking the oath, or displaying the Oathsworn version of the Caduceus if one has not taken the oath, is a felony and will tend to attract the attention of followers of Mavors. Oathbreaking (not impersonation) will also cause the character to lose all benefits of being a follower (or a cleric!) until he or she has once again come to terms with Aru. On the other hand, attacking or willfully harming someone displaying the Oathsworn Caduceus, unless one is certain that it is a fraud, is also a felony. Doing so is perilous because Mavors are extremely protective of Healers. Even evil lords may be reluctant to harm an Aru cleric.

Not all followers of Aru take the Oath. These followers may engage in combat for just causes but still abhor meaningless violence and destruction. Healers and Oblates (clerics of Mavors) are strong allies. The Oblates protect the Healers, who so often need protection because they tend to go where the trouble is. The Healers treat all the injuries the Oblates sustain while they are defending the innocent. Defending the innocent is completely in line with the Healers belief in the sanctity of life and health.

### Religion-Specific Class Features:

- Weapons: Aru clerics are proficient in no weapons at all (except the club, for which proficiency is universal). An Aru cleric's caduceus can, in ultimate extremity, be wielded as a small club: unlike a regular club it does non-lethal damage only (there is no penalty for this).
- Armor: Aru clerics are proficient with light armor, although to go unarmored is more respected in the Aru community.
- Skills: An Aru cleric adds Knowledge(medicine) and Knowledge(herblore) to her skill list, and gets a +5 bonus to the Heal skill.
- Aru clerics are completely immune to all *Cause* prayers and save at +2 against all poisons, diseases, and draining effects.
- The *Cure Wounds* prayers of Aru clerics roll double the standard number of dice.
- The *Resist Cause Wounds* prayers of Aru clerics provide double the standard amount of Resistance against Cause Wounds prayers.
- Aru clerics can tell at a glance whether a living being within 5' is injured in any way, and the approximate nature and severity of the injury.

**Follower Special Benefit** Any non-cleric who chooses to be a follower of Aru gets Heal as a bonus skill, or gains a +3 bonus to the skill if she already has it. This occurs whether the character was an Aru follower at character creation or converted later. In the case of “battlefield conversions” the new skill does not manifest until the character has had time to go home and receive instruction.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Aura of Power N (M)	110	1 target	10'	60 + 10 <i>L</i> minutes	Will negates
Bless N (M)	110	1 person	touch	60 + 10 <i>L</i> minutes [R]	Will negates
Cure Wounds N (M)	115	1 being	120'	momentary	Will negates
De-were N	118	60' cone	none	6 + <i>L</i> rounds	Will negates
Dispel Undead N	118	60' r sphere	120'	momentary	Will negates
Life Force N (M)	124	1 person	120'	until dawn	voluntary
Protection from Evil N (M)	127	1 being [M]	touch	60 + 10 <i>L</i> minutes [R]	none
Resist Cause Wounds N (M)	129	1 being or object	10'	60 + 10 <i>L</i> minutes [R]	none
Resist Poison N (M)	130	1 being or object	10'	60 + 10 <i>L</i> minutes [R]	none
Ward Undead N	135	10'r circle	zero	60 + 10 <i>L</i> minutes [R]	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Augury	110	self	none	none	special
Consecrate Object	112	1 object	touch	see spell	none
Detect Disease (2,3,4) (M)	116	varies	varies	momentary	varies
Detect Evil (2,3,4)	116	varies	varies	momentary	varies
Detect Poison (2,3,4) (M)	117	varies	varies	momentary	none
Detect Possession (2) (M)	117	1 being	120' LOS	momentary	Will negates
Detect Prayer (4) (M)	117	self	120' LOS	momentary	none
Detect Undead (3,4) (M)	118	see spell	480' or 120'	momentary	none
Detect Water (3,4)	118	see spell	480' or 120'*	momentary	none
Purify Food and Water	127	see spell	touch	momentary	none
Read Languages (M)	129	self	as sight	60 + 10 <i>L</i> minutes [R]	none
Sanctuary	131	self	n/a	see spell	Will negates
Sleep of Healing	131	<i>L</i> beings	touch	8 hours	voluntary
Slow Poison	132	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Sterilize	133	see spell	touch	permanent	Will negates
Swiftess (M)	134	1 being	60'	60 + 10 <i>L</i> minutes [R]	Will negates

Level II Prayers	Page	ZOE	Range	Duration	ST
Comprehend Language (M)	112	self	none	<i>L</i> hours [R]	none
Consecrate Water	113	<i>L</i> pints	touch	1 day [R]	none
Cure Deafness (M)	114	1 being	120'	momentary	Will negates
Cure Paralysis (M)	115	1 being	120'	momentary	Will negates
Detect Hostility (2,3,4) (M)	116	1 being	120' LOS	momentary	Will negates
Hold Person	123	30' r sphere	240'	concentration	Will negates
Light	124	40' illumination	120'	60 + 10 <i>L</i> minutes [R]	none
Slow Disease (M)	132	1 being	touch	1 day	none

Level III Prayers	Page	ZOE	Range	Duration	ST
Continual Light	113	20' r sphere	360'	permanent	none
Cure Affliction (M)	114	1 being	120'	momentary	Will negates
Cure Blindness (M)	114	1 being	120'	momentary	Will negates
Cure Disease (M)	114	1 being	120'	momentary	Will negates
Detect Curse (2) (M)	116	see spell	120' LOS	momentary	Level contest
Dispel Prayer	118	10' r sphere	60'	momentary	level contest
Empathic Cure	119	1 being	touch	momentary	Will negates
Life Sense (M)	124	1 being	none	<i>L</i> hours [R]	none
Neutralize Poison (M)	126	1 being	touch	momentary	none
Observe Prayer (M)	126	self	120' LOS	6 + <i>L</i> rounds	none
Silence 15'r	131	see spell	zero	60 + 10 <i>L</i> minutes [R]	none
Suspend Animation	134	1 being	60'	<i>L</i> days	voluntary only
Withstand Disease (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none
Withstand Paralysis (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Analyze Magic	109	self	120' LOS	6 + <i>L</i> rounds	none
Create Water	114	vicinity	60'	momentary	none
Cure All Wounds (M)	114	1 being	120'	momentary	Will negates
Cure Lycanthropy (M)	115	1 being	touch	momentary	Will negates
Detect Food (3,4) (M)	116	see spell	480' or 120'	momentary	none
Golden Rule	122	self	none	60 + 10 <i>L</i> minutes [R]	Will negates
Preservation	127	see spell	10'	<i>L</i> days	none
Regrowth	129	1 living being	touch	permanent	none
Remove Curse (M)	129	1 curse	240'	permanent	level contest
Restoration (M)	130	1 being	120'	momentary	special
Restore Memory (M)	130	1 being	touch	special	see spell
Resuscitate (M)	130	1 body	120'	see spell	none
Withstand Causes (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none
Withstand Drain (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Commune I	112	self	see spell	<i>L</i> minutes	none
Controlled Empathic Cure	113	1 patient	touch	momentary	Will negates
Create Food	114	Vicinity	60 <i>L</i> '	momentary	none
Cure Insanity (M)	114	1 being	120'	momentary	Will negates
Dispel Evil	118	see spell	120'	momentary	level contest
Immunity to Poison (M)	123	1 being	touch	1 day	none
Raise Dead	128	1 dead being	10'	permanent	see spell
Toll	134	<i>L</i> /2 miles	none	momentary	none

Level VI Prayers	Page	ZOE	Range	Duration	ST
Consecration I	113	see description	touch	see spell	none
Create Air	114	vicinity	120'	momentary	none
Cure Feeblemind (M)	114	1 being	120'	momentary	Will negates
Quest	128	1 being	touch	until fulfilled	Will negates
Swords to Plowshares	134	1 weapon	touch	see spell	special
Word of Recall	136	self	infinite	instantaneous	none

<b>Level VII Prayers</b>	<b>Page</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>	<b>ST</b>
Commune II	112	self	see spell	$L$ minutes	none
Pax	126	$10L'$ r sphere	$10 \times L'$	1 day	Will negates
Raise Dead Fully	128	1 body	$10'$	permanent	none
<b>Level VIII Prayers</b>	<b>Page</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>	<b>ST</b>
Aerial Servant	109	1 Aerial Servant	$10'$	see description	none
Consecration II	113	see description	touch	see spell	none
Wind Walk (M)	136	self	none	up to 1 day	none
<b>Level IX Prayers</b>	<b>Page</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>	<b>ST</b>
Astral Spell (M)	110	self	$100L$ miles	$L$ hours [R]	none
Conjure Servant	112	GM discretion	proximity	$L$ hours [R]	none
Permanent	126	same	same	Permanent	none

## Brethren of the Stone

God:	Clerics:	Principle:	Symbol:
Daglir	Builders	Craftsmanship	Hammer

**Beliefs:** The Brethren of Stone are craftsman who have achieved a holy level of proficiency at creating items and molding metal and stone. They believe that all of creation is raw material, and when the entire world has been shaped into its proper form, then the new age of prosperity will begin. They worship Daglir Firsthammer, the patron of craftsmen and the first to work metal and stone.

Originally, the Brethren of Stone was a Dwarven religion, but the worship of Daglir has expanded to all races. The blessings of Daglir are many. They include stone construction, metal work and many of the other artifacts of civilization.

The Brethren of Stone are involved in a long term debate with the Keepers of Nature about the encroachment of civilization onto nature. In an effort to reach a middle ground on the issue, the Brethren are incorporating more space for plants into the structures they build and are building more of their dwellings underground where the impact on nature is minimized.

### Religion-Specific Class Features

- **Weapons:** Daglir clerics are proficient with all simple weapons, plus the traditional Dwarven mainstays of battleaxe, greataxe, and warhammer. This training is maintained even though not all Daglir clerics are dwarves nowadays.
- **Armor:** Daglir clerics are proficient with all forms of armor, and with shields.
- **Skills:** Daglir class skills include Knowledge(engineering), Knowledge(geology), Open Lock, Search, and Traps. Daglir clerics additionally get a class bonus of +2 to Search and Traps skills.
- Daglir clerics are experts at all forms of crafts and construction; these are not represented as skills, but the GM should note this expertise whenever it becomes relevant.

**Follower Special Benefit** Non-clerics who choose to be followers of Daglir gain a +2 bonus to Search and Traps skills.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Aura of Power N (M)	110	1 target	10'	60 + 10L minutes	Will negates
Bane Demon N (M)	110	1 person	60'	60 + 10L minutes	voluntary
Bless N (M)	110	1 person	touch	60 + 10L minutes [R]	Will negates
Cure Wounds N (M)	115	1 being	120'	momentary	Will negates
Daglir's Fist N (M)	115	1 follower	touch	60 + 10L minutes [R]	none
Enchant Armor N (M)	120	1 piece of armor	touch	10L minutes	none
Enchant Weapon N (M)	120	1 weapon	touch	10L minutes	none
Magic Resistance N	124	1 being	touch	60 + 10L minutes [R]	voluntary
Protection from Evil N (M)	127	1 being [M]	touch	60 + 10L minutes [R]	none
Resist Acid N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Crushing N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Cold N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Fire N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Resist Poison N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Ward Elementals N	135	10'r circle	zero	60 + 10L minutes [R]	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Augury	110	self	none	none	special
Binding	110	20' × 20'	touch	6 × <i>L</i> hours	none
Color Change	111	<i>L</i> objects	10'	momentary	none
Consecrate Object	112	1 object	touch	see spell	none
Consecrate Stone	112	1 group of stones	none	<i>L</i> days or perm	none
Create Weapon	114	1 weapon	none	momentary	none
Daglir's Skin (M)	115	1 follower	touch	<i>L</i> hours	Will negates
Detect Altitude (1,2) (M)	116	1 being	see spell	see spell	none
Detect Evil (2,3,4)	116	varies	varies	momentary	varies
Detect Magic (4) (M)	117	self	120' LOS	momentary	none
Detect North (1) (M)	117	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Detect Size (1)	117	1 object	touch	momentary	none
Meld Stone	125	self	touch	60 + 10 <i>L</i> minutes [R]	none
Read Languages (M)	129	self	as sight	60 + 10 <i>L</i> minutes [R]	none
Sealing	131	see spell	touch	momentary	none
Stonewall	133	1 wall	touch	special	none
Throwing Stones	134	20 stones	none	1 day [R]	none
Level II Prayers	Page	ZOE	Range	Duration	ST
Analyze Item	109	1 item	touch	momentary	none
Analyze Magic	109	self	120' LOS	6 + <i>L</i> rounds	none
Comprehend Language (M)	112	self	none	<i>L</i> hours [R]	none
Darkness	115	10' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Darkvision (M)	115	self	LOS	<i>L</i> hours [R]	none
Detect Illusion (2) (M)	116	1 object	120' LOS	momentary	special
Detect Location (1)	116	self	see spell	momentary	none
Detect Metal (3,4)	117	see spell	480' or 120'	momentary	none
Detect Prayer (4) (M)	117	self	120' LOS	momentary	none
Detect Secret Doors (1) (M)	117	self	touch	60 + 10 <i>L</i> minutes	none
Detect Trap (3,4) (M)	117	see spell	480' or 120'	momentary	none
Message via Metal (M)	125	special	<i>L</i> <sup>2</sup> miles	until delivered	none
Observe Prayer (M)	126	self	120' LOS	6 + <i>L</i> rounds	none
Shape Stone	131	self	none	60 + 10 <i>L</i> minutes [R]	none
Soap Stone	132	1 stone	none	lasting	none
Level III Prayers	Page	ZOE	Range	Duration	ST
Analyze Structure	109	1 item	touch	momentary	none
Continual Darkness	113	20' r sphere	360'	permanent	none
Daglir's Ears	115	2 flat stones	touch	60 + 10 <i>L</i> minutes [R]	none
Daglir's Eyes	115	see spell	touch	60 + 10 <i>L</i> minutes [R]	none
Detect Poison (2,3,4) (M)	117	varies	varies	momentary	none
Dispel Magic	118	10' r sphere	120'	momentary	level contest
Dispel Prayer	118	10' r sphere	60'	momentary	level contest
Float Stone	121	self	none	60 + 10 <i>L</i> minutes [R]	none
Hurl Boulder	123	1 boulder	touch	momentary	none
Meld Metal	125	self	touch	60 + 10 <i>L</i> minutes [R]	none
Message via Stone (M)	125	special	<i>L</i> <sup>2</sup> miles	until delivered	none
Purify Metal	128	10 <i>L</i> lbs. of ore	touch	instantaneous	none
Silence 15'r	131	see spell	zero	60 + 10 <i>L</i> minutes [R]	none
Speak with Stone (M)	132	1 stone	as speech	60 + 10 <i>L</i> minutes [R]	none
Stone Window	133	4 <i>L</i> cubic feet	touch	60 + 10 <i>L</i> minutes [R]	none
Withstand Paralysis (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Brittle	111	1 object 10 <i>L</i> lbs	touch	<i>L</i> hours [R]	none
Enhance Gem (M)	120	1 gem	touch	momentary	none
Manipulate Stone	125	self	touch	60 + 10 <i>L</i> minutes [R]	none
Metal Window	125	4 <i>L</i> cubic feet	touch	60 + 10 <i>L</i> minutes [R]	none
Petrify	126	1 object	touch	instantaneous	see description
Quarry Stone	128	1 stone	none	Permanent	none
Remove Curse (M)	129	1 curse	240'	permanent	level contest
Shape Metal	131	self	none	60 + 10 <i>L</i> minutes [R]	none
Stone Doll	133	1 stone doll	touch	60 + 10 <i>L</i> minutes [R]	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Animate Objects	109	60' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Commune I	112	self	see spell	<i>L</i> minutes	none
Doom of Stone	119	1 space	60'	special	none
Harden Stone	122	1 cubic feet	touch	permanent	none
Manipulate Metal	125	self	touch	60 + 10 <i>L</i> minutes [R]	none
Neutralize Poison (M)	126	1 being	touch	momentary	none
Pass Wall	126	see description	touch	6 + <i>L</i> rounds	none
Restore Writing	130	<i>L</i> <sup>2</sup> square feet	touch	momentary	none
Shatter	131	1 object	touch	momentary	none
Stone to Mud	133	up to a 30' cube	touch	60 + 10 <i>L</i> minutes [R]	none
Toll	134	<i>L</i> /2 miles	none	momentary	none

Level VI Prayers	Page	ZOE	Range	Duration	ST
Assay Item	110	1 item	touch	momentary	Will negates
Consecration I	113	see description	touch	see spell	none
Disintegrate	118	1 object	touch	instantaneous	Fortitude negates
Flesh to Stone (M)	121	1 being	touch	momentary	Will negates
Harden Metal	122	<i>L</i> cubic feet	touch	permanent	none
Move Earth	125	120' cube	240'	60 + 10 <i>L</i> minutes [R]	none
Word of Recall	136	self	infinite	instantaneous	none

Level VII Prayers	Page	ZOE	Range	Duration	ST
Anti-Magic Shell	109	30' r sphere	none	60 + 10 <i>L</i> minutes [R]	none
Commune II	112	self	see spell	<i>L</i> minutes	none
Inhibit Magic	124	see spell	120'	60 + 10 <i>L</i> minutes [R]	Will negates
Raise Dead	128	1 dead being	10'	permanent	see spell

Level VIII Prayers	Page	ZOE	Range	Duration	ST
Blade Barrier	110	15' r circle	120'	60 + 10 <i>L</i> minutes [R]	none
Consecration II	113	see description	touch	see spell	none
Grand Patterning	122	1 object	touch	permanent	none
Work Enchanted Object	136	see description	touch	<i>L</i> hours [R]	level contest



Level IX Prayers	Page	ZOE	Range	Duration	ST
Astral Spell (M)	110	self	100 <i>L</i> miles	<i>L</i> hours [R]	none
Conjure Servant	112	GM discretion	proximity	<i>L</i> hours [R]	none
Earthquake	119	see description	see description	1 minute	variable
Immunity to Magic (M)	123	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Permanent	126	same	same	Permanent	none
Raise Dead Fully	128	1 body	10'	permanent	none

## Keepers of Nature

God:	Clerics:	Principle:	Symbol
Gaia	Wardens	Nature	Tree of Life

**Beliefs:** Keepers of Nature worship the life force of the natural world, personified as the goddess Gaia. They guard the natural order against waste and cruelty. Wardens see “Speaking-Peoples” (humans, elves, dwarves, etc.) as part of the natural world, not a thing apart, and therefore endorse and bless the “natural” behaviors of such beings: hunting for food, making tools and crafts by one’s own hands and skill, etc.

### Religion-Specific Class Features

- **Weapons:** Gaia clerics are proficient with dagger, club, spear, quarterstaff, dart, javelin, sling, and self bows.
- **Armor:** Gaia clerics are proficient with light armor and with shields. They are forbidden to wear metal armor, however, and so will not use chain shirts.
- **Skills:** Gaia clerics get Awareness, Hide, Knowledge(naturalist), Knowledge(herblore), Move Silently, and Survival as additional class skills.
- Wardens will not sleep indoors or eat “enslaved” foods (crop plants or domestic animals) unless they have no choice in the matter.
- Wardens will not ride any animal or in any animal-drawn conveyance (carts, wagons, etc.) without the animal’s permission.
- Wardens performing the *Speak with Animals* prayer expend no prayer points.

**Follower Special Benefit:** A non-cleric who chooses to follow Gaia gains a +2 bonus with Move Silently and Survival.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Aura of Power N (M)	110	1 target	10'	60 + 10L minutes	Will negates
Bane Demon N (M)	110	1 person	60'	60 + 10L minutes	voluntary
Bane Undead N (M)	110	1 person	60'	60 + 10L minutes [R]	voluntary
Command Elements N	111	see spell	none	L hours [R]	none
Cure Wounds N (M)	115	1 being	120'	momentary	Will negates
De-were N	118	60' cone	none	6 + L rounds	Will negates
Hunter’s Blessing N (M)	123	1 being	touch	60 + 10L minutes [R]	voluntary
Protection from Animals N (M)	127	1 being [M]	touch	60 + 10L minutes [R]	none
Protection from Evil N (M)	127	1 being [M]	touch	60 + 10L minutes [R]	none
Resist Acid N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Cold N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Elements N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Resist Fire N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Resist Lightning N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Resist Poison N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Summon Animal N	133	1 being	10'	12 rounds	none
Transformation N (M)	135	1 being	touch	special	voluntary
Ward Animals N	135	10' r circle	zero	60 + 10L minutes [R]	none
Ward Elementals N	135	10' r circle	zero	60 + 10L minutes [R]	none
Ward Undead N	135	10' r circle	zero	60 + 10L minutes [R]	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Augury	110	self	none	none	special
Cat's Eye (M)	111	self	none	60 + 10L minutes [R]	Will negates
Consecrate Object	112	1 object	touch	see spell	none
Detect Animal (3,4)	116	see spell	480' or 120'	momentary	none
Detect Disease (2,3,4) (M)	116	varies	varies	momentary	varies
Detect Evil (2,3,4)	116	varies	varies	momentary	varies
Detect Food (3,4) (M)	116	see spell	480' or 120'	momentary	none
Detect North (1) (M)	117	1 being	touch	60 + 10L minutes [R]	none
Detect Plants (3,4)	117	see spell	480' or 120'	momentary	none
Detect Undead (3,4) (M)	118	see spell	480' or 120'	momentary	none
Detect Water (3,4)	118	see spell	480' or 120'*	momentary	none
Friend of Elements (M)	122	1 being	60'	L hours [R]	none
Pack Scent (M)	126	1 being	10'	60 + 10L minutes [R]	Will negates
Predict Weather	127	self	5L miles	6L hours	none
Purify Food and Water	127	see spell	touch	momentary	none
Sleep of Healing	131	L beings	touch	8 hours	voluntary
Speak with Animals (M)	132	self	as speech	60 + 10L minutes [R]	none
Swiftness (M)	134	1 being	60'	60 + 10L minutes [R]	Will negates
Level II Prayers	Page	ZOE	Range	Duration	ST
Bloodhound (M)	111	1 target	touch	60 + 10L minutes [R]	none
Consecrate Water	113	L pints	touch	1 day [R]	none
Darkness	115	10' r sphere	120'	60 + 10L minutes [R]	none
Detect Curse (2) (M)	116	see spell	120' LOS	momentary	Level contest
Detect Illusion (2) (M)	116	1 object	120' LOS	momentary	special
Detect Magic (4) (M)	117	self	120' LOS	momentary	none
Detect Poison (2,3,4) (M)	117	varies	varies	momentary	none
Detect Prayer (4) (M)	117	self	120' LOS	momentary	none
Detect Trap (3,4) (M)	117	see spell	480' or 120'	momentary	none
Double Range	119	1 weapon	touch	60 + 10L minutes [R]	none
Enemy of Nature (M)	120	1 being	60'	L hours [R]	Will negates
Hide Among Plants	123	1 being	touch	60 + 10L minutes [R]	none
Darkvision (M)	115	self	LOS	L hours [R]	none
Life Sense (M)	124	1 being	none	L hours [R]	none
Light	124	40' illumination	120'	60 + 10L minutes [R]	none
Message via Trees (M)	125	special	L <sup>2</sup> miles	until delivered	none
Pass Freely (M)	126	1 being	touch	60 + 10L minutes [R]	none
Pathfinder (M)	126	1 being	touch	60 + 10L minutes [R]	none
Seeming	131	self	none	60 + 10L minutes [R]	none
Silence 15'r	131	see spell	zero	60 + 10L minutes [R]	none
Slow Poison	132	1 being	touch	60 + 10L minutes [R]	none
Web (M)	136	10L foot cone	zero	until dawn	Reflex special

Level III Prayers	Page	ZOE	Range	Duration	ST
Charm Animals	111	30' r sphere	120'	60 + 10 <i>L</i> minutes [R]	Will negates
Charm Plants	111	30' r sphere	240'	60 + 10 <i>L</i> minutes [R]	Will negates
Comprehend Language (M)	112	self	none	<i>L</i> hours [R]	none
Continual Darkness	113	20' r sphere	360'	permanent	none
Continual Light	113	20' r sphere	360'	permanent	none
Create Water	114	vicinity	60'	momentary	none
Cure Disease (M)	114	1 being	120'	momentary	Will negates
Dispel Magic	118	10' r sphere	120'	momentary	level contest
Dispel Prayer	118	10' r sphere	60'	momentary	level contest
Entangle	120	5' r circle	240'	concentration	Reflex
Find Being	121	1 being	<i>L</i> miles	<i>L</i> hours	Will negates
Free Elements	121	see spell	touch	60 + 10 <i>L</i> minutes [R]	none
Haste (M)	123	1 being	touch	6 + <i>L</i> rounds	Will negates
Observe Prayer (M)	126	self	120' LOS	6 + <i>L</i> rounds	none
Panther Senses (M)	126	1 being	10'	60 + 10 <i>L</i> minutes [R]	Will negates
Polymorph to Animal	127	self	none	variable	none
Speak with Plants (M)	132	self	as speech	60 + 10 <i>L</i> minutes [R]	none
Water Walking (M)	136	1 being	touch	60 + 10 <i>L</i> minutes [R]	none
Withstand Paralysis (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Cure Affliction (M)	114	1 being	120'	momentary	Will negates
Cure Lycanthropy (M)	115	1 being	touch	momentary	Will negates
Enter Plant	120	1 plant	touch	60 + 10 <i>L</i> minutes [R]	none
Eyes of Animals (M)	120	1 target	120'	60 + 10 <i>L</i> minutes [R]	none
Eyes of Trees (M)	120	1 tree	touch	60 + 10 <i>L</i> minutes [R]	none
Foresee Elements	121	10 <i>L</i> mile radius	none	momentary	none
Growth Plants	122	up to 50' × 50'	240'	<i>L</i> days	none
Hold Person	123	30' r sphere	240'	concentration	Will negates
Insect Plague	124	see spell	480'	<i>L</i> hours [R]	special
Massmorph	125	120' r	zero	<i>L</i> hours [R]	none
Neutralize Poison (M)	126	1 being	touch	momentary	none
Preservation	127	see spell	10'	<i>L</i> days	none
Remove Curse (M)	129	1 curse	240'	permanent	level contest
Stampede	134	10 <i>L</i> ' cone	zero	<i>L</i> rounds	Will negates
Sticks to Snakes	133	1 group of sticks	touch	10 minutes	none
Withstand Disease (M)	136	1 being	10'	60 + 10 <i>L</i> minutes [R]	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Commune I	112	self	see spell	<i>L</i> minutes	none
Create Air	114	vicinity	120'	momentary	none
Dawn	115	20' r sphere	360'	1 day [R]	none
Growth Animals	122	60' cone	zero	60 + 10 <i>L</i> minutes [R]	Will negates
Immunity to Fire (M)	123	1 being	touch	1 day	none
Invoke Elemental	124	1 elemental	10'	negotiable	none
Polymorph to Plant	127	self	none	1 day	none
Regrowth	129	1 living being	touch	permanent	none
Toll	134	<i>L</i> /2 miles	none	momentary	none

Level VI Prayers	Page	ZOE	Range	Duration	ST
Animate Plants	109	60' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Consecration I	113	see description	touch	see spell	none
Cure All Wounds (M)	114	1 being	120'	momentary	Will negates
Possess Animal	127	1 animal	240'	indefinite	level contest
Raise Dead	128	1 dead being	10'	permanent	see spell
Redirect Elements	129	1 natural disaster	see description	Permanent	none
Restoration (M)	130	1 being	120'	momentary	special
Level VII Prayers	Page	ZOE	Range	Duration	ST
Animate Objects	109	60' r sphere	120'	60 + 10 <i>L</i> minutes [R]	none
Commune II	112	self	see spell	<i>L</i> minutes	none
Part Water	126	see spell	10 × <i>L</i> '	60 + 10 <i>L</i> minutes [R]	none
Level VIII Prayers	Page	ZOE	Range	Duration	ST
Calm Elements	111	<i>L</i> mile r	none	permanent	none
Consecration II	113	see description	touch	see spell	none
Wind Walk (M)	136	self	none	up to 1 day	none
Level IX Prayers	Page	ZOE	Range	Duration	ST
Aerial Servant	109	1 Aerial Servant	10'	see description	none
Astral Spell (M)	110	self	100 <i>L</i> miles	<i>L</i> hours [R]	none
Conjure Servant	112	GM discretion	proximity	<i>L</i> hours [R]	none
Dispel Permanence	118	see spell	120'	momentary	level contest
Raise Dead Fully	128	1 body	10'	permanent	none

## Oblates of the Sword

God	Clerics	Principle	Symbol
Mavors	Oblates	Justice	Red Swords

**Beliefs:** Oblates of the Sword are the sworn defenders of Honor, Justice and the Innocent.

Courage, loyalty, truthfulness, discipline and compassion are honorable. Dishonorable conduct includes cowardice, lying, betrayal, cruelty, and oath breaking. Oblates may act secretly, and withhold information; mere stealth is not dishonorable. Betrayal includes abandoning your party - or anyone who has reason to trust in your fidelity - in combat. Choosing not to fight to avoid unnecessary killing is an entirely honorable action. There is disagreement within the faith about several points, including the use of ambushes and intentional ambiguity.

Justice is the principle that we each have rights, that it is a crime to violate these rights, and that the violator must be punished and / or make restitution as fit for their crime. We all have a right to life and health and to take our life or to injure our health is a crime. We have a right of ownership of our possessions and to take or destroy our possessions is also a crime.

The innocent are those who can not defend themselves against dishonorable or unjust treatment. The innocent need to be defended against those who are dishonorable or criminal.

Oblates of the Sword use their weapons only as a last resort. A felon who surrenders peacefully and accepts their punishment may never be injured beyond the just demands of their punishment.

Many followers of Mavors, especially clerics, take the truth sayer oath. This is a sacred oath to never lie or deceive. Truth Sayers must always display their holy symbol. They may never engage in intentional ambiguity or ambushes. Truth Sayers may withhold information only if not withholding it would be dishonorable or unjust. For instance, a Truth Sayer can swear not to tell someone something and withhold that information without breaking their oath, but they would have to state that they can not answer. The Truth Sayers holy symbol is a vertical red sword superimposed over sealed lips. Wearing a Truth Sayer holy symbol if one has not taken the oath, or breaking the oath is a felony and will attract the attention of other Mavors. The advantage to displaying a Truth Sayer holy symbol is that people believe you.

### Religion-Specific Class Features

- Weapons: Oblates are proficient with all simple and martial weapons.
- Armor: Oblates are proficient with all forms of armor and shields.
- Skills: Oblates gain Awareness, Knowledge(law), and Search as additional class skills.
- Oblates gain +5 when trying to detect a lie (this is usually a contest between the liar's Persuasion and the skeptic's Awareness).
- Oblates may perform the prayer *Detect Illusion* without expending prayer points.
- In most organized states, a cleric of Mavors is an agent of the law, fully empowered to act as investigator, judge, or even executioner.
- Any Oblate who abuses his powers, whether secular or spiritual, to perpetrate injustice immediately loses the favor of Mavors (the ability to perform prayers and orisons) until he atones for his misdeed. Mavors, a somewhat hands-on deity, will *tell* the character that he is being punished, and why, and exactly what he must do to atone (this is usually a grueling quest with significant risk of death).

**Follower Special Benefit:** A non-cleric who chooses to follow Mavors gains +2 on any attempt to detect a lie, recognize an illusion for what it is, or disbelieve/resist an illusion.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Aura of Power N (M)	110	1 target	10'	60 + 10L minutes	Will negates
Bane Demon N (M)	110	1 person	60'	60 + 10L minutes	voluntary
Bane Felon N (M)	110	1 person	60'	60 + 10L minutes	voluntary
Bless N (M)	110	1 person	touch	60 + 10L minutes [R]	Will negates
Courage N (M)	114	1 person	touch	60 + 10L minutes	voluntary
Cure Wounds N (M)	115	1 being	120'	momentary	Will negates
Enhance Weapon N	120	10' r sphere	zero	60 + 10L minutes [R]	none
Protection from Evil N (M)	127	1 being [M]	touch	60 + 10L minutes [R]	none
Resist Cause Wounds N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Crushing N (M)	129	1 being or object	10'	60 + 10L minutes [R]	none
Resist Poison N (M)	130	1 being or object	10'	60 + 10L minutes [R]	none
Ward Undead N	135	10'r circle	zero	60 + 10L minutes [R]	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Augury	110	self	none	none	special
Consecrate Sword	113	1 sword	touch	see spell	none
Detect Dishonor (2,3,4)	116	varies	varies	varies	varies
Detect Evil (2,3,4)	116	varies	varies	momentary	varies
Detect Illusion (2) (M)	116	1 object	120' LOS	momentary	special
Detect North (1) (M)	117	1 being	touch	60 + 10L minutes [R]	none
Detect Prayer (4) (M)	117	self	120' LOS	momentary	none
Detect Religion (2) (M)	117	1 being	120' LOS	momentary	Will negates
Double Range	119	1 weapon	touch	60 + 10L minutes [R]	none
Read Languages (M)	129	self	as sight	60 + 10L minutes [R]	none
Swiftess (M)	134	1 being	60'	60 + 10L minutes [R]	Will negates

Level II Prayers	Page	ZOE	Range	Duration	ST
Bane Undead I (M)	110	1 person	60'	60 + 10L minutes [R]	voluntary
Comprehend Language (M)	112	self	none	L hours [R]	none
Detect Hostility (2,3,4) (M)	116	1 being	120' LOS	momentary	Will negates
Detect Undead (3,4) (M)	118	see spell	480' or 120'	momentary	none
Detect Possession (2) (M)	117	1 being	120' LOS	momentary	Will negates
Detect Trap (3,4) (M)	117	see spell	480' or 120'	momentary	none
Find Deodand	121	self	L miles	L hours [R]	none
Light	124	40' illumination	120'	60 + 10L minutes [R]	none
Observe Prayer (M)	126	self	120' LOS	6 + L rounds	none
Rally	129	1 person	120'	momentary	none
See Illusion (M)	131	1 being	10'	60 + 10L minutes [R]	none
Silence 15'r	131	see spell	zero	60 + 10L minutes [R]	none
Speak with Dead	132	1 dead body	10'	10 minutes	none
Testimony (M)	134	1 being	30'	60 + 10L minutes [R]	Will negates

Level III Prayers	Page	ZOE	Range	Duration	ST
Analyze Dishonor	109	self	120' LOS	momentary	Will negates
Bane Undead II (M)	110	1 person	60'	60 + 10L minutes [R]	voluntary
Continual Light	113	20' r sphere	360'	permanent	none
Detect Curse (2) (M)	116	see spell	120' LOS	momentary	Level contest
Detect Poison (2,3,4) (M)	117	varies	varies	momentary	none
Dispel Illusion	118	see spell	240'	momentary	level contest
Dispel Prayer	118	10' r sphere	60'	momentary	level contest
Divine Confession	118	self	none	momentary	none
Find Felon	121	1 person	L miles	L hours [R]	Will negates
Haste (M)	123	1 being	touch	6 + L rounds	Will negates
Pathfinder (M)	126	1 being	touch	60 + 10L minutes [R]	none
Question	128	1 being	10'	6 + L rounds	Will negates
Withstand Paralysis (M)	136	1 being	10'	60 + 10L minutes [R]	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Analyze Magic	109	self	120' LOS	6 + L rounds	none
Bane Undead III (M)	110	1 person	60'	60 + 10L minutes [R]	voluntary
Cure Paralysis (M)	115	1 being	120'	momentary	Will negates
Hold Person	123	30' r sphere	240'	concentration	Will negates
Neutralize Poison (M)	126	1 being	touch	momentary	none
Oath	126	1 being	touch	1 year	voluntary only
Question Dead	128	1 dead body	10'	10 minutes	none
Remove Curse (M)	129	1 curse	240'	permanent	level contest
Smite Illusion (M)	132	1 being	touch	60 + 10L minutes [R]	none
Withstand Causes (M)	136	1 being	10'	60 + 10L minutes [R]	none
Withstand Drain (M)	136	1 being	10'	60 + 10L minutes [R]	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Bane Undead IV (M)	110	1 person	60'	60 + 10L minutes [R]	voluntary
Commune I	112	self	see spell	L minutes	none
Cure Insanity (M)	114	1 being	120'	momentary	Will negates
Dispel Evil	118	see spell	120'	momentary	level contest
Fairness	120	30'r*	none	60 + 10L minutes*	see description
Investigation	124	vicinity	zero	1 hour	Will negates
Purify	127	1 person	touch	momentary	voluntary
Quest	128	1 being	touch	until fulfilled	Will negates
Restore Writing	130	L <sup>2</sup> square feet	touch	momentary	none
Toll	134	L/2 miles	none	momentary	none
Track Felon	134	self	self only	L/2 days	none

Level VI Prayers	Page	ZOE	Range	Duration	ST
Bane Undead V (M)	110	1 person	60'	60 + 10L minutes [R]	voluntary
Consecration I	113	see description	touch	see spell	none
Convert Weapon	113	1 weapon	touch	see spell	special
Dueling Ground	119	30'r*	none	60 + 10L minutes*	none
Raise Dead	128	1 dead being	10'	permanent	see spell
Restore Memory (M)	130	1 being	touch	special	see spell
Reveal Truth	130	10 × L' r	zero	60 + 10L minutes [R]	level contest*
Speak with Monsters (M)	132	self	as speech	60 + 10L minutes [R]	none
True Sight	135	self	as senses	60 + 10L minutes [R]	none
Word of Recall	136	self	infinite	instantaneous	none



<b>Level VII Prayers</b>	<b>Page</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>	<b>ST</b>
Aerial Servant	109	1 Aerial Servant	10'	see description	none
Bane Undead VI (M)	110	1 person	60'	60 + 10 <i>L</i> minutes [R]	voluntary
Blade Barrier	110	15' r circle	120'	60 + 10 <i>L</i> minutes [R]	none
Commune II	112	self	see spell	<i>L</i> minutes	none
Great Oath	122	1 person	touch	1 year	voluntary
<b>Level VIII Prayers</b>	<b>Page</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>	<b>ST</b>
Bane Undead VII (M)	110	1 person	60'	60 + 10 <i>L</i> minutes [R]	voluntary
Consecration II	113	see description	touch	see spell	none
Convert	113	1 being	60'	see spell	level contest +3
Release	129	1 being	60'	momentary	Will negates
<b>Level IX Prayers</b>	<b>Page</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>	<b>ST</b>
Astral Spell (M)	110	self	100 <i>L</i> miles	<i>L</i> hours [R]	none
Bane Undead VIII (M)	110	1 person	60'	60 + 10 <i>L</i> minutes [R]	voluntary
Conjure Servant	112	GM discretion	proximity	<i>L</i> hours [R]	none
Divine Audience	118	1 cleric and deity	unlimited	1 Min	none
Permanent	126	same	same	Permanent	none
Raise Dead Fully	128	1 body	10'	permanent	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:** A prayer with Renewable duration always has a normal duration listed as well, with “(R)” listed to denote that the duration is renewable. If the prayer is performed normally, it has its normal duration. If the prayer is performed with *double* the normal prayer point expenditure, its duration is extended to the next time the cleric would normally regain prayer points. In the moment of regaining points the cleric may opt to renew any or all renewable prayers currently in effect, by immediately expending their normal (*not* doubled) prayer point costs. Renewable prayers can be renewed even if the cleric is asleep or unconscious at renewal time.

**Saving Throws:** Most prayers are negated by a Will save. This is true even of beneficial prayers, since one’s instinctive response to supernatural forces cannot distinguish between the harmful and the beneficial (and some prayers may be harmful to some while deadly to others). The save DC for a prayer is always 10 + prayer level + cleric’s Wisdom modifier. Note, however, that a cleric performing a beneficial prayer on himself can drop his save against that prayer without having to declare that he is dropping all saves.

Unless otherwise specified, any prayer that has a saving throw can have the save DC increased by spending extra time performing the prayer. This is called “chanting” and must be done immediately before performing the prayer: the cleric spends a round as if he were performing the prayer, but announces in the prayer phase that he is merely chanting for a prayer (and states which one). Each round of preparation increases the save DC by 1. If this DC increase is built up to +9, then the saving throw is cancelled entirely; the prayer will have no saving throw when it is performed. Note that a Contest of Levels is not a saving throw and prayers resisted in this way cannot be improved by chanting.

Chanting is an action but it costs no prayer points. It can be interrupted by distraction: a cleric must make a Concentration check against 15 + level of prayer + damage taken to avoid losing her accumulated save DC bonus.

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

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

## Caveats

The following principles apply to prayers other than damage prayers and cures, unless specifically contradicted in a prayer description.

1. Multi-Level prayers don't sum. If two castings of a multi-level prayer are in effect on one target, only the highest level will have effect.
2. Two prayers with similar effects don't sum. If two prayers have similar effects, the more favorable will apply. If prayers have several sub-effects, each sub-effect should be reckoned separately. If a Mage spell and a Clerical prayer have similar effects, the rule still applies. Spells that increase requisites are distinct from those that do not, since requisite effects sum with magical ones. Spells that enchant objects are distinct from those that affect people, since the enchanted object may be used by anyone.
3. Bless-type prayers don't sum. This is the most common case of the foregoing rule. Bless-type prayers include Bless, Hunter's Blessing, and Might. Note that Enchant Armor, Enchant Weapon, and Bane are not Bless-type prayers.
4. GMs may prevent absurdities. No listing of prayers can anticipate all the abuses which players may attempt to foist on a GM. If an attempted use of a prayer is clearly against the spirit of the description, the GM may so inform the player and prevent the abuse.

## Generic Prayer Descriptions

Certain sets of prayers have very similar mechanics. We have collected the common portions of the descriptions into the following generic prayers. Individual prayers will refer to a generic prayer description and then specify how they might differ from the generic prayer.

**Bane Prayers:** Massable prayer. This prayer charges the recipient with energies highly inimical to creatures of the named [type]. A religion will have Bane prayers only for types of creatures that are utterly abominable in the eyes of the religion. The effects are:

To-Hit bonus for any targeted attack against [type] is increased by +N;  
 Any attack (even unarmed) counts as +N for overcoming DR;  
 Damage for any missile or melee attack is increased by +Nd4;  
 Damage inflicted cannot be regenerated.

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

**Cause Prayers:** Massable prayer. Cause prayers inflict the specific kind of harm listed in the individual description. Once inflicted, the harm is real and is not maintained by magic: it may or may not heal naturally, but it cannot be dispelled (although it can be cured).

*ZOE:* 1 being [M]; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

**Cure Prayers:** Massable prayer. A Cure prayer alleviates the specific kind of harm listed in the spell description. The cure is real and permanent: the ailment cannot be brought back by "dispelling" the cure.

*ZOE:* 1 being [M]; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

**Detect Prayers:** These prayers allow the cleric to perceive objects hidden or distant, or to ascertain some quantity or fact. There are four different modes, and each of the Detect prayers will specify which mode it can use. Some give the cleric a choice. The default ZOE, Range, Duration and Saving Throw are given below but some prayers will have different traits.

Type 1: Ascertains an environmental fact. The cleric will have continuously updating knowledge of the given fact (within the detect range) for as long as the prayer lasts.

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

Type 2: Must be cast on a specific target, who gets a Will save. A successful save seems the same as if there were nothing to detect.

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

Type 3: The cleric picks a center for the ZOE (not necessarily in LOS) and gets a yes/no answer to the question, "Is X in the ZOE?"

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

Type 4: The cleric learns the direction to all sources of X within range, and also learns the distance to the largest source, if applicable.

*ZOE:* self; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

**Eyes Prayers:** This prayer allows the cleric to see from the position of the target. If the target is animate, then the cleric can see out of its eyes as well as it can see. If the target is inanimate and does not have eyes, then the cleric can see from the object in all directions as well as the cleric can see. The target must be in range at the time of casting; afterwards the cleric may move as far away as he wishes. The cleric must decide each round whether he is seeing out of his own eyes or using the vision of the prayer.

*ZOE:* 1 being; *Range:* 120'; *Duration:* 60 + 10L minutes; *Saving Throw:* none

**Protection N Prayers:** Massable prayer. These prayers are usually also multi-level prayers. They grant a single being protection against a category of adversary (e.g. Protection from Animals IV, Protection from Evil II). The "protection" consists of a +N deflection bonus to AC and a +N bless bonus to all saving throws, where N is the level of the prayer. These prayers have no save because they do not *directly* affect the recipient.

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

**Resist Prayers:** Massable prayer. These are always multi-level prayers that grant Resistance to some form of damage as per the spell name, e.g. Resist Fire N. The rating of the Resistance is  $2 + N^2$  points per round: thus for N of 1/2/3/4/5, the amount of protection is 3/6/11/18/27 points per round of the given damage type.

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

**Speak Prayers:** The cleric will be able to converse with any creature or thing as defined by the specific prayer. To others, the cleric will appear to be making unintelligible noises. Although the targets may often give the cleric a hearing, they are under no compulsion not to attack.

*ZOE:* self; *Range:* as speech; *Duration:* 60 + 10L minutes; *Saving Throw:* none

**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:* Will negates

**Ward Prayers:** These prayers ward a non-movable circular area (up to 10' radius) against a particular type of being or threat. Ward prayers are multi-level. All within the area get a +N deflection bonus to AC against targeted attacks of the warded type, and +2N bless bonus to saving throws against the warded type. Creatures of the warded type must make a Will save (the DC is increased by N over the normal save DC for a prayer of the Ward's level) to enter the circle, and cannot enter at all if they have less than 2N hit dice.

*ZOE:* 10'r circle; *Range:* zero; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* special

**Withstand Prayers:** This prayer type protects the recipient from some phenomenon (e.g. paralysis, level drain, fear), giving one additional saving throw vs. the phenomenon's effects. Note that this will give the recipient a single save against things that normally have no saving throw.

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

## Clerical Prayer Descriptions

**Aerial Servant:** This prayer summons a creature somewhat like an Invisible Stalker. It is an inherently invisible patch of animated air; its invisibility cannot be dispelled, although See Invisible, True Sight, and Blindsight will reveal it. It can carry up to 500 lbs. and moves (flying) at 480'/round. It will fetch one person or thing clearly named when summoned, bring it to the caster and then vanish. Anyone who objects to this, and is in position to do so, may fight or grapple the Servant. The Servant will not fight unless it is attacked, or unless it cannot reach or return with its target without fighting. It will not fight to the death but will retreat (if possible) on losing half or more of its hit points. If prevented from performing its task, it will return and report its failure to its summoner before departing for its home plane. **Aerial Servant statistics:** Size Large, Move 480 (flying), Hit Dice 16d8 +32 (48-176 h.p.), AC 19 (11 touch, 17 surprised, 9 both), Abilities Str 26 Dex 14 Con 14 Int 10 Wis 16 Cha 16, attack +16 for 2d8+8, grapple check bonus +21, saves F+12 R+7 W+8. Special Senses: Blindsight (air currents) 120', Locate (goal of task) as per mage spell but unlimited range.

*ZOE:* 1 Aerial Servant; *Range:* 10'; *Duration:* see description; *Saving Throw:* none

**Analyze Dishonor:** Describes what the target has done dishonorably. Only one dishonorable event will be described per performance, starting with the most dishonorable event. If the target fails to save, the cleric may use this prayer again to analyze the next most serious offense, continuing until the target saves. **Chanting cannot increase the save DC of this prayer by more than the Cleric's Wisdom modifier.** Once the target saves, more performances by the same cleric on the same target have no additional effect. The description will be terse, not describing how the target did the deed, just what was done to who or what, generally where and when it was done. "Miss Scarlet killed Mr. Green in the conservatory with a wrench two days ago at 9:00 PM.", for example. The prayer will also reveal if the offense has been expiated. The cleric may choose to skip offenses that have been punished or expiated before casting.

*ZOE:* self; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* Will negates

**Analyze Item:** This prayer allows the cleric to determine the function[s] of a non-magical item. This prayer will only reveal functions for which the item was designed. For example, if the prayer is cast on a coat hanger, it will not list breaking into cars as a function, although people often use them for that purpose.

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

**Analyze Magic:** The presence and nature of all spells, magic items, prayers, and clerically summoned creatures in the ZOE is made known to the 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 Power Phase, the caster learns what mage base spells and morphic spells are being prepared in the ZOE that round.

*ZOE:* self; *Range:* 120' LOS; *Duration:* 6 + L rounds; *Saving Throw:* none

**Analyze Structure:** This prayer reveals the internal structure of a non-magical item or mechanism. It could be used to reveal internal working of traps and locks, the ingredients in mixtures or alloys, or flaws or weaknesses in a structure. Characters receive a +4 circumstance bonus to their open locks or find/remove traps rolls if the structure of the lock or trap is described to them by a cleric who has performed this prayer; the bonus is +6 if the Cleric herself is the one using the skill. The item may not have a volume greater than 6L cubic feet.

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

**Animate Objects:** This prayer animates one or more inanimate objects. The objects will attack, defend, step or fetch as the caster dictates, each in a manner appropriate to the object: a chair will walk and kick with its legs, a broom might grow arms and carry pails of water, etc. The objects animated must not aggregate more than 20 feet<sup>3</sup>, more than 2000 lbs, nor more than L in number. A single large object might have 8 hit dice, and attack once for 2d8, hitting as an 8HD monster. Smaller objects would do less damage. Larger objects will be slower than small ones, and objects designed to move will be fastest of all. Draw analogies to monsters where possible.

*ZOE:* 60' r sphere; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Animate Plants:** Similar to Animate Objects. The cleric may animate up to 40 tons of biomass within the ZOE. This is about one large tree, four medium trees, sixteen small trees, forty saplings or large shrubs, etc. Animated plants may uproot themselves and walk, but the speed will be slow. A tree might move 1'/round, a small bush or a blade of grass 10'/round.

*ZOE:* 60' r sphere; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Anti-Magic Shell:** Forms an invisible shell around the caster. No spell, prayer or item will function inside the ZOE, nor will one cast or used from outside affect anything inside, with the exceptions listed for the mage spell *Anti-Magic Shell* (page 79).

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

**Assay Item:** The Cleric will know the powers and uses of one item. Artifacts, strongly cursed items and the like will receive a saving throw to conceal their more powerful/nastier aspects. Repeated castings by the same cleric will yield the same results.

*ZOE:* 1 item; *Range:* touch; *Duration:* momentary; *Saving Throw:* Will negates

**Astral Spell:** Massable prayer. The cleric's Astral Form may travel through the Astral Plane up to the prayer range. The Astral Form moves at 100 mph, can cast prayers as does the Cleric, and may be attacked by other Astral/Ethereal creatures. The cleric's body remains behind in a trance and may be reentered and left many times. If the Astral Form cannot return to the body for any reason (including death) the body lives on in a coma. If the Astral form has died, it cannot be raised until the body is slain. If the body is destroyed while the Astral Form is alive, the Astral form is permanently destroyed!

*ZOE:* self; *Range:* 100L miles; *Duration:* L hours [R]; *Saving Throw:* none

**Augury:** The cleric uses one of the accepted 'mancies' (Necromancy, Cartomancy, etc) to foretell the likely outcome of a well-defined course of action. The GM should rule on the adequacy of preparations and require at least ten minutes to cast the prayer. The answer will be weal/woe, success/failure, etc. as appropriate. The Cleric must make a Will save (DC 15; may substitute a Knowledge(theology) check against DC20, but in this case a natural 1 still always fails.) If the saving throw or skill check, which is rolled secretly by the GM, succeeds, the Cleric gets the correct answer. Otherwise roll a d6: 1-2:correct, 3-4: incorrect, 5-6: No answer. The gamesmaster should make his best estimate of the situation and leave it at that. Answers should be based on data known at the time of casting. If there are too many variables for the GM to decide, the correct answer is "no answer". Repeated castings will produce the same result as the first.

*ZOE:* self; *Range:* none; *Duration:* none; *Saving Throw:* special

**Aura of Power N:** Massable prayer. The recipient of the prayer gains an enhancement bonus of +2N to the ability score of the cleric's choice. If the recipient is a follower of the cleric's own religion, the duration is doubled. Increases to Intelligence, Wisdom, or Charisma never grant additional spell or prayer points, though they do affect skills and saving throws (including the save DC of spells or prayers cast while the caster's ability is enhanced). Note that while enhancement bonuses on the same ability do not stack, repeated castings can be used to enhance different abilities without penalty. As a matter of flavor clerics may call this prayer by different names according to source and application: Mavors' Might, Aru's Bounty of Health, Daglir's Majesty, Panther Reflexes, and so forth.

*ZOE:* 1 target; *Range:* 10'; *Duration:* 60 + 10L minutes; *Saving Throw:* Will negates

**Bane Demon N:** Generic prayer type *Bane* (page 107). Massable prayer. To qualify as a demon, a being must (1) not be native to this world or reality, (2) possess supernatural powers, and (3) be malevolent (toward at least some of the natives of this reality). An entity will be affected by this Bane prayer only if it meets all three criteria.

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

**Bane Felon N:** Generic prayer type *Bane* (page 107). Massable prayer. A felon has (in fact) committed an act of dishonor for which he has not made up. Note that the concept of "felon" is defined in terms of Mavors' view of justice, not relative to the laws of any particular mortal nation

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

**Bane Undead N:** Generic prayer type *Bane* (page 107). Massable prayer. Affects undead.

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

**Binding:** This prayer may be used to mend or strengthen any inorganic structure. It will not render the structure watertight.

*ZOE:* 20' × 20'; *Range:* touch; *Duration:* 6 × L hours; *Saving Throw:* none

**Blade Barrier:** The caster causes a wall of whirling, flashing blades to appear at the center of the ZOE with orientation chosen by the caster. All beings caught within the barrier as it appears may jump free on a successful Reflex save. Otherwise, all beings passing through take 7d10 damage from the blades. The blades can hit all creatures vulnerable to +3 weapons.

*ZOE:* 15' r circle; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Bless N:** Massable prayer. Cast on one being not currently in combat, this prayer grants a +N blessing bonus to the being's to-hit rolls. **Exception:** The Aru version grants its bonus to saving throws: -N to save against Cures, +N to all other saves.

*ZOE:* 1 person; *Range:* touch; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Bloodhound:** Massable prayer. The recipient will have a greatly increased sense of smell. The recipient can recognize individuals and track them by scent; this gives +5 to any roll for finding or following tracks *unless* the scent trail is the only tracking cue available. In this case Bloodhound allows normal tracking rolls even if tracking would otherwise be completely impossible. Recipient gets +5 to Awareness or Search rolls to find nearby creatures unless they are odorless (e.g. incorporeal Undead). Recipient can recognize most poisonous substances by their scent before a harmful dose is received: +2 synergy bonus to any saving throw against the poison *if* there is some action or reaction the character can take to reduce the dose taken, +5 to any roll to find poison in food or drink. (Actually identifying the specific poison will require an appropriate Knowledge skill.)

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

**Brittle:** This prayer allows the cleric to make one inorganic, solid object brittle and easy to break. Magic items are unaffected, but non-magical ones will be brittle as ice. Armor and weapons will have a chance of breaking upon a sharp blow of 5D% where D is the damage done by the blow. Note that while the brittleness is temporary, a broken object stays broken.

*ZOE:* 1 object 10L lbs; *Range:* touch; *Duration:* L hours [R]; *Saving Throw:* none

**Calm Elements:** The Cleric may call on furious natural forces to spread out into harmlessness, dissipating the force of a tectonic natural disaster. Earthquakes are transformed into imperceptibly slow shifts of released stress, volcanoes spread into magma seeps that gently warm an entire geothermal field, tsunamis diffract into chains of harmless surface waves. This prayer can stop a presently-occurring disaster in its tracks, or prevent an impending one detected via Foresee Elements.

*ZOE:* L mile r; *Range:* none; *Duration:* permanent; *Saving Throw:* none

**Cat's Eye:** Massable prayer. This prayer grants the recipient vision equivalent to the Catseye special sense (see Senses, p.16). It grants the additional benefit of instant adaptation to changes in light level, there is no risk of being dazzled by sudden bright light and no time to adjust to dim light. The latter benefit is the only benefit gained by a recipient who already has Catseye naturally.

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

**Cause All:** Generic prayer type *Cause* (page 107). This is the most powerful version of Cause Wounds. It will reduce the victim to zero hit points and renders him unconscious.

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

**Cause Wounds N:** Generic prayer type *Cause* (page 107) This will inflict Nd6 points of damage on a living target. Since Undead are powered by a magical inversion of normal life processes, it will *cure* a like amount of damage on an Undead target. Inanimate objects (also animated objects and magical constructs such as golems) are unaffected.

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

**Charm Animals:** This prayer will allow the cleric to control the actions of L hit dice of animals. Animals are naturally occurring mammals, reptiles or fish that are not normally considered sentient. This would exclude all humanoids and cetaceans. It would include highly trained domestic animals. The animals will follow the cleric's verbal instructions without question, provided that he does not order them into needless danger. If the animals are trained, give two saving throws. If they are controlled, a level contest will ensue. Additional attempts may be made if an attempt fails, and multiple level contests may ensue.

*ZOE:* 30' r sphere; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Charm Plants:** This prayer will allow the cleric to control the actions of L hit dice of plants. The plants must be naturally occurring and non-sentient. This includes mutations if the strain is common and self-perpetuating in the area (i.e. not the creation of the neighborhood mad wizard). Otherwise as Charm Animal.

*ZOE:* 30' r sphere; *Range:* 240'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Color Change:** The cleric can change the color of L objects small enough that each could be completely enclosed in his hand. The cleric can not change the weight, texture, etc. of the object.

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

**Command Elements N:** The Cleric can exert limited control of the weather with this prayer. One performance can accomplish any of the following results. Repeated performances of the same effect do not sum; the most powerful applies.

- Slow down an existing wind by up to  $5N$  mph.
- Replace an existing wind of no more than  $10N$  mph with a new wind of no more than  $10N$  mph in any desired direction.
- Redirect (but not intensify) an existing wind of no more than  $20N$  mph by up to 45 degrees.
- Intensify (without changing direction) an existing wind by up to  $5N$  mph.
- Summon fog, sufficient to reduce visibility to  $200/(2^N)$  yards, and impose a  $-2$  penalty to missile fire beyond half the visibility range.
- Summon or disperse clouds by  $N$  steps along the following schedule: Clear, Partly Cloudy, Light Overcast, Heavy Overcast, Sky Like Lead.
- Summon rain, sufficient to reduce visibility per fog, and impose a further  $-1$  penalty to missile fire, provided the sky is overcast. This should be considered  $N/5$  inches per hour of rainfall. Rain at more than  $1/4$  inch per hour will usually be accompanied by lightning and thunder as a bonus, though these have no game effects.
- Stop existing rain of up to  $N/2$  inches per hour.
- Summon or stop snow per rain ( $1''$  rain =  $6''$  snow), with the same visibility parameters.
- Raise or lower temperature by up to  $5N$  Fahrenheit.

(Radius and duration may be reduced, but not increased, at caster's option at time of casting. ).

*ZOE:*  $N$  mile r, does not move with caster; *Range:* none; *Duration:*  $L$  hours [R]; *Saving Throw:* none

**Commune N:** This prayer enables the caster to ask questions of his god. The questions will normally be answered with complete truth, but certain prayers and circumstances may intervene. Questions involving things still in the freedom of fate will not be answered, and questions involving name level beings may initiate a level contest. The caster may ask up to  $L/3$  (rounded up) questions and then may not cast either version for a week. Commune I will answer questions yes or no (with no answer a possibility); Commune II will give one word answers, and if no answer is forthcoming, it will give an indication of why. Each of the 32 compass points is one word, as are all numbers.

*ZOE:* self; *Range:* no limit to object of inquiry; *Duration:*  $L$  minutes; *Saving Throw:* none

**Comprehend Language:** Massable prayer. The caster gains the ability to read, write, speak, and understand one language as would a native. Some ancient or arcane languages may not be accessible by this spell, and not all languages will have both written and spoken forms. This prayer will not affect codes or ciphers. The caster must be specific about the language he wishes to comprehend.

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

**Conjure Servant:** By means of this prayer, the cleric summons an immensely powerful servant of his deity into the world. Assuming that the caster has good cause to summon such a being, it will generally be willing to help him. It will not, however, be under his control. The form and powers of the servant will be appropriate to the religion. Due to the potentially unbalancing effects of such vast entities, the details of each deity's servants are left to the GM's discretion. In general, more powerful clerics can summon more powerful beings. The Servant will remain until the caster dismisses it or dies or until the prayer duration runs out. In any of these events, the Servant is free to stay or go.

*ZOE:* GM discretion; *Range:* proximity; *Duration:*  $L$  hours [R]; *Saving Throw:* none

**Consecrate Object:** Every cleric must have a holy symbol with him in order to properly pray. This prayer is used to dedicate such a symbol. Additional such symbols may be consecrated and left as tokens of safe passage, or to dissuade certain monsters from passing. Clerics will instantly recognize a duly consecrated symbol. This prayer does not, itself, need a consecrated object for its performance.

*ZOE:* 1 object; *Range:* touch; *Duration:* 1 hour to cast, effect permanent; *Saving Throw:* none

**Consecrate Stone:** This prayer consecrates a collection of stones to Daglir. Casting the prayer once causes the consecration to last  $L$  days. Casting it again, immediately, creates a permanent consecration. Consecrated stone causes great pain to undead and demons, forcing them to make a Will saving throw to continue contact. If the creature does save, the consecrated stone becomes soiled and is no longer consecrated. If the vile creature fails to save, it takes 2 hits and must break contact. It may, however, repeat its attempt to desecrate the stone on its next round. All stone(s) consecrated by the same prayer lose their consecration if any of them are soiled. A single group of consecrated stone affects all vile



creatures that come in contact until they are soiled, but affects each creature only once per round even if multiple stones are involved.

*Throwing Stones* (page 134) may also be consecrated with the Consecrate Stone prayer. Consecrated throwing stones do an extra 1d6 of damage to undead and demons. A throwing stone that hits a vile creature shatters and loses both its Consecration and its Throwing Stone enchantment. If more casual contact is made between a wretched creature and one or more throwing stones pain, damage and possible soiling are as described above. The group of throwing stones does not become soiled when a stone is shattered but will if one is soiled by casual contact.

A cleric may consecrate  $L^2$  tons of stone or up to 20 throwing stones with a single prayer.

*ZOE*: 1 group of stones; *Range*: none; *Duration*:  $L$  days or perm; *Saving Throw*: none

**Consecrate Sword:** Consecrates a sword or dagger. A Consecrated weapon must be so available as to count as a weapon choice. The weapon so consecrated counts as a consecrated holy symbol for performing prayers.

*ZOE*: 1 sword; *Range*: touch; *Duration*: 1 hour to cast, effect is permanent; *Saving Throw*: none

**Consecrate Water:** This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain demonic beings, who suffer d6 damage when a pint is thrown upon them. Thrown holy water is a ranged touch attack with a range increment of 10'. It may be used in melee without penalty but still uses the thrower's ranged attack bonus. Pure, clean water must be used. All clerics will recognize Holy Water. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration. This prayer requires one hour to cast.

*ZOE*:  $L$  pints; *Range*: touch; *Duration*: 1 day [R]; *Saving Throw*: none

**Consecration N:** This prayer dedicates a room, temple, grove, alley, or the like to the cleric's god. Normally only one such area may be consecrated per cleric. Clerics of opposing gods are uncomfortable in a consecrated area. All non-followers have their saving throws reduced, while all followers have their saving throws improved. Consecrate I gives a  $\pm 2$  effect over an area of 1000 ft<sup>2</sup> to a height of 10'. Consecrate II gives a  $\pm 4$  effect in a volume of 100,000 ft<sup>3</sup>, but to a height of no more than 100'.

*ZOE*: see description; *Range*: touch; *Duration*: 1 day to cast, effect permanent; *Saving Throw*: none

**Continual Darkness:** This causes complete and utter darkness within 20' of the center. All visual senses are absolutely blocked, even Darkvision, providing total concealment to all within. The creator of the darkness, and other clerics of the same deity, can see through it without penalty. For an additional 20' radius outside the primary zone there is partial darkness: torches, lanterns, etc. cannot produce full illumination and cast partial illumination in their normal full-light radius. The ZOE is not affected by any material object, so if cast on a stick and brought up to a door, the room inside will get dark. If a *Continual Darkness* and a *Continual Light* come into contact, they cancel in the overlapping area.

*ZOE*: 20' r sphere; *Range*: 360'; *Duration*: permanent; *Saving Throw*: none

**Continual Light:** This causes light equivalent to full daylight throughout the ZOE. This light will dismay, but not seriously harm, creatures that cannot stand sunlight. The light comes from all directions, negating all shadows. The ZOE is not affected by any material object, so if cast on a stick and placed in a knapsack, it will still illuminate. The brightly glowing ZOE will project full, clear illumination for an additional 20' and partial illumination for 20' beyond that, but this is just normal illumination: these radii are not part of the ZOE and do not penetrate obstacles. If a *Continual Darkness* and a *Continual Light* come into contact, they cancel in the overlapping area.

*ZOE*: 20' r sphere; *Range*: 360'; *Duration*: permanent; *Saving Throw*: none

**Controlled Empathic Cure:** Generic prayer type *Cure* (page 107), except that the range of this prayer is touch. It will transfer points of damage from the target to the caster, curing three points of damage off the target for every two points suffered by the caster. The caster is able to select the number of points transferred. Only damage present on the target before the current clerical prayer phase can be cured.

*ZOE*: 1 patient; *Range*: touch; *Duration*: momentary; *Saving Throw*: Will negates

**Convert:** This may be thrown on any humanoid in an attempt to change his alignment and religion to that of the caster. This requires a Level Contest with the target having a 3 level bonus. If successful, the target will be a devoted follower of the cleric. If not, he will become a bitter enemy and any further attempts to convert him to the same religion will find him effectively ten levels higher. Clerics, paladins, rangers and the like may not be converted.

*ZOE*: 1 being; *Range*: 60'; *Duration*: 1 hour to cast, effect permanent; *Saving Throw*: level contest +3

**Convert Weapon:** Cast on any aligned weapon, other than a mission sword, holy sword, etc. it will attempt to convert the sword to the cleric's god. The weapon gets a saving throw as described under Magic Items. If the weapon fails to save, the weapon is amenable to conversion. If not, the weapon can not be converted.

*ZOE:* 1 weapon; *Range:* touch; *Duration:* 1 day to cast, effects permanent; *Saving Throw:* special

**Courage N:** Massable prayer. This adds a +2N morale bonus to the recipient's Will save against Fear or any similar effect, and likewise to any attempt by the recipient to inspire or lead others (whether using the Persuasion skill or other means). The benefit is +3N for followers of Mavors.

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

**Create Air:** Creates enough pure air for L man hours of breathing. One man hour is about 40 cubic feet. The air appears slowly and nonviolently at a point of the caster's choosing. The air created is real and cannot be dispelled.

*ZOE:* vicinity; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

**Create Food:** This prayer will cause food to appear in any reasonable form and manner specified by the cleric, enough to feed 30L humans. The food may also be animal feed, one horse may be fed in place of three men. The food created is real and cannot be dispelled.

*ZOE:* Vicinity; *Range:* 60L'; *Duration:* momentary; *Saving Throw:* none

**Create Water:** This prayer will cause water to appear in a convenient place or container specified by the cleric, enough for 8L humans. A horse requires three times the water that a man does. The water created is real and cannot be dispelled. It is of purity suitable for consecration.

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

**Create Weapon:** This prayer enables the cleric to forge, fashion, or fletch a weapon from available materials in a single round. Any mundane weapon on the weapons chart may be manufactured provided there is suitable material. The GM will rule on the availability and suitability of material. The weapon, once created, is real and cannot be dispelled.

*ZOE:* 1 weapon; *Range:* none; *Duration:* momentary; *Saving Throw:* none

**Cure Affliction:** Generic prayer type *Cure* (page 107). Massable prayer. Cleric may cure blindness, deafness, paralysis, or insanity, provided they are magically caused. Cannot cure naturally occurring afflictions (use the specific individual Cures for that).

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

**Cure All Wounds:** Generic prayer type *Cure* (page 107). Massable prayer. This will cure all damage from a living recipient, and reduce an undead target to 1 hit point.

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

**Cure Blindness:** Generic prayer type *Cure* (page 107). Massable prayer. The recipient's sight is restored to normal. If blindness is due to severe physical damage to the eyes, the cleric must also succeed at a Heal skill check (DC20) to direct regeneration of the damage.

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

**Cure Deafness:** Generic prayer type *Cure* (page 107). Massable prayer. If major structural parts of the ear are missing, then the cleric must also make a Heal check at DC20 to restore them while performing the prayer. Otherwise, deafness is automatically cured, provided the recipient does not resist the prayer.

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

**Cure Disease:** Generic prayer type *Cure* (page 107). Massable prayer. This will cure all normal disease, and those Caused diseases that are not combined with a Curse, etc.

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

**Cure Feeblemind:** Generic prayer type *Cure* (page 107). Massable prayer. This prayer will reverse a Mage *Feeblemind* (page 77) spell.

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

**Cure Insanity:** Generic prayer type *Cure* (page 107). Massable prayer. This prayer will cure 1 form of insanity in the patient. If the patient has more than one form of insanity the most mild form will be cured.

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

**Cure Lycanthropy:** Generic prayer type *Cure* (page 107). Massable prayer. This prayer will prevent the disease Lycanthropy from occurring in one who has been bitten by a were-creature. If a Speed Lycanthropy prayer has been cast, a Level Contest results.

*ZOE:* 1 being; *Range:* touch; *Duration:* momentary; *Saving Throw:* Will negates

**Cure Paralysis:** Generic prayer type *Cure* (page 107). Massable prayer. This prayer cures paralysis.

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

**Cure Wounds N:** Generic prayer type *Cure* (page 107). Massable prayer. This will cure Nd6 points of damage from a living target. Since Undead are powered by an inversion of life processes, it will *inflict* Nd6 points of damage on an undead target. (However, Dispel Undead is much better at getting rid of undead, if your religion has it.) If the recipient is a follower of the cleric's religion, the amount healed is increased by 1 per die.

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

**Daglir's Ears:** The cleric enchants two flat stones so that he can hear through them as if they were his own ears. For the duration of the spell, the cleric may choose, from round to round, which set of ears to hear through. If the cleric is listening through the stones he/she is completely unaware of sound in his/her own vicinity, thus the term stone deaf. The ears will give a good sense of direction to the source of sounds if they remain together and aligned. If they become misaligned, the cleric loses any sense of direction to sounds that he hears. If the ears are separated, the cleric will hear sound from both ears. There is no playback capability, there is no control of where the ears go, and there is no range limit.

*ZOE:* 2 flat stones; *Range:* touch; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Daglir's Eyes:** The cleric enchants two gems so that he can see through them as if they were his own eyes. For the duration of the spell, the cleric may choose, from round to round, which set of eyes to see through. Unlike Wizard Eye, the cleric gains binocular vision. However if the gems are separated or go out of alignment, the cleric will not be able to get a clear vision. There is no play back capability, and unlike Wizard Eye, there is no control of where the eyes go and there is no range limit.

*ZOE:* 2 gems or crystals; *Range:* touch; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Daglir's Fist N:** Massable prayer. This prayer enables the recipient to use their hands as a +N to hit, +N to damage War Hammers in melee. Obviously, the recipient cannot throw their hands as a war hammer! This prayer is great for having a concealed weapon or if you left your war hammer in your other suit of platemail.

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

**Daglir's Skin:** Massable prayer. This prayer makes the recipient's skin stone hard, granting an armor bonus of +10. Other armor bonuses are not cumulative with this, nor are shield bonuses. No armor proficiency is required, but spell casters will find that they are impeded as if wearing heavy armor (i.e. they must take a +2 penalty modifier to their casting costs, cast Power Words only, or have the feat *Cast Wearing Heavy Armor*). The recipient is not encumbered in any way and takes no armor check penalties, unless wearing real armor in addition to the prayer (which is possible, just pointless).

*ZOE:* 1 follower; *Range:* touch; *Duration:* L hours; *Saving Throw:* Will negates

**Darkness:** This prayer, cast upon some object, causes it to emanate darkness. Within 10', darkness is total (Total Concealment from all visual senses). Within 20', darkness is partial (partial concealment from normal sight, no concealment from Darkvision or Catseye). Out to 40' there is a perceptible gloom but it has no game effects. The Cleric who performed the Darkness prayer can still see through it, as can any higher level cleric of the same deity. A Light spell or prayer will negate Darkness in the overlapping area and vice-versa.

*ZOE:* 10' r sphere; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Darkvision:** Massable prayer. The recipient will have Darkvision with a range of 60' (see p.16 for details). If the recipient already has Darkvision his Darkvision range is extended by 60'. Note that this range increase applies even if the recipient's extant Darkvision comes from a preexisting instance of this prayer.

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

**Dawn:** This prayer is identical to a *Continual Light* (page 113) but with all the attributes of full daylight, including damage to Undead and other creatures vulnerable to the Sun.

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

**Detect Altitude:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer tells the recipient all of the following:

1. Current altitude above/below ground.
2. Current altitude above/below sea level.
3. Current altitude of the ground above sea level (just in case they can't subtract). Type 1,2.

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

**Detect Animal:** Generic prayer type *Detect* (page 107). This prayer reveals the presence of a specified type of animal. The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom. Type 3,4.

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

**Detect Curse:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveal what, if any, curses lie upon a person, place or thing. Curses are routinely concealed. In this case a level contest is needed to determine if a curse exists, and a second to determine the curse. Type 2. Can also be cast on objects or places.

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

**Detect Disease:** Generic prayer type *Detect* (page 107). Massable prayer. This prayers reveals the presence and nature of disease. If invoked as a type 2 detect, the prognosis for the target's illness is also revealed. Prognosis includes life expectancy if not treated and how contagious the disease is. If invoked as a type 3 or type 4 detect the cleric may either choose a specific disease or all disease in the ZOE. Plant diseases may be detected as well as animal diseases and include insect infestation, etc.

Natural lycanthropes may be detected by this prayer whether or not they are in their were form. Creatures that have been temporarily transformed, via magic, into were creatures can only be detected in were form. The save DC in mode 2 cannot be improved by chanting. Type 2,3,4.

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

**Detect Dishonor:** Generic prayer type *Detect* (page 107). Detects the existance of dishonorable behavior in the target. Specifically, it detects if the target is currently lying, betraying a trust, neglecting an honor bound duty, showing cowardice or abandoning a comrade. Type 2,3,4.

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

**Detect Evil:** Generic prayer type *Detect* (page 107). This prayer reveals if a target is evil or the presence of evil in the ZOE. Evil will always include demons and undead, and is as defined by the religion. For example, an Aru will detect creatures of violence as evil, while a Mavors will detect liars as evil. However, the prayer will only detect magical effects. A bunch of angry orcs, however unfortunate for the lone Aru, are not evil unless somehow enchanted. The save DC in mode 2 cannot be improved by chanting. Type 2,3,4.

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

**Detect Food:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals the presence of edible food. By default, this means "edible" to the cleric's own species, but the cleric can specify a different species if desired (e.g. cattle fodder). Type 3,4.

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

**Detect Hostility:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals if a being is hostile, or if hostile beings are in the ZOE. Hostile is defined as willing to cause harm at the time. The cleric may specify to detect only beings that are hostile to the cleric or that are hostile towards any beings at all. It does not reveal who the target wishes to fight. Creatures acting purely defensively are not generally hostile. Type 2,3,4.

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

**Detect Illusion:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals if any particular thing is an illusion, magical or otherwise. If a magical illusion is involved, it resists with its caster's Will save as it was at the time of casting. Type 2.

*ZOE:* 1 object; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* special

**Detect Location:** This prayer tells the cleric the range and direction to either his home temple's bedrock or the location of a patch of bedrock that the cleric has consecrated. The cleric must be touching bedrock on the same landmass as the consecrated stone. The cleric will know how far North/South and East/West the consecrated stone is from the current location. Type 1.

*ZOE:* self; *Range:* 1 continent or island; *Duration:* momentary; *Saving Throw:* none

**Detect Magic:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals the presence of magic in effect within range in LOS, be it spell or item or prayer. It does not detect Concealed Magic. The prayer offers no analysis, although it will tell spells from prayers and items, and will reveal the religion of detected prayers. Type 4.

*ZOE:* self; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* none

**Detect Metal:** Generic prayer type *Detect* (page 107). This prayer reveals the presence of metal. The cleric must specify any one type of metal (e.g. Iron, Copper, Aluminum). Alloys may not be selected, but their component parts may. Enchanted metal will only be detected if the cleric wins a Level Contest against the enchanter. Type 3,4.

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

**Detect North:** Generic prayer type *Detect* (page 107). Massable prayer. The true direction of North is revealed. Type 1.

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

**Detect Plants:** Generic prayer type *Detect* (page 107). Identical to Detect Animal (above) but detects plants instead. Type 3,4.

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

**Detect Poison:** Generic prayer type *Detect* (page 107). Massable prayer. When cast as a type 2 detect, this prayer reveals if a living being is suffering from poison. This prayer will work on plants or animals.

When cast as a type 3 or 4 detect, this prayer reveals the presence of substances toxic to the cleric's race. It will not reveal poison already in a living being except poison that is normally part of the creature, i.e. it will detect a poisonous snake but not a poisoned snake. Type 2,3,4.

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

**Detect Possession:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals a second personality or influence in living being. Examples are Demonic Possession, *Magic Jar* (page 80), etc. The possessing being gets the saving throw. Note that while chanting can eliminate the saving throw, a possessed being may take countermeasures during such a prolonged performance. Type 2.

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

**Detect Prayer:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals prayers in effect and clerically summoned beings. It does not detect Concealed prayers. This prayer offers no analysis, save that it will reveal the religion of detected prayers. Type 4.

*ZOE:* self; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* none

**Detect Religion:** Generic prayer type *Detect* (page 107). Massable prayer. This will reveal the subject's god. Type 2.

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

**Detect Secret Doors:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals the presence of secret doors and hidden spaces. If the cleric runs his hands over, steps on, or otherwise touches, a door or covering to a hidden space, room or compartment, it will become obvious to him and continue to be obvious thereafter. Hidden spaces includes secret pockets in garments, secret panels, etc. Type 1.

*ZOE:* self; *Range:* touch; *Duration:* 60 + 10L minutes; *Saving Throw:* none

**Detect Size:** Generic prayer type *Detect* (page 107). This prayer reveals the height, breadth and thickness of the object touched, up to 60' in each dimension. It also reveals some idea of the general shape of the object, i.e. box, cube, sphere, cylinder or irregular. Type 1.

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

**Detect Trap:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals the presence, location and general nature of the trap nearest to the center of the ZOE. Type 3,4.

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

**Detect Undead:** Generic prayer type *Detect* (page 107). Massable prayer. This prayer reveals the presence of undead creatures. Type 4 also indicates the type of undead detected. Type 3,4.

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

**Detect Water:** Generic prayer type *Detect* (page 107). This prayer reveals the presence of water. The cleric may choose to detect either potable water or any water. It will not detect water that is in living or dead beings. If invoked outdoors as a type 4 detect, it has a range of  $L$  miles. Type 3,4.

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

**De-were N:** This will compel lycanthropes of up to  $2N$  hit dice to return to their humanoid form for the duration of the prayer. The lowest levels will be affected first, until  $N + 1$  creatures have been affected. Those of  $N$  hit dice and less do not get a saving throw.

*ZOE:* 60' cone; *Range:* none; *Duration:*  $6 + L$  rounds; *Saving Throw:* Will negates

**Disintegrate:** This prayer will disintegrate an inorganic or dead object. Magical objects get a saving throw. The object must be less than  $50L$  pounds.

*ZOE:* 1 object; *Range:* touch; *Duration:* instantaneous; *Saving Throw:* Fortitude negates

**Dispel Evil:** The cleric may attempt to dispel an evil enchantment, or to dismiss a summoned creature below the level of greater demon. The standards for evil are those of the cleric's religion. The result is resolved as a Level Contest. If the cleric could attempt Dispel Magic, Dispel Prayer or Remove Curse against the same enchantment, give +3 levels. Only one attempt may be made by any cleric to dispel one enchantment.

*ZOE:* 1 object, being or enchantment; *Range:* 120'; *Duration:* momentary; *Saving Throw:* level contest

**Dispel Illusion:** The performer may attempt to dispel one illusion. If the cleric has clearly identified the illusion, success is automatic.

*ZOE:* 1 object, being or enchantment; *Range:* 240'; *Duration:* momentary; *Saving Throw:* level contest

**Dispel Magic:** This prayer permanently breaks magical spells and prayers. It cannot be used on items. Success requires a Level Contest. Attempts against clerical prayers take a  $-3$  penalty to the performer's level. If the cleric fails to dispel a prayer, he does not get a second chance until higher level. This prayer will exorcise possessions by demons, spirits, etc., with the level of the possession being the level of the possessor +3.

*ZOE:* 10' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* level contest

**Dispel Permanence:** This prayer negates the effect of a *Permanent* (page 126) prayer. A level contest is fought without the level boost of the permanent.

*ZOE:* 1 object, being or enchantment; *Range:* 120'; *Duration:* momentary; *Saving Throw:* level contest

**Dispel Prayer:** This prayer will attempt to dispel all clerical prayers within the ZOE. Each prayer requires a successful Level Contest to dispel. See page 67 for details on dispelling a Mass prayer.

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

**Dispel Undead N:** This prayer inflicts  $Nd6$  damage on all undead in the ZOE. Only undead that exceed level  $N$  get a saving throw.

*ZOE:* 60' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

**Divine Audience:** The cleric may have an audience with his deity. The awesome power of this prayer is easy to see, so it should be used with care. The form of the questions and answers are unlimited, but the god is under no compulsion to answer. Use of this prayer will cause a *Toll* (page 134) with ten times normal range, and be otherwise detectable.

*ZOE:* 1 cleric and deity; *Range:* unlimited; *Duration:* 1 Min; *Saving Throw:* none

**Divine Confession:** Mavors will answer two questions: “What have I/we done dishonorably?” and “How can I/we make up for it?”. Obviously, any dishonor that has already been expiated will not be considered. Be prepared to do whatever Mavors commands to make up for the dishonor.

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

**Doom of Stone:** This prayer causes the stone surrounding its victims to close in and crush them. The area affected must have two surfaces of stone, one on either side of the target(s). The surfaces must each be at least 20' long and can be up to 60' long. Usually these are walls, but they could be floor and ceiling or even a floor and a wall. At the end of the movement phase following the invoking of this prayer, the surfaces close together and begin crushing the targets. Victim(s) that have not acted that round may escape, assuming there is a path to escape.

Starting in the powers phase of each subsequent round, for as long as the prayer is running, the trapped victim(s) are crushed as follows. The victim(s) may attempt a contest of strength against strength 20 to avoid damage. If the victim(s) win the contest, none take damage. If they lose the contest or don't resist, they take 1d6 crushing damage.

The cleric must maintain concentration on successive rounds to continue the constriction. Concentrating allows only movement at half rate and no other prayers or offensive actions. It is subject to distraction in the same way as performing a prayer.

Once the stone has closed, the victims are inaccessible to the outside world and vice versa. Magic and or prayers that need a line of sight can not effect the victim(s), either to aid or harm them. While the victim(s) are being crushed, they will be able to use magic or pray only if they do not participate in resisting the surfaces with their strength and are not distracted by damage. It is not possible to attack the victim(s) with weapons because of the entombing stone.

After either  $L$  rounds or the cleric is distracted or ceases to concentrate, the surfaces return to their original positions. The cleric can expend the prayer point cost again on the last round of its duration in order to extend it for another  $L$  rounds without a break.

*ZOE:* 1 space; *Range:* 60'; *Duration:* special; *Saving Throw:* none

**Double Range:** Doubles all range increments on one Missile weapon. May be cast on a bow, crossbow, or sling to double the range of all missiles fired from that weapon.

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

**Dueling Ground:** As Fairness, but the area will also be surrounded by a translucent dome. Entering or leaving the Duelling Ground, or attempting to affect it from outside (or the outside from within) will require a level-v-level battle, in addition to the required saving throws. Performer may specify a condition to terminate the duel (e.g. first injury to a participant) which will end the prayer; in this case, all present will know when and how it has ended.

*ZOE:* 30'r\*; *Range:* none; *Duration:* 60 + 10 $L$  minutes\*; *Saving Throw:* none

**Earthquake:** This prayer smites the target location with a devastating earthquake (Richter  $\frac{1}{2}L$ ). In the epicenter zone (a radius of  $30 \times L$  feet from the origin point), fixed walls (whether they are formed into buildings or not) take  $100 + Ld10$  points of damage, disregarding object hardness. (For a typical 16th level performer this will, on average, smash stone walls 11 inches thick or wooden walls 17 inches thick.) Structures that can flex, or are not anchored to the ground, do not take this damage. Structures that are Grand Patterned take no damage. Multi-story buildings will collapse if their load-bearing walls are reduced to less than half their starting hits (2 or 3 stories) or less than  $\frac{3}{4}$  their starting hits (4 or more stories). Underground structures are treated as 4+ story buildings: natural underground caverns or passages should be treated in the same way but considered to have 10,000 structural hit points *divided by* their unsupported free span in feet. Collapsing buildings will do damage to those within according to their size and construction (10d6 is probably typical). Mobile non-flying creatures in this zone must make Reflex saves or fall down; any attempt to move other than by crawling requires another Reflex save. There is a 1 in 6 chance each round that any creature in the epicenter will be struck by falling objects or rolling rocks, or slide into a temporary crack; this will necessitate another Reflex save to avoid  $\frac{L}{2}d6$  of crushing damage.

From  $30' \times L$  to  $100' \times L$  the damage is half as severe as described above, and the save DC is reduced by 5. Beyond that zone, to a radius of  $L$  miles, fragile objects (e.g. glass windows) will shatter, and beings must make one Reflex save (DC10) to avoid falling down at the start of the tremor, but no other effects are incurred. The performing cleric herself, if within the ZOE, will display an eerie immunity to all of the earthquake's effects: she will not fall down, collapsing debris will pile miraculously around her, she will even emerge unscathed atop a destroyed building or cavern if she was within.

*ZOE:* see description; *Range:* see description; *Duration:* 1 minute; *Saving Throw:* variable

**Empathic Cure:** Generic prayer type *Cure* (page 107), except that the range of this prayer is touch. It will transfer points of damage from the target to the cleric, curing three points of damage off the target for every two points suffered by the performer of the prayer. Transfer continues until either the target is fully cured, or the caster is at 0 H.P. Only damage present on the target before the current clerical prayer phase can be cured.

*ZOE:* 1 being; *Range:* touch; *Duration:* momentary; *Saving Throw:* Will negates

**Enchant Armor N:** Massable prayer. This prayer grants one piece or full suit of armor a  $+N$  enhancement bonus. This is not cumulative with other forms of enhancement bonus, such as from existing armor enchantments: use the best that applies. If multiple pieces of enchanted armor are worn, again only the best bonus applies.

*ZOE:* 1 piece of armor; *Range:* touch; *Duration:* 10L minutes; *Saving Throw:* none

**Enchant Weapon N:** Massable prayer. This prayer grants one weapon a  $+N$  enhancement bonus to hit and damage. This is not cumulative with other enhancement bonuses (all magical weapon bonuses are enhancement bonuses unless explicitly stated otherwise). A magical bonus to a missile weapon applies in full to every projectile fired from that weapon.

*ZOE:* 1 weapon; *Range:* touch; *Duration:* 10L minutes; *Saving Throw:* none

**Enemy of Nature:** Massable prayer. The target of this spell will attract hostile attention from all animals she encounters. Animals will immediately notice the character as soon as they have any chance at all to perceive her. They will react emotionally as they would to a territorial challenge, or to an attacker threatening their young; while some may simply flee, large, aggressive herbivores (e.g. rhinos) are just as likely to attack as are predators.

*ZOE:* 1 being; *Range:* 60'; *Duration:* L hours [R]; *Saving Throw:* Will negates

**Enhance Gem:** Massable prayer. By polishing, finishing, and removing flaws, this prayer will double a gem's value. It may only be cast on a gem once ever. GM's option whether a given stone has already been enhanced or not. The prayer has no effect on gems that are magical or are already perfect.

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

**Enhance Weapon N:** This prayer enhances all non-magical weapons in the ZOE so that the weapons can overcome damage resistance  $X/+N$  (that is, any level of damage resistance that is penetrated by  $+N$  weapons or better). It does not actually grant bonuses to hit.

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

**Entangle:** The caster causes plants in the ZOE to grow and attempt to grab those within. Movement in the area will be difficult. Some plants are necessary, though anything from grass to a tree will work. During the first round the plants are growing, and no save need be made. From then on, the plants will attempt to grab one victim per round, in the Prayer Phase as long as the caster concentrates. A Reflex save must be rolled for each attempt. If the save is failed, the victim is immobilized and must be cut free or attempt to break free with strength. The latter may be attempted once per round and requires a Contest of Strength against the plants' Strength of  $10 + L$ . Verbal prayers will not be disrupted. Damage to the cleric negates the prayer.

*ZOE:* 5' r circle; *Range:* 240'; *Duration:* concentration; *Saving Throw:* Reflex

**Enter Plant:** The cleric may merge his body and life force with that of a plant. He may end the prayer at any time by leaving the plant. The cleric shares the fate of the plant until he does so; if the plant takes damage, the cleric will receive proportional damage. He will retain his senses and sentience. Should he fail to leave by the end of prayer duration, he will be trapped until freed by a cleric of higher level capable of performing this prayer. Only one cleric may enter a given plant at a time. Other nature clerics who have this prayer will notice when this prayer is in effect and may attempt to force the cleric out of the plant by entering it themselves, triggering a Level Contest, unless the cleric in the plant concedes.

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

**Eyes of Animals:** Generic prayer type *Eyes* (page 108). Massable prayer. The caster can see through the eyes of an animal.

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

**Eyes of Trees:** Generic prayer type *Eyes* (page 108). Massable prayer. The caster may pick a tree to see from. He gains vision in all directions.

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



**Fairness:** All in the area of effect (30' circle or consecrated area) who have performed a dishonorable action must make a Will save or admit the fact. (Merely the fact of the dishonor, not details regarding its nature.) A further Will save is required to avoid doing a corresponding honorable action. For example, If a liar fails both saving throws, he will blurt out the truth. 60 + 10L minutes; 6 + L days on a consecrated area.

*ZOE:* 30'r\*; *Range:* none; *Duration:* 60 + 10L minutes\*; *Saving Throw:* see description

**Find Being:** This allows the cleric to know the direction to a single person, animal, or plant that the cleric knows as an individual (e.g. from having spoken to the being, or from a detailed and specific description). The ST is rolled once at the time of casting; if it is failed, the Cleric will know the direction to the target throughout the duration, so long as the target remains within range. The Cleric cannot distinguish a successful saving throw by the target from an out-of-range target. Chanting cannot improve the save DC by more than the Cleric's Wisdom bonus.

*ZOE:* 1 being; *Range:* L miles; *Duration:* L hours; *Saving Throw:* Will negates

**Find Deodand:** Reveals the direction to the specified deodand. A deodand is the instrument of a serious dishonor. A stolen object or a murder weapon will qualify, and "the weapon with which X was murdered" is a sufficient description. If X was killed honorably, this prayer will give no result.

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

**Find Felon:** Reveals the direction to a specific felon provided the felon fails their save and is in range. The felon, or the felony must be named when the prayer is cast. For instance, "Find Black Bart" (a known murderer) or "Find the person who murdered Mr. Green." If the person named is not in fact a felon, or they have made up or been punished for their crime(s), the prayer fails. If the alleged felony is not in fact a felony, the prayer fails. Chanting cannot improve the save DC by more than the Cleric's Wisdom bonus.

*ZOE:* 1 person; *Range:* L miles; *Duration:* L hours [R]; *Saving Throw:* Will negates

**Finger of Death:** Massable prayer. This prayer is simple. The cleric points at a victim. He saves or dies. The save DC cannot be improved by chanting.

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

**Flesh to Stone:** Massable prayer. This prayer allows the cleric to turn a single living creature into stone. Creatures larger than Medium-size get +2 to their save per size category. Chanting is limited to the Cleric's wisdom bonus.

*ZOE:* 1 being; *Range:* touch; *Duration:* momentary; *Saving Throw:* Will negates

**Float Stone:** This prayer enables the cleric to lift and slowly move very heavy stone objects. The cleric must grasp the stone with both hands and meditate for a round. Once his meditation is complete, the stone becomes as light as a feather to the cleric for as long as he keeps his grasp. Although the stone is light, it can only be moved 3 feet per round. The cleric may lift stone weighing 1 ton/level. The typical densities of stone is 4. A 1 meter cube of stone weighs 4 metric tons. A 1 foot cube of stone weighs 250 lbs.

If the cleric loses his grip, or the prayer expires, the stone settles to the ground harmlessly, at the same speed. If the stone is on an inclined plane when the cleric lets go it will slowly descend the plane until it is at rest. The stone will not move over anything other than other stone or soil. The cleric can not slam the stone into anything with more strength than he possesses without this spell. The cleric can not move a stone that is in the middle of a wall or that is mortared down unless he has the strength to break the connection.

If he tries to push another creature with the stone, a contest of strength is rolled to decide which way the stone moves, but no matter the result, the stone can not be moved more than 3 feet per round. The cleric's allies may add their strength to help him push the stone. If a creature is pinned against a wall in such a contest, they will take 1d4 crushing damage.

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

**Foresee Elements:** This is the analogue to Predict Weather, for the vast, slow movements of earth and sea. The Cleric will become aware of all impending earthquakes, volcanoes, tsunamis, and similar tectonic events in the general vicinity. The prediction extends throughout the ZOE and can detect impending events up to L years in the future. Accuracy is to within ±10% over most of this span, but becomes exact for events no more than L days away

*ZOE:* 10L mile radius; *Range:* none; *Duration:* momentary; *Saving Throw:* none

**Free Elements:** This prayer may be performed for any elemental being that is under external control (elemental being as defined under Friend of Elements). It gives the being one Will saving throw to break free of the control. The DC of this save is the save DC appropriate to the effect that resulted in the control: if there is no such save DC, substitute a Contest of Levels between the elemental being and the controller. If the elemental being's Will save bonus was not precomputed, assume it is half the being's HD total.

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

**Friend of Elements:** Massable prayer. The recipient of this prayer will, for the duration, be perceived as friendly and innocuous by any elemental being. Any offensive action against such a being will immediately terminate the duration. Elemental beings include true Elementals, and any other creature made entirely of and/or deriving all its powers from one element, e.g. Djinn. Note that this perception of friendliness will be completely irrelevant to elemental beings under another's control.

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

**Full Finger of Death:** Massable prayer. 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:* see description

**Golden Rule:** So long as the cleric refrains from offensive action, this prayer will cause any creature which does damage to the cleric to take an equal amount of damage. Similarly, causes and other prayers will affect the attacker equally as the victim. The equal amount of the damage may never exceed the hit points the cleric has remaining. Beneficial prayers cast on the cleric will also have a reciprocal effect. Thus, a cure cast on the cleric would cure both caster and target. The saving throw applies each time the cleric is damaged. Chanting cannot improve the save DC by more than the Cleric's Wisdom bonus.

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

**Grand Patterning:** This prayer gives an object a permanent magical enchantment. The affected object cannot be broken by normal force, nor can it be affected by those prayers that do not affect magical objects. This prayer is necessary but not sufficient for enchanting magic items. Only  $10 \times L$  pounds may be affected, although multiple castings of this prayer can be used to enchant a larger object. The large object will only become enchanted when all the necessary prayers have been cast.

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

**Great Oath:** As Oath. In addition for the next 6 + L rounds the cleric may cast additional Bane Felon prayers. If the oath is broken, the Bane Felon prayers will take effect immediately in order, on any beings (not already under a Bane Felon) who attack the Oathbreaker.

*ZOE:* 1 person; *Range:* touch; *Duration:* 1 year; *Saving Throw:* voluntary

**Growth Animals:** This prayer causes up to six ordinary animals (examples: cats, dogs, wolves, horses, weasels, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increase by a factor of two. Willing victims get no saving throw. The animals will revert to normal after the prayer ends.

*ZOE:* 60' cone; *Range:* zero; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Growth Plants:** This prayer may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown (this takes only one round to happen), making the area virtually impassable (Obstructed Terrain). Moving 5' through the brush requires a full round plus either a Strength check against DC20 or a Climbing check against DC15. A path can be cleared through the growth by cutting or smashing it at the rate of 2 h.p. per foot of progress: this is the only way that quadrupeds or creatures of Large size can get through at all. *Growth Plants* may also be used to aid the growth of crops. In that mode the plants will grow twice their ordinary rate during the duration of the prayer.

*ZOE:* up to 50'  $\times$  50'; *Range:* 240'; *Duration:* L days; *Saving Throw:* none

**Harden Metal:** This prayer makes metal harder to break. More importantly, it makes the metal partially resistant to prayers that only affect non-magical metal. Prayers such as Manipulate Metal, Brittle, or Metal Window must win a Level Contest to succeed. The prayer affects up to L cubic feet of metal per casting, with a minimum thickness of 1 inch.

*ZOE:* L cubic feet; *Range:* touch; *Duration:* permanent; *Saving Throw:* none

**Harden Stone:** This prayer makes stone harder to break (Hardness rating is doubled, by an enhancement bonus). More importantly, it makes the stone partially resistant to prayers that only affect non-magical stone. Prayers such as Manipulate Stone, Brittle, or Stone Window must win a Level Contest to succeed. The prayer affects up to  $L$  cubic feet of stone per casting, with a minimum thickness of 1 foot.

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

**Haste:** Massable prayer. This prayer allows the recipient to act twice in each combat round as per the mage spell Haste.

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

**Hide Among Plants:** The recipient of this spell can use any living or dead (but still rooted) plants to hide very effectively. As long as the recipient holds still and refrains from intentional noisemaking, no searcher can see, hear, or smell the recipient if any part of a rooted plant, however small, interposes between any part of the recipient's body and the searcher. Any movement, as well as any action that would break Invisibility, allows the character to be spotted normally. Being spotted does not terminate the duration, but the recipient must break line-of-sight to all searchers by mundane means before the Hiding effect will operate again.

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

**Hold Person:** The prayer will affect  $d4$  persons in the ZOE, immobilizing them for as long as the cleric continues to concentrate. Should the caster take damage, the prayer will be negated. Should a target take damage, he will be released from the prayer. Alternatively, it may be thrown on a single target who suffers a  $-4$  penalty to his saving throw. A Cleric of Aru is responsible for the safety of those he holds. If a second hold is thrown on a held target, a Level Contest determines which hold gains control.

*ZOE:*  $30'$  r sphere; *Range:*  $240'$ ; *Duration:* concentration; *Saving Throw:* Will negates

**Hunter's Blessing  $N$ :** Massable prayer. This prayer grants the recipient bonuses to abilities relevant to hunting. The recipient gains a  $+N$  blessing bonus to his ranged attack bonus and to the skills Awareness, Hide, Move Silently, and Traps. The recipient gains a  $+2N$  blessing bonus to Survival. The recipient gains a  $+N/2$  (round down) blessing bonus to damage with bows and crossbows. The recipient gains a limited form of the Sharpshooter ability: he can ignore the cover bonus for a friendly character in melee with the target (but no other kind of cover bonus), and so never risks hitting a friendly character when shooting into melee. Finally, the recipient's running move is increased by  $10' \times N$ . In combat, this bonus movement can be taken in the movement phase after firing a missile.

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

All of the  $N$ -dependent effects for this prayer treat  $N$  as one higher if the recipient is a follower of Gaia.

*ZOE:* 1 being; *Range:* touch; *Duration:*  $60 + 10L$  minutes [R]; *Saving Throw:* voluntary

**Hurl Boulder:** This prayer hurls a boulder as if it were tossed by a titan. The boulder, which the prayer does not supply, must be about  $1'$  in diameter. After invoking the prayer, the cleric grasps the boulder and throws it at target. The range increment is  $50' + 5' \times L$ . The boulder does  $6d6$  damage out to the first range increment and loses  $1d6$  per range increment thereafter.

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

**Immunity to Fire:** Massable prayer. This prayer provides total immunity to all forms of fire, equivalent to Resist Fire  $N$  for infinite  $N$ . Supernatural fire from a powerful being (e.g. dragonflame) may, however, be able to break the immunity: roll a Level Contest between the flame-source and the caster (not the being protected). If the attacker wins the Contest (ties go to the defender), then that attack is still cancelled, but the Immunity spell has been broken and further flame attacks affect the character normally.

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

**Immunity to Magic:** Massable prayer. The recipient of this prayer cannot be directly affected by any spell, prayer, supernatural ability of a creature, or spell-like effect from an item, so long as the prayer lasts. The prayer itself can still be dispelled. Magical weapons still get their bonuses, and indirect effects are still dangerous.

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

**Immunity to Poison:** Massable prayer. This prayer provides total immunity to all forms of poison, both ordinary and magical, including Green Dragon's breath and Phase Spider poison. After contact with any magical poison, the prayer will end.

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

**Inhibit Magic:** May be cast on a person or an object: in either case the ZOE is a 30' sphere centered on the target and moves with the target. If cast on a person, the person gets a Will save to completely negate the prayer. Anyone attempting to cast a mage spell from a point inside the ZOE must win a Level Contest against the performer of *Inhibit Magic*: on a failure the spell fails but still costs full spell points. In addition, if the target of the prayer was a person, that person *automatically* fails any attempt to cast a spell. This prayer has no effect on prayers.

*ZOE:* 30' r sphere about a person or object; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Insect Plague:** This prayer creates a horde of small flying insects. The cloud of bugs is stationary, filling the ZOE. The cloud limits visibility to 30' and causes great discomfort to those within. Each round, any being within the cloud will take 1 point of damage on a roll of 6 on a d6 (roll separately for each target). Beings of 2 or fewer dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. Will). A Cloudkill, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This prayer may only be cast outdoors.

*ZOE:* cloud 120' r, 60' high; *Range:* 480'; *Duration:* L hours [R]; *Saving Throw:* special

**Investigation:** Upon examining evidence of wrongdoing, the cleric will be able to tell one of the following: The name(s) of the culprit(s), the method of the crime, the mode of escape, or the motive. This last is subject to the saving throws of the culprits. The investigation must proceed within L days of the event.

*ZOE:* vicinity; *Range:* zero; *Duration:* 1 hour; *Saving Throw:* Will negates

**Invoke Elemental:** Caster calls forth an elemental; a natural source of its element must be in the vicinity. Air elementals cannot be invoked underground or under water, even if the caster has air to breathe. Earth elementals cannot be invoked unless the caster is touching natural soil or rock (not worked architectural stone or brick). Water elementals require at least a small creek, and fire elementals a free-burning fire. The elemental that appears will range from 8 to 16 HD depending on how dominant its element is in the environment. Air elementals will be strongest high in the air, Wind Walking or Flying or on a windblown mountain summit; Earth Elementals will be strongest far underground, Water when far out to sea, etc.

Unlike the mage spell *Conjure Elemental* (page 77), the elemental is NOT under the invoker's control; however, it is no worse than neutrally disposed toward the invoker and can usually be persuaded to perform some not-too-onerous task. Elementals will be more kindly disposed to invokers who can provide things they covet: rare or magical stones for Earth; pure water, preferably consecrated, from sacred springs for Water; flowers and scents gathered from consecrated groves for Air; abundant fuel or rich incense for Fire. No concentration is required, as the elemental is not under outside control. Multiple invocations within 24 hours will tend to annoy an elemental. This prayer requires only normal performance time: the elemental will arrive after 1d6 rounds, and subsequent bargaining may take a while. Elementals responding to this prayer are considered followers of Gaia for clerical prayer effects. Note: this prayer can be cast from within a Ward Elementals circle, and doing so is not considered offensive.

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

**Life Force N:** Massable prayer. This grants the recipient, who must actively accept the prayer's benefit, Nd6 temporary hit points which will last until dawn, if not lost to damage before then. Multiple Life Force prayers on the same recipient do not stack, only the highest total of temporary hits applies: however, the total from an existing prayer is considered to be only the points remaining after damage has been subtracted. Damage is always taken from temporary hit points first; temporary hits cannot be Cured; the loss of temporary hit points at dawn, if any are still left, has no effect on the recipient's regular hit point total.

*ZOE:* 1 person; *Range:* 120'; *Duration:* until dawn; *Saving Throw:* voluntary

**Life Sense:** Massable prayer. This prayer allows the recipient to sense any living being within 60' and swing at them with no penalty for darkness or invisibility.

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

**Light:** This casts light equivalent to lantern light. The prayer may be cast on an object, or in a place. Covering the object will block the light.

*ZOE:* 40' illumination; *Range:* 120'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Magic Resistance N:** The recipient of this prayer gains magic resistance. Any attempt to affect her with a spell, prayer, spell-like item power, or spell-like innate power, must win a Level Contest against the prayer's effective level of 2N. Note that this effect resists *all* magic, including beneficial applications. Simple bonuses from magical arms and armor are not affected.

*ZOE:* 1 being; *Range:* touch; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* voluntary

**Manipulate Metal:** When the cleric casts this prayer, he may shape metal that comes in contact with his bare hands as if it were made of soft clay. Metal with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Manipulate Stone:** When the cleric casts this prayer, he may shape stone that comes in contact with his bare hands as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Massmorph:** This prayer may only be thrown outdoors. It will conceal up to 100 persons as a woods or orchard. They may be moved through without being detected as anything but trees, and a *Detect Magic* (page 117) will not work. Anyone taking any action that would break an *Invisibility* (page 67) spell will no longer be concealed by this prayer. The persons to be concealed must remain within the ZOE.

*ZOE:* 120' r; *Range:* zero; *Duration:* L hours [R]; *Saving Throw:* none

**Meld Metal:** When the cleric casts this prayer, he may shape metal which comes in contact with his bare hands to a depth of inch from its original surface as if it were made of soft clay. Metal with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Meld Stone:** When the cleric casts this prayer, he may shape stone with his bare hands to a depth of inch from its original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Message via Metal:** Massable prayer. The caster touches a metal surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of metal connected to that touched by the caster in an unbroken circuit of metal, he will hear the message in the cleric's voice. The mass version gives the same message to up to L people.

*ZOE:* special; *Range:* L<sup>2</sup> miles; *Duration:* until delivered; *Saving Throw:* none

**Message via Stone:** Massable prayer. The caster touches a stone surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of stone connected to that touched by the caster in an unbroken circuit of stone, he will hear the message in the cleric's voice. The mass version gives the same message to up to L people.

*ZOE:* special; *Range:* L<sup>2</sup> miles; *Duration:* until delivered; *Saving Throw:* none

**Message via Trees:** Massable prayer. The caster whispers a message of up to twenty-five words in length to a tree, and names the intended recipient. As soon as the recipient is near a tree of that type, he will hear it whisper the message to him. Anyone in a line from caster's tree to recipient's may, if they listen closely, overhear the message rustling in the leaves of a similar tree. The mass version gives the same message to up to L people.

*ZOE:* special; *Range:* L<sup>2</sup> miles; *Duration:* until delivered; *Saving Throw:* none

**Metal Window:** As *Stone Window* (page 133) but the caster makes a volume of metal transparent instead. Stone in the ZOE will remain opaque.

*ZOE:* 4L cubic feet; *Range:* touch; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Move Earth:** This prayer allows the caster to slowly move great quantities of earth. Hills and ridges may be moved up to 5' per round. Only protrusions of earth may be affected. Solid stone may only be moved half as fast. The resulting formations cannot be dispelled and do not detect as magical.

*ZOE:* 120' cube; *Range:* 240'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

**Neutralize Poison:** Massable prayer. This prayer instantly and permanently halts any and all poisons currently at work in one living being. It does not cure any damage resulting from previous actions of the poison(s).

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

**Oath:** The cleric hears a voluntarily sworn solemn oath. He, and any other cleric of the same religion present when the oath is made, will know immediately if the oath is violated. Only a Remove Curse can prevent his knowing.

*ZOE:* 1 being; *Range:* touch; *Duration:* 1 year; *Saving Throw:* voluntary only

**Observe Prayer:** Generic prayer type *Detect* (page 107). Massable prayer. Detects prayers and clerically summoned beings in effect within range in LOS. It will detect Concealed prayers with a successful Level Contest. The caster sees the prayers glow; this prayer offers no analysis, save that it will reveal the religion of detected prayers.

*ZOE:* self; *Range:* 120' LOS; *Duration:* 6 + L rounds; *Saving Throw:* none

**Pack Scent:** Massable prayer. The recipient takes on the smell of a specific pack of animals or an animal that identifies its friends and foes primarily by smell. He will be treated as friendly, but may only communicate with the animals by actions. This prayer may alternatively be used to place a hostile pack scent on a creature, thus causing the pack to act adversely to the creature.

*ZOE:* 1 being; *Range:* 10'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Panther Senses:** Massable prayer. Gives the recipient the combination of the Mage spell *Enhance Hearing* (page 64), and the prayers *Cat's Eye* (page 111), and *Bloodhound* (page 111).

*ZOE:* 1 being; *Range:* 10'; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* Will negates

**Part Water:** The cleric may cause waters to part, allowing passage dryshod. The water may not be deeper nor wider than the ZOE. The prayer may be ended at the cleric's discretion, and will end with his death.

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

**Pass Freely:** Massable prayer. Allows the recipient to move at full speed through natural obstructions such as heavy forest, underbrush, or swamps.

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

**Pass Wall:** This prayer will open a hole in non-magical wood, stone, or earth. The hole is 6 feet wide by 8 feet high and is  $10 + (5 \times (L - B))$  feet long. At the end of the prayer, the hole closes from the center first, so there is a chance to jump out either side. The prayer will not work on metal.

*ZOE:* see description; *Range:* touch; *Duration:* 6 + L rounds; *Saving Throw:* none

**Pathfinder:** Massable prayer. Allows the recipient to move through confusing terrain without getting lost. He will keep his bearings, have a general idea of time, know which way is north, and be able to find objectives if he knows where they are. This prayer is of reduced effectiveness against magically confusing terrain and Misdirection prayers.

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

**Pax:** All in the ZOE who fail to save will wish to lay down their arms and go home. They will not surrender, but both sides will wish to disengage. They will try to leave the field of battle, but will not leave their comrades behind to be slaughtered if unequal forces would remain. All prayers of discord, etc. will be negated automatically. Controlled beings will not be affected unless the caster wins a Level Contest against the controller. The save DC cannot be increased by chanting.

*ZOE:* 10L' r sphere; *Range:*  $10 \times L'$ ; *Duration:* 1 day; *Saving Throw:* Will negates

**Permanent:** This prayer makes a prayer last until dispelled. Any number of prayers may be made permanent, but no permanent may be performed on any creature save the caster, and then only one may be in effect at any one time. A permanent prayer is the caster's level +4 for all Level Contests.

*ZOE:* same; *Range:* same; *Duration:* Permanent; *Saving Throw:* none

**Petrify:** This prayer allows the cleric to turn a single wooden object to stone. Magical items get a saving throw. This prayer will affect a mass of wood of 10L pounds or less. Living creatures made of wood get a Will save for no effect. The save DC cannot be increased by chanting

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

**Polymorph to Animal:** The cleric may take the form of any nonmagical animal he chooses which is native to the region, although his mass cannot increase. He will take on the abilities and weaknesses of his new form, but will retain his normal intelligence and hit points. He may fight in animal form if necessary, but may not cast prayers. The cleric must make a Will save against his own prayer to return to his natural form, with at most 1 attempt per day.

*ZOE:* self; *Range:* none; *Duration:* variable; *Saving Throw:* none

**Polymorph to Plant:** The cleric takes on the form of any type of vegetation native to the area. He will have all the abilities, immunities and vulnerabilities of the plant, and he may not perform tasks impossible for the plant to perform. He retains his sentience and rudimentary forms of his senses, as well as his hit points. The cleric may end the prayer at any time.

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

**Possess:** The caster attempts to take control of the target's body. If he wins a Level Contest, he gains control of the body, including access to all memories. The victim will be fully aware but unable to do anything. The caster may not use spell abilities of the victim, but may use his own, providing the host body has appropriate hands and speech ability. If the host body dies, the caster will return to his own body if it is within 10 miles. If not, then the caster suffers a normal death. The caster may end the prayer at will. Chanting cannot increase the save DC by more than the Cleric's Wisdom modifier.

*ZOE:* 1 being; *Range:* 240'; *Duration:* indefinite; *Saving Throw:* level contest

**Possess Animal:** Per possess but it only affects animals.

*ZOE:* 1 animal; *Range:* 240'; *Duration:* indefinite; *Saving Throw:* level contest

**Predict Weather:** The caster will be able to make a weather forecast at the time of casting that will be valid over the range for the duration given. Magical/Clerical means of modifying the weather are not taken into account, but the prediction is otherwise accurate.

*ZOE:* self; *Range:* 5L miles; *Duration:* 6L hours; *Saving Throw:* none

**Preservation:** This prayer will keep organic material fresh and unrotted / unwithered. It will extend the 'life' of a dead body being held pending a *Raise Dead* (page 128). It will not reverse deterioration already present, but if used on an old book or scroll, it will prevent further damage if the item is carefully handled. One prayer will suffice for a group of similar objects, but dissimilar objects (a body and books) will require two castings.

*ZOE:* 20 × L pounds in a mass; *Range:* 10'; *Duration:* L days; *Saving Throw:* none

**Protection from Animals N:** Generic prayer type *Protection N* (page 108) Massable prayer. Animals are non-language-using, non-enchanted, natural species; giant types are included if they are not the product of enchantment. Also protects against plant creatures, despite the name.

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

**Protection from Evil N:** Generic prayer type *Protection N* (page 108). Massable prayer. The recipient is protected from "evil" as defined by the cleric's religion. All player character religions agree that undead and demonic beings are evil. It is the GM's judgment whether a particular adversary is "evil" by the standards of a particular religion, however note that the "evil" must have a supernatural component of some kind.

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

**Purify:** Removes all supernatural consequences of the recipient's dishonor. Cannot work unless the recipient has already performed all necessary and sufficient acts of repentance, atonement, and/or restitution required to amend the consequences of his dishonorable acts. Also requires that the recipient actively cooperate in the performance of the prayer.

*ZOE:* 1 person; *Range:* touch; *Duration:* momentary; *Saving Throw:* voluntary

**Purify Food and Water:** The cleric blesses a quantity of food and/or water, whereupon it becomes pure and wholesome. This blessing will render brackish or salt water fresh; otherwise it will only be effective on things which were once wholesome. It will unpoison food and/or water, but it will not render poison drinkable, nor will it render things edible which are intrinsically inedible.

*ZOE:*  $10 \times L$  pounds of food and water combined; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

**Purify Metal:** This prayer will separate an ore into its elemental components. Up to  $10L$  pounds of ore can be affected. The prayer will not work on magical ore or metal that has already been worked.

*ZOE:*  $10L$  lbs. of ore; *Range:* touch; *Duration:* instantaneous; *Saving Throw:* none

**Quarry Stone:** This prayer enables the cleric to remove a section of stone from bedrock. The cleric thanks the earth for its gifts and grasps the section of stone to be quarried. A thin (1 inch) margin of stone around the target piece turns to sand allowing the cleric to remove it. If the stone is large, the cleric may need to have a *Float Stone* (page 121) prayer running to lift the stone from the earth. The shape of the stone is limited to 12 sides that can be either planes, conical sections, cylindrical sections or spherical sections. It is possible to quarry a stone in a shape such that it is trapped in the bedrock. For instance to quarry a sphere, one would have to first remove the stone from above the sphere or the quarried sphere would be trapped inside a nice spherical cavity. The cleric may quarry a stone weighing 1 ton/level. The quarried stone will have a rough surface.

*ZOE:* 1 stone; *Range:* none; *Duration:* Permanent; *Saving Throw:* none

**Quest:** The victim of this prayer must perform a task that the cleric names and return with proof that the quest was accomplished. The task must be possible and consonant with the aims of the cleric's religion, but may take much time and effort. The task need not be begun immediately, but failure to do so within a reasonable period will subject the victim to a curse, as will doing anything (such as attacking the caster) which would tend to make the quest impossible. Both the task and the curse must be named when the quest is cast. The curse should be something non-fatal, and appropriate either to the quest itself, or to some offense the victim has committed. Should the cleric die, the curse begins immediately unless the victim can find some way to fulfill the intent of the quest. Note that advance preparation of this prayer cannot increase the save DC by more than 5.

*ZOE:* 1 being; *Range:* touch; *Duration:* until fulfilled; *Saving Throw:* Will negates

**Question:** Compels the target to remain stationary and answer any questions asked by the caster, fully and truthfully (to the best of his knowledge). This prayer is broken if either the caster or the subject takes any damage. A subject who saves is immune to further inquisition from that caster for the remainder of the day. Chanting cannot increase the save DC by more than the Cleric's wisdom modifier.

*ZOE:* 1 being; *Range:*  $10'$ ; *Duration:*  $6 + L$  rounds; *Saving Throw:* Will negates

**Question Dead:** The caster may ask  $L/3$  questions of the dead. The deceased may only answer with a single word. Their knowledge and inclination to tell the truth will be as it was at the time of death. The caster must be in the presence of the body, and the deceased cannot be dead for more than  $(L - B)^2$  days, where  $B$  is the level at which the prayer is first attained. Only humanoid dead may be affected by this prayer.

*ZOE:* 1 dead body; *Range:*  $10'$ ; *Duration:* 10 minutes; *Saving Throw:* none

**Raise Dead:** The cleric points his finger at a dead body and says "Arise!" It is automatically restored to life, barring the list of caveats below. A resurrected being is 1 level lower than it was when it died, although earned XP not yet recorded at the time of death may offset this penalty. (A 1st level who is restored to life loses 1 point of Con instead.) The resurrectee has 1 hit point and will require considerable rest or additional magical healing. The various caveats that can impede resurrection are:

- The body cannot have suffered more than  $2L$  days of decay. Note that some spells and prayers may delay or arrest decay, extending this limit.
- No being can be restored to life unwillingly. A dead entity's spirit will be aware of the nature and identity of any cleric trying to raise him, and of the circumstances of the attempt, and may decline to return.
- A body that has risen to walk as Undead cannot be restored to life by this prayer, although it will do the same damage to an Undead being as *Cure All Wounds* (page 114).

*ZOE:* 1 dead being; *Range:*  $10'$ ; *Duration:* permanent; *Saving Throw:* voluntary or Will negates



**Raise Dead Fully:** This prayer is identical to Raise Dead, except that:

- The body can be dead for up to  $10 \times L$  years, and no more than a scrap or relic of the remains need be present.
- The victim is restored to full health and function instantly, although still loses a level.

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

**Rally:** Gives target one additional saving throw against any mind-affecting spell, prayer or power, improved by the performing cleric's Wisdom bonus.

*ZOE:* 1 person; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

**Read Languages:** Massable prayer. This will give the caster the ability to read and write one language, with a native's command of the language. Some ancient or arcane languages may not be amenable to this prayer. This does not give the ability to speak the language. The caster must be able to identify the language unambiguously, or have a sample of the writing on hand.

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

**Redirect Elements:** Changes the time, intensity, and location of a major tectonic event, either currently occurring or predicted via Foresee Elements. (The time of an event currently in-process cannot be altered.) The time remaining before the event can be multiplied by any factor between 0.5 and 2. The epicenter of an earthquake or the main vent of a volcano may be shifted up to  $L$  miles from its original position. The intensity of the event can also be doubled or halved. Any or all of these effects may be combined in a single prayer. The range is up to  $L$  miles from epicenter or primary vent.

*ZOE:* 1 natural disaster; *Range:* see description; *Duration:* Permanent; *Saving Throw:* none

**Regrowth:** Allows one recipient to regenerate one lost, crippled, or otherwise nonfunctional limb or organ. The cleric must gather new-fallen wood and carve or assemble it into a facsimile of the part to be regrown; this is then "grafted" onto or into the recipient's body at the appropriate location. Over the course of 1 day per level or hit die of the recipient, the wood will be replaced by living flesh and the body part will become functional. Gathering and shaping the replacement part will take from 10 minutes to 1 full day, depending on the size of the part, the availability of wood, and the GM's judgment. Once the preparation is complete, the prayer takes 10 minutes to cast. This prayer cannot be cast unless the recipient holds still for the Cleric to graft on the new part, which may involve cutting the recipient open with a knife; however, the grafting operation is always painless and non-damaging, no matter where the replacement organ is to be inserted.

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

**Release:** Moves one being to the plane of existence where it justly belongs. Attempts to cast twice on the same target without a material change of circumstance (such as the target changing plane) require a level-v-level battle.

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

**Remove Curse:** Massable prayer. The cleric may attempt to remove one curse from a person, place or thing. Success is determined by a Level Contest. The removal of cursed objects, dud items, etc. falls under this category. It is not necessary for the Curse to be an Evil one, but the cleric should be careful about removing curses of his fellow clerics. If there are multiple curses, the weakest will be removed first.

*ZOE:* 1 curse; *Range:* 240'; *Duration:* permanent; *Saving Throw:* level contest

**Resist Acid N:** Generic prayer type *Resist* (page 108). Massable prayer. This prayer gives Resistance  $2 + N^2$  to magical (including alchemical) and natural acid attacks.

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

**Resist Cause Wounds N:** Generic prayer type *Resist* (page 108). Massable prayer. This prayer grants Resistance  $2 + N^2$  against Cause Wounds and Cause All prayers.

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

**Resist Cold N:** Generic prayer type *Resist* (page 108). Massable prayer. This prayer gives Resistance  $2 + N^2$  to magical and natural cold.

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

**Resist Crushing N:** Generic prayer type *Resist* (page 108). Massable prayer. Crushing includes being buried alive, constriction, bear hugs, implosions, etc. It does not include blunt weapons. The Resistance rating is  $2 + N^2$  as usual.

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

**Resist Elements N:** Generic prayer type *Resist* (page 108). Massable prayer. This prayer simultaneously grants Resistance to Fire (including heat), Lightning (including generic electricity) and Cold. A single total Resistance rating applies to all the types, the recipient does not resist each type of damage separately. Also, the Resistance rating is calculated using  $N - 1$  rather than  $N$  (as though the spell were a level lower).

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

**Resist Fire N:** Generic prayer type *Resist* (page 108). Massable prayer. This prayer gives Resistance  $2 + N^2$  to all forms of fire and heat.

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

**Resist Lightning N:** Generic prayer type *Resist* (page 108). Massable prayer. This prayer gives resistance  $2 + N^2$  to all forms of lightning and electrical attacks.

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

**Resist Poison N:** Generic prayer type *Resist* (page 108). Massable prayer. The Resistance  $2 + N^2$  granted by Resist Poison  $N$  is calculated per dose rather than per round: thus, a particular dose of poison will start doing damage only if or when its continuing damage exceeds the Resistance rating (and will then continue to do damage at its standard rate). The victim gets all normal saves to halt the poisoning progression even if he hasn't started taking damage yet.

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

**Restoration:** Generic prayer type *Cure* (page 107). Massable prayer. This restores one drained life energy level to one recipient. The level cannot be increased above the value before the drain took place. Alternatively, restores 1d6 points of temporary ability score damage, or 1 point of permanent ability score damage.

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

**Restore Memory:** Massable prayer. This will automatically reverse prayers of Forgetfulness, subject to a Level Contest. Otherwise, it will restore full and vivid details of an event to the mind of the recipient. If the event is  $M$  months in the past, it will be recalled as if at only  $M$  hours after the event, and as if the event seemed important at the time. Memory will then fade as time progresses normally.

*ZOE:* 1 being; *Range:* touch; *Duration:* special; *Saving Throw:* none or level contest

**Restore Writing:** The cleric passes his hands over writing or an inscription, and the writing is restored to its condition as it was first written, or to its condition as it was  $100 \times L^2$  years ago, whichever is later. If the inscription contains multiple pieces of writing from different eras they will each be separately restored as above. If later writings overlie earlier ones, whether accidentally or as a deliberate effort to deface or hide the previous text, the most recent writing will be fully restored but marks indicating the existence of earlier text will be clearly visible: subsequent performances of the prayer will erase the newest text to reveal the layer immediately below (this can be repeated as many times as there are layers). The substrate, whether parchment, stone, or any other material, is restored in the same way, but only to the depth needed to hold the writing.

*ZOE:*  $L^2$  square feet; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

**Resuscitate:** Massable prayer. This prayer is cast at a recently dead body. It will bring the body back to life, unconscious with negative hit points. The GM should take note of any damage suffered after death, as well as any "overkill" the last round the body was alive. The recipient is considered to be alive but stable for as long as the Resuscitate lasts; however, unless the recipient is cured by other magic, to a hit point total compatible with life (-9 or above for most people), he will die when the prayer ends and cannot be resuscitated again. On the other hand, if the resuscitated victim is cured to a survivable hit point total, the Resuscitate ends immediately, the victim is automatically alive and stable as per the effects of magical healing, and the victim can even be Resuscitated again if killed again, counting the duration from the newer death rather than the older. Unlike true resurrection, being snatched back from death's door by Resuscitate does not cost the recipient an experience level. Note that the duration limit of Resuscitate is based on when the victim was killed, not on when the prayer was performed; note also that since the victim is dead at the time, no saving throw is allowed, and that while the victim is unconscious due to damage, Will saves automatically fail.

*ZOE:* 1 body; *Range:* 120'; *Duration:* until  $6 + L$  rounds have transpired since death; *Saving Throw:* none

**Reveal Truth:** This prayer dispels all illusions within the ZOE. The ZOE must be centered on the caster and moves with him. Illusions made permanent require winning a level contest to dispel, but the cleric uses 2L in such cases.

*ZOE:*  $10 \times L'$  r; *Range:* zero; *Duration:*  $60 + 10L$  minutes [R]; *Saving Throw:* level contest\*

**Sanctuary:** So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must make a Will save in order to attack to cleric with missile, melee, or targeted magical effects. The save is checked after the would-be attacker has committed to the attack; the attack then balks, wasting the action. Even though the saving throw has been failed, the attacker realizes that some force is preventing him from making a direct attack on the cleric. The cleric remains fully vulnerable to area effects not specifically targeted at him. A separate Will save is needed for each attack attempt; failure does not foreclose future attempts to attack, nor does success guarantee the ability to attack the cleric on future rounds. Chanting cannot increase the save DC by more than the Cleric's wisdom modifier.

*ZOE:* self; *Range:* n/a; *Duration:*  $60 + 10L$  minutes [R], or until first offensive action; *Saving Throw:* Will negates

**Sealing:** This prayer will make an inorganic structure water and air tight, even against extremely high pressures. The structure must be in otherwise good shape before the prayer is cast. This prayer will not prevent sufficiently high pressure from buckling or destroying the material of which the structure is made, but the seals themselves will not break.

*ZOE:* 1 structure fitting within a 100' cube; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

**See Illusion:** Massable prayer. This prayer will allow the recipient to detect all illusions within 60' LOS. This does not allow him to see through the illusion; he will merely know that it is false.

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

**See Invisible:** This prayer negates the effect of Invisibility as regards being seen by the caster. If the invisible thing is in the dark or hidden, it must be spotted in the same manner as if it were visible.

*ZOE:* self; *Range:* as sight; *Duration:*  $L$  hours [R]; *Saving Throw:* none

**Seeming:** The cleric takes on the appearance of a natural plant or animal not more than twice nor less than  $\frac{1}{4}$  her actual size. This is an illusion: caster's actual form and abilities are completely unchanged. The illusion will deceive sight, hearing, and smell, but not touch. While the prayer will turn the sounds of the Cleric's movement into the natural sounds (if any) of the creature's movement, and further allow the Cleric to imitate the natural calls or sounds (if any) of the creature, the Cleric retains the ability to speak in her own voice at will. The caster may end this prayer and resume her true appearance at any time. Taking actions that are impossible for the illusory shape (e.g. a rabbit turning a doorknob) do not dispel the illusion, but tend to raise suspicions anyway.

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

**Shape Metal:** This prayer enables the cleric to shape metal with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Metal with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Shape Stone:** This prayer enables the cleric to shape stone with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Shatter:** This prayer causes one inorganic, rigid, non-magical object to shatter into tiny pieces. The object must be less than 20L pounds.

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

**Silence 15'r:** Suppresses all sound within or traveling through the ZOE. The caster may end the prayer early, and it will cease if he dies.

*ZOE:* 15' r sphere moving with caster; *Range:* zero; *Duration:*  $60 + 10L$  minutes [R]; *Saving Throw:* none

**Sleep of Healing:** Generic prayer type *Cure* (page 107). Cast on up to  $L$  recipients, this will cause them to sleep very soundly for eight hours, at the end of which time all will benefit as if they have had two full nights and days of rest and natural healing. The cleric must touch all recipients within 2 rounds of casting the prayer. He is responsible for his charges' safety while asleep. Only willing recipients may be affected.

*ZOE:*  $L$  beings; *Range:* touch; *Duration:* 8 hours; *Saving Throw:* voluntary

**Slow Disease:** Generic prayer type *Cure* (page 107). Massable prayer. Any disease(s) that the recipient has will progress at half rate.

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

**Slow Poison:** Any poison in effect in the recipient's body will do half damage (i.e. 1 pt/2 rounds using standard poison). Non-damage poisons will progress at half rate.

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

**Smite Illusion:** Massable prayer. Any blow by the recipient which hits an illusion will dispell it if the caster wins a Level Contest vs. the creator of the illusion. The prayer continues until it fails to dispell an illusion that is hit or the duration expires.

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

**Soap Stone:** This prayer enchants a stone object so that it purifies and cleanses material that comes into contact with it. It purifies food, water and poison as the *Purify Food and Water* (page 127) prayer. It can also be used to clean fabric, armor, weapons and other surfaces by rubbing it over them. Unlike the Purify Food and Water Prayer, the blessed stone continues to purify until it has absorbed its limit of contagion. The stone can absorb the impurities from  $L^2$  pounds of food, water or  $L^2$  square feet of material. The stone can only absorb  $L$  doses of poison. Each time the soap stone absorbs a dose of poison it turns green for a round before returning to its normal color. When the stone is used up, it turns black permanently. A cleric may only consecrate one soap stone at a time. Consecrating a second Soap Stone while an earlier one is in effect cancels the consecration on the first one.

*ZOE:* 1 stone; *Range:* none; *Duration:* lasting; *Saving Throw:* none

**Speak with Animals:** Generic prayer type *Speak* (page 108). Massable prayer. The animal's species must be specified at the time of casting. Animal is as defined under *Charm Animals* (page 111). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. The cleric gets a +2 bonus on any roll made for negotiation.

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

**Speak with Dead:** The caster may ask  $L/3$  questions of the dead. The deceased may only answer yes or no. The dead person will know only what she knew at the time of death, and can, if inclined to lie, lie by making a Will save. (There is no save against the prayer as a whole, nor can preparation impair the Will save to lie.) The caster must be in the presence of the body, and the deceased cannot be dead for more than  $L^2$  days. The cleric must be able to communicate in a language the dead being spoke while alive.

*ZOE:* 1 dead body; *Range:* 10'; *Duration:* 10 minutes; *Saving Throw:* none

**Speak with Monsters:** Generic prayer type *Speak* (page 108). Massable prayer. May not be used to speak with small children.

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

**Speak with Plants:** Generic prayer type *Speak* (page 108). Massable prayer. Plants tend not to be overly intelligent, and they tend not to notice a lot of things. Then again, they notice a lot that people miss.

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

**Speak with Stone:** Generic prayer type *Speak* (page 108). Massable prayer. The cleric will be able to converse with stone as a sentient creature. Stones have an extremely long temporal frame of reference. Anything that has not stayed in the same place relative to the stone for years is just a fleeting glimpse to the stone. A simple stone found laying in a meadow will perceive the world rushing by as it races downhill, probably towards a stream then the ocean in just a few short millennia. To the stone that has just been affected by this prayer, it seems like time has stopped. Most stones have never seen a person sit still long enough to perceive until they die. Asking a stone if someone passed by last hour would be like asking a person if they saw that photon wander through. Stones can be useful sources of certain types of information. Many stones have

been used for eons by Daglir clerics to leave information. Usually these are prominent carved stones or the key stones of arches or lintels. Most any stone can tell you about the rise and fall of local mountains, passes through the mountains, both over and underground, the presence of buried ruins, people, treasure, etc.

*ZOE: 1 stone; Range: as speech; Duration: 60 + 10L minutes [R]; Saving Throw: none*

**Sterilize:** Generic prayer type *Cure* (page 107). This prayer will immediately and completely cleanse any infected wounds and halt the course of any disease, including supernatural disease, that is a result of wound infection or was inflicted by means of the wound. This can also be used to sterilize a surface.

*ZOE: L wounds on 1 being; Range: touch; Duration: permanent; Saving Throw: Will negates*

**Sticks to Snakes:** The caster may turn one or more sticks into snakes. The size of the snakes depends on the size of the sticks used, with a huge limb becoming an eight, ten, or even fifteen HD snake, or a myriad of sticks becoming half hit die snakes. No more than *L* hit dice of snakes may be created, and no snake of less than one hit die may attack. The cleric may choose to create poisonous snakes, but each counts double against the total hit dice limit. Snake venom requires a Fortitude save against (15 + half snake's HD total): failure results in 1d6 immediate hit point damage, then 1 point per round for 2d10 rounds. At the end of the continuing damage period the victim may save again; on a failed save damage will continue for another 2d10 rounds (reroll), repeat as needed. The snakes are under the control of the caster and can receive orders telepathically. The snakes return to sticks at the end of the duration.

*ZOE: 1 group of sticks; Range: touch; Duration: 10 minutes; Saving Throw: none*

**Stone Doll:** This prayer harks back to Daglir's creation of the Dwarven race. It creates a Diminutive (1 foot tall) stone doll with articulated limbs that is under the cleric's control. The cleric may add Daglir's Eyes and Daglir's Ears to the doll to give it remote sensing capability. The doll is a mindless construct and cannot interpret even the simplest instructions, so the Cleric must concentrate whenever he wishes to make the doll act (instructions are not needed, the Doll moves in response to the Cleric's will). This concentration need not be continuous, the Cleric may ignore the Doll at any time and return his attention to it later so long as the prayer duration lasts. The Doll does not have articulated fingers, so it has very limited grasping capabilities and it can not climb anything more difficult than stairs.

Stone Doll stats: Str 4 Dex 10 Con – Int – Wis 10 Cha 10, AC 19 (+4 Size, +5 natural) (AC 14 vs touch, reduce AC by 5 when not active), 3 hit points, melee attack (punch) for +1 (+4 size, -3 Str) to hit, d6 -3 damage (minimum 1 point), running move 30', saves F+0 R+0 W+0. Being made of stone, the Doll is immune to normal (not magical) fire. As a construct, it has no metabolism and does not need rest, food, or nourishment, and is immune to any effect requiring a Fortitude save unless it works on objects. It is likewise immune to any magic that tries to affect its nonexistent mind (this should be obvious from the description). The Doll gets a +8 size bonus to Hide but otherwise is too clumsy to apply skills usefully.

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

**Stone to Mud:** This prayer turns a large area of stone into mud. It will not affect magical stone. The resulting mud will not hold its old form for very long, although objects will not instantly sink into it.

*ZOE: up to a 30' cube; Range: touch; Duration: 60 + 10L minutes [R]; Saving Throw: none*

**Stonewall:** This prayer allows the cleric to build a stone wall from available materials in 1 hour. The wall will be 2 feet thick at the top and 1 foot thicker at the bottom for each 4 feet of height. The stone is set together expertly but is not mortared or mortised together. The wall has hardness 5 (due to the loose structure) and 200 hits, with a break DC of 30 + Cleric's Wisdom modifier. The total (length × height) of the wall may not exceed 40 × *L* square feet. The prayer does not provide material for constructing the wall. The cleric will need loose stone or some crumbling stone structure to scavenge for material. The GM will rule on the availability of material. Once built the wall is a permanent, natural object and cannot be dispelled, though it can be broken through or weathered away.

*ZOE: 1 wall; Range: touch; Duration: special; Saving Throw: none*

**Stone Window:** This prayer makes a volume of stone of up to 4 cubic feet per level completely transparent. Metal in the ZOE will remain opaque. The shape of the affected volume may be chosen by the caster as long as it falls within the above volume limitation. Magical stone will not be affected.

*ZOE: 4L cubic feet; Range: touch; Duration: 60 + 10L minutes [R]; Saving Throw: none*

**Summon Animal N:** This prayer summons animals from the mage Monster Summoning Tables (see page 62). Only those creatures marked as animals may be summoned from the lists. The caster may summon one *N*<sup>th</sup> level animal, or may

summon several lower level animals. The total number of levels of animals summoned cannot be more than  $N$ . For instance, a cleric casting Summon Animal V could summon a 5th level animal, or a 2nd and a 3rd, etc. The animals will appear due to their normal movement in  $Nd4$  rounds. The caster may choose which animals are summoned, but only those animals appropriate to the terrain may be summoned. The animals have the equivalent of the mage spell *Suggestion* (page 72) cast upon them, so will not do anything self-destructive. The animals will wander off at the end of the prayer.

*ZOE*: 1 being; *Range*: 10'; *Duration*: 12 rounds; *Saving Throw*: none

**Suspend Animation:** This prayer will automatically counteract an Animate Objects (see page 84), or it may be used to place a humanoid in a coma-like state. All life processes will appear to have ceased, and can only be detected by a cleric who wins a Level Contest, or by undead controlled by such a cleric. The subject may live without food or water for the basic prayer duration. Only the cleric placing the prayer, or a cleric who knows the prayer is in effect and wins a Level Contest can awaken the subject.

*ZOE*: 1 being; *Range*: 60'; *Duration*:  $L$  days; *Saving Throw*: voluntary only

**Stampede:** The cleric projects an aura of fear in a  $10 \times L$  foot cone. All beings in the ZOE who fail a Will save will flee the cleric using their fastest movement mode for  $L$  melee rounds. Herd animals, if more than 50% of the herd is affected, will all flee in the same direction (the direction from the cleric to the center of the herd); even individuals who save keep pace with the herd. A stampeding herd will not stop when the prayer duration expires, but will keep running until it gets tired (usually 10-30 minutes) or meets an obstacle.

*ZOE*:  $10L'$  cone; *Range*: zero; *Duration*:  $L$  rounds; *Saving Throw*: Will negates

**Swiftess:** Massable prayer. This prayer doubles the recipient's movement rate, for any mode of movement the recipient is capable of. It does not grant new modes: e.g., it will not grant the power of flight, though it will double your flight speed if you already fly. Movement modes gained after the prayer is invoked (e.g. Fly spell) are likewise enhanced. This prayer *does* affect the combat step: the standard 5' step becomes a 10' step, while the Long Combat Step feat is likewise doubled. Does not stack with any other movement-increasing spell or prayer.

*ZOE*: 1 being; *Range*: 60'; *Duration*:  $60 + 10L$  minutes [R]; *Saving Throw*: Will negates

**Swords to Plowshares:** This prayer operates exactly like a *Convert Weapon* (page 113) prayer, except that the weapon will be physically transformed into a non-weapon magical item appropriate to its powers. Agricultural implements are preferred.

*ZOE*: 1 weapon; *Range*: touch; *Duration*: 1 day to cast, effects permanent; *Saving Throw*: special

**Testimony:** Massable prayer. The recipient of this prayer cannot lie nor substantially distort the truth. He is under no compulsion to answer any questions and retains freedom of will.

*ZOE*: 1 being; *Range*: 30'; *Duration*:  $60 + 10L$  minutes [R]; *Saving Throw*: Will negates

**Throwing Stones:** This prayer enchants a collection of baseball sized stones so that they can be hurled as lethal long-range projectiles (damage  $d6B$ , range increment  $50 + 10 \times L$  feet).

- Being blunt weapons, they can be thrown for nonlethal damage at a -2 penalty.
- Being thrown weapons, they add the thrower's Strength bonus to their damage, though they use the ranged attack bonus to hit.
- Any character can throw a Stone without weapon proficiency.
- The enchantment on each individual Stone is expended when it is thrown, hit or miss.

Suitable stones may be easily fashioned using the *Meld Stone* (page 125) prayer, or found in most brooks. A collection of up to 10 stones (5 for Fey) may be carried as a weapon choice. A character may stow up to 5 stones (2 for Fey) about her person without having to devote a weapon choice to the encumbrance. Casting *Consecrate Stone* (page 112), on a collection of *Throwing Stones* is especially useful for destroying undead or demons.

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

**Toll:** Produces a mystic disturbance within a range of  $L/2$  miles. (Treat solid stone, earth, or metal as 10 times their actual dimension). It will be noticed by: demons, angels, free-willed elementals, Aerial Servants, patrolling Invisible Stalkers, beings in the astral plane, and any cleric or spellcaster of at least level 12 or 12 HD. This prayer produces no compulsion to do anything.

*ZOE*:  $L/2$  miles; *Range*: none; *Duration*: momentary; *Saving Throw*: none

**Track Felon:** A cleric who has witnessed a felony, or who possesses some witness or an object in certain evidence of a felony may obtain the direction, without range restriction (or range information), to the responsible felon. The prayer must be cast within *L* years of the offense, and the prayer will cease to function if the guilt has been duly expiated in accordance with applicable law and custom.

*ZOE:* self; *Range:* self only; *Duration:* *L*/2 days; *Saving Throw:* none

**Transformation N:** Massable prayer. This prayer will transform one individual into an animal. There is no saving throw; however, it is only effective on followers of Gaia, who must be willing. The subject takes on the form, attacks, abilities, and armor class of the animal. Attacks are made with the character's standard melee attack bonus and a +2 natural weapon bonus. If the creature has more than one attack, the attack with the largest damage is primary, the others are secondary and attack at -2. The primary attack gets the character's Strength damage bonus, if this is positive; others do not. All combat bonuses from Feats still apply (except Multistrike which is overruled by the natural attack rules above). The recipient of the prayer also gains Nd4 temporary hit points. Of course animals are incapable of casting prayers. The transformation lasts until the cleric regains prayer points, but can be terminated earlier with a Will save against the normal save DC; however, only one attempt at early termination can be made. The creature form depends on the level of the prayer (note that at level IV and V there are choices available):

N	Animal	AC (Touch/Surp.)	Move/round	Attack(s)
I	Wolf(1)	14 (13/11)	240' run	bite d8
II	Boar	16 (12/14)	200' run	tusks 2d6
III	Panther	16 (15/11)	200' run	bite d10, 2 claws d4
IV	Tiger	17 (15/12)	240' run	bite d10, 2 claws d6
IV	Eagle(2)	15 (15/10)	360' fly	bite d4, 2 talons d2
V	Bear(3)	18 (12/16)	180' run	bite 2d6, 2 claws d4, rend
V	Shark(4)	16 (10/16)	180' swim	bite 2d8

*Senses:* Wolf: Bloodhound and Enhanced Hearing. Boar: Enhanced Hearing. Panther and Tiger: Panther Senses. Eagle: Telescopic Vision  $\times 24$ . Bear: Enhanced Hearing. Shark: Bloodhound, Blindsight 30' (in water only).

(1) On a successful Bite attack a Wolf can make an immediate Grapple check. If it succeeds it is clinging to the foe by its jaws and will do damage automatically every round, without needing to hit, as long as the Grapple is maintained (opposed roll every round; if the target breaks the Grapple the wolf does no damage and gets no attack that round).

(2) Eagle may also make a Diving Attack if it is at least 60' above its foe. This is resolved as a Charge attack in the movement phase and replaces the normal melee attacks. The Eagle may dive up to 180' in this charge, and may move laterally by as much distance as it is diving. As with all Charge attacks, the Eagle is +2 to hit and -2 to be hit. The Diving Attack does d6 + full Strength bonus for the minimum 60' dive; the base damage die increases to d8 on a 100+ foot dive and d10 on a 150+ foot dive. If an Eagle makes a dive of 100' or more against a target on the ground, and misses, it must make a Reflex save (DC = 1/10 of distance dived) or hit the ground, doing 1d6 damage to itself

(3) If both of the Bear's claw attacks hit, it rends the target automatically for an extra d12 + Strength bonus.

(4) Shark is an obligate water breather and will start to drown on land as per normal drowning rules in water. Its sense of smell is waterborne.

*ZOE:* 1 being; *Range:* touch; *Duration:* special; *Saving Throw:* voluntary

**True Sight:** All things will appear in their true form to the caster. This affects all senses, not just sight. Illusions, invisibility, phantasms, and the like are ineffective. The caster will not gain insight into the inner workings of persons or locked objects, but objects hidden will be perceived. No information which would not have been granted in the absence of deceit will be available to the caster. Naturally invisible objects, such as pixies and Invisible Stalkers, will remain invisible.

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

**Ward Animals N:** Generic prayer type *Ward* (page 108). Animals are non-language-using, non-enchanted, natural species; giant types are included if they are not the product of enchantment.

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

**Ward Elementals N:** Generic prayer type *Ward* (page 108). Elementals are those beings conjured or invoked under that name, or similar beings such as sylphs, salamanders, undines, etc.

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

**Ward Undead N:** Generic prayer type *Ward* (page 108). Ward Undead affects all kinds of undead.

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

**Water Walking:** Massable prayer. The caster may grant the recipient the power to walk on water, quicksand, or other liquids or flowing solids. He need not use this power if he does not wish to. The water walker may ignore normal flow and wave action, but may be impeded by storms. He could not walk on lava without a *Resist Fire N* (page 130) prayer.

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

**Web:** Massable prayer. The Cleric spins forth gossamer strands from her fingertips in a standard cone effect to a maximum range of 10L feet (range may be shorter if desired.) All beings within the ZOE must make a Reflex save or be entangled in the webs. (Beings with a Size modifier, positive or negative, add it to their saving throw.) An entangled being can get free in any of three ways: 1. Even the slightest fire burns the web strands instantly; a character with a torch can free himself or another character in 1 round, even a lit candle will take no more than 3 rounds. 2. The web can be broken by brute strength by rolling 25+L on d20+Strength. 3. The web can be cut with edged weapons: it has hardness 5 and 10 HP. The Web will dissolve at dawn if any beings are still trapped.

*ZOE:* 10L foot cone; *Range:* zero; *Duration:* until dawn; *Saving Throw:* Reflex special

**Wind Walk:** Massable prayer. The caster, his possessions, and at most one other person in contact with the caster are transformed into wind and may move at up to 480'/round. Only the caster may choose the direction of travel, his passenger is just that, a passenger. While in the wind form, they are immune to most attacks, but cannot get through airtight seals. Control Weather requires winning a Level Contest to continue on their way.

*ZOE:* self; *Range:* none; *Duration:* up to 1 day; *Saving Throw:* none

**Withstand Causes:** Generic prayer type *Withstand* (page 108). Massable prayer. This prayer protects against all Cause prayers (e.g. Cause Wounds N, Cause Blindness, Cause Fear).

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

**Withstand Disease:** Generic prayer type *Withstand* (page 108). Massable prayer.

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

**Withstand Drain:** Generic prayer type *Withstand* (page 108). Massable prayer. This prayer grants an extra saving throw against level drains and temporary or permanent ability drains.

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

**Withstand Paralysis:** Generic prayer type *Withstand* (page 108). Massable prayer. In addition to granting an extra saving throw against paralysis effects, Withstand Paralysis renders the recipient completely immune to nonmagical forms of paralysis (if any exist). It is of no benefit to characters who are already paralyzed.

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

**Word of Recall:** This is a flawless teleport prayer, for the cleric and his inanimate possessions only, back to a predetermined haven. The haven must be known to the cleric, and he must consecrate it for this use. A cleric may have only one such haven, and should only be allowed to change it under circumstances that make it essential that he change it.

This prayer will never work for Mavors if used to abandon allies or otherwise act dishonorably.

*ZOE:* self; *Range:* infinite; *Duration:* instantaneous; *Saving Throw:* none

**Work Enchanted Object:** This prayer allows the cleric to work an object or section of stone or metal that has a permanent magical enchantment on it. The cleric must pick a certain object or area, the latter not to exceed 30' square, and win a Level Contest with the original enchanter of the area. If successful, the cleric may then cast prayers such as *Manipulate Stone* (page 125), *Stone Window* (page 133), or *Shatter* (page 131) on the object as if it were non-magical.

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



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

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

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

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

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Inhibit Magic	—	—	7	—	—
Insect Plague	—	—	—	4	—
Invade Dreams	3	—	—	—	—
Investigation	—	—	—	—	5
Invisibility	2	—	—	—	—
Invisibility Sphere	3	—	—	—	—
Invisible Stalker	6	—	—	—	—
Invoke Elemental	—	—	—	5	—
Knock	2	—	—	—	—
Lance of (Element)	1	—	—	—	—
Legend Lore	6	—	—	—	—
Levitation	2	—	—	—	—
Levitation Sphere	4	—	—	—	—
Life Force N	—	N	—	—	—
Life Sense	—	3	—	2	—
Light	—	2	—	2	2
Lightning Bolt	3	—	—	—	—
Locate	M	—	—	—	—
Long Talk	2	—	—	—	—
Mage Armor	1	—	—	—	—
Magic Bridge	4	—	—	—	—
Magic Hand	2	—	—	—	—
Magic Jar	6	—	—	—	—
Magic Missile	1	—	—	—	—
Magic Mouth	2	—	—	—	—
Magic Resistance N	—	—	N	—	—
Magical Trap	4	—	—	—	—
Manipulate Metal	—	—	5	—	—
Manipulate Stone	—	—	4	—	—
Mass Invisibility	7	—	—	—	—
Mass Suggestion	9	—	—	—	—
Massmorph	4	—	—	4	—
Meld Metal	—	—	3	—	—
Meld Stone	—	—	1	—	—
Message	1	—	—	—	—
Message via Metal	—	—	2	—	—
Message via Stone	—	—	3	—	—
Message via Trees	—	—	—	2	—
Metal Window	—	—	4	—	—
Meteor Swarm	9	—	—	—	—
Mind Blank	8	—	—	—	—
Mind Blast	5	—	—	—	—
Mind Link	5	—	—	—	—
Mind Shield	5	—	—	—	—
Mini-Flash	2	—	—	—	—
Mirror Image	2	—	—	—	—
Misdirection	5	—	—	—	—
Monster Summoning	M	—	—	—	—

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Move Earth	6	—	6	—	—
Move Water	6	—	—	—	—
Neutralize Poison	—	3	5	4	4
Oath	—	—	—	—	4
Observe Magic	2	—	—	—	—
Observe Prayer	—	3	2	3	2
Pack Scent	—	—	—	1	—
Pain	2	—	—	—	—
Panther Senses	—	—	—	3	—
Part Water	—	—	—	7	—
Pass Freely	—	—	—	2	—
Pass Wall	5	—	5	—	—
Pathfinder	—	—	—	2	3
Patterning	M	—	—	—	—
Pax	—	7	—	—	—
Permanent	7	9	9	—	9
Petrify	—	—	4	—	—
Phantasms	M	—	—	—	—
Phase Door	7	—	—	—	—
Phase In	5	—	—	—	—
Phase Shift	8	—	—	—	—
Polymorph to Animal	—	—	—	3	—
Polymorph to Plant	—	—	—	5	—
Possess	—	—	—	—	—
Possess Animal	—	—	—	6	—
Power Word Kill	9	—	—	—	—
Power Word Stun	8	—	—	—	—
Predict Weather	—	—	—	1	—
Preservation	—	4	—	4	—
Projected Image	6	—	—	—	—
Prot / Enchanted Monster	2	—	—	—	—
Prot / Normal Missiles	3	—	—	—	—
Prot / Normal Weapons	4	—	—	—	—
Protection N Prayers	—	—	—	—	—
Protection from Animals N	—	—	—	N	—
Protection from Evil N	—	N	N	N	N
Purify	—	—	—	—	5
Purify Food and Water	—	1	—	1	—
Purify Metal	—	—	3	—	—
Pyromancy	M	—	—	—	—
Quarry Stone	—	—	4	—	—
Quest	—	6	—	—	5
Question	—	—	—	—	3
Question Dead	—	—	—	—	4
Quickmarch	2	—	—	—	—
Raise Dead	—	5	7	6	6
Raise Dead Fully	—	7	9	9	9
Rally	—	—	—	—	2

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Range Finder	1	—	—	—	—
Range Loser	1	—	—	—	—
Read / Write Languages	1	—	—	—	—
Read Languages	—	1	1	—	1
Read Magic	1	—	—	—	—
Redirect Elements	—	—	—	6	—
Regrowth	—	4	—	5	—
Reincarnate	7	—	—	—	—
Release	—	—	—	—	8
Remove Curse	—	4	4	4	4
Repulsion	6	—	—	—	—
Resist Acid N	—	—	N	N	—
Resist Cause Wounds N	—	N	—	—	N
Resist Cold N	—	—	N	N	—
Resist Crushing N	—	—	N	—	N
Resist Elements N	—	—	—	N	—
Resist Fire N	—	—	N	N	—
Resist Lightning N	—	—	—	N	—
Resist Poison N	—	N	N	N	N
Resist Prayers	—	—	—	—	—
Restoration	—	4	—	6	—
Restore Memory	—	4	—	—	6
Restore Writing	—	—	5	—	5
Resuscitate	—	4	—	—	—
Reveal Truth	—	—	—	—	6
Reverse Gravity	7	—	—	—	—
Rope Trick	3	—	—	—	—
Sanctuary	—	1	—	—	—
Sealing	—	—	1	—	—
Second Sight	3	—	—	—	—
See Illusion	—	—	—	—	2
See Invisible	2	—	—	—	—
See True Form	6	—	—	—	—
Seeming	—	—	—	2	—
Shape Metal	—	—	4	—	—
Shape Stone	—	—	2	—	—
Shaping	M	—	—	—	—
Shatter	—	—	5	—	—
Shield	1	—	—	—	—
Shield Of Protection	6	—	—	—	—
Silence 15'r	—	3	3	2	2
Size Change	4	—	—	—	—
Skylore	M	—	—	—	—
Sleep	1	—	—	—	—
Sleep of Healing	—	1	—	1	—
Slow	3	—	—	—	—
Slow Disease	—	2	—	—	—
Slow Motion	3	—	—	—	—

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Slow Poison	—	1	—	2	—
Smite Illusion	—	—	—	—	4
Snowball	3	—	—	—	—
Soap Stone	—	—	2	—	—
Speak Prayers	—	—	—	—	—
Speak with Animals	—	—	—	1	—
Speak with Dead	—	—	—	—	2
Speak with Monsters	—	—	—	—	6
Speak with Plants	—	—	—	3	—
Speak with Stone	—	—	3	—	—
Stampede	—	—	—	4	—
Sterilize	—	1	—	—	—
Sticks to Snakes	—	—	—	4	—
Stone Doll	—	—	4	—	—
Stone Walking	5	—	—	—	—
Stone Window	—	—	3	—	—
Stone to Mud	—	—	5	—	—
Stonewall	—	—	1	—	—
Suggestion	3	—	—	—	—
Summon	5	—	—	—	—
Summon Animal N	—	—	—	N	—
Suspend Animation	—	3	—	—	—
Swiftess	—	1	—	1	1
Swim	1	—	—	—	—
Swords to Plowshares	—	6	—	—	—
Symbol	8	—	—	—	—
Telekinesis	5	—	—	—	—
Telepathy	4	—	—	—	—
Teleport	5	—	—	—	—
Teleport Attack	6	—	—	—	—
Telescopic Vision	1	—	—	—	—
Temporary Bag of Holding	4	—	—	—	—
Testimony	—	—	—	—	2
Throwing Stones	—	—	1	—	—
Time Stop	9	—	—	—	—
Time Travel	9	—	—	—	—
Toll	5	5	5	5	5
Trace Summoning	4	—	—	—	—
Trace Teleport	5	—	—	—	—
Trace Warning	4	—	—	—	—
Track Felon	—	—	—	—	5
Transformation N	—	—	—	N	—
Tremor	6	—	—	—	—
Trip	1	—	—	—	—
True Sight	7	—	—	—	6
Tsunami	9	—	—	—	—
Veil	M	—	—	—	—
Ventriloquism	1	—	—	—	—

<b>Spell name</b>	<b>Mages</b>	<b>Aru</b>	<b>Daghir</b>	<b>Gaia</b>	<b>Mavors</b>
Vulnerability Prayers	—	—	—	—	—
Wall of Electricity	4	—	—	—	—
Wall of Fire	4	—	—	—	—
Wall of Force	4	—	—	—	—
Wall of Ice	4	—	—	—	—
Wall of Iron	5	—	—	—	—
Wall of Stone	5	—	—	—	—
Ward Animals N	—	—	—	N	—
Ward Elementals N	—	—	N	N	—
Ward Prayers	—	—	—	—	—
Ward Undead N	—	N	—	N	N
Warning	7	—	—	—	—
Water Breathing	3	—	—	—	—
Water Walking	—	—	—	3	—
Weakness	2	—	—	—	—
Web	2	—	—	2	—
Wind Walk	—	8	—	8	—
Withstand Causes	—	4	—	—	4
Withstand Disease	—	3	—	4	—
Withstand Drain	—	4	—	—	4
Withstand Paralysis	—	3	3	3	3
Withstand Prayers	—	—	—	—	—
Wizard Eye	4	—	—	—	—
Wizard Lock	2	—	—	—	—
Word of Recall	—	6	6	—	6
Work Enchanted Object	—	—	8	—	—

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Mage Spell Costs Chart																			
Spell Level	Level of Mage																		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
1.5	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1
2.5	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
3.5	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1
4	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
4.5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5.5	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6.5	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7.5	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

Mage Spell Modifiers		
Modifier	Default Cost	Notes
Affects Others	+1	Allows another to take the role of the caster in the functioning of the spell.
At Range	+ $\frac{1}{2}$	Boost range to 60'. Doesn't work on spells that have "Always Zero" range.
Concealment	+1	Conceals spell from Detect Magic
Extra Duration	+ $\frac{1}{2}$	Doubles duration, e.g. 6 rnds, 12 rnds, 24 rnds, 5 min, 10 min, 20 min, 40 min, 90 min, 3 hrs, 6 hrs, 12 hrs, 1 day.
Extra Range	+ $\frac{1}{2}$	Doubles range, e.g. 30', 60', 120', 240', 480', 1/4 mile, 1/2 mile, 1 mile. Or 20', 40', 90', 180', 360', 720', 1/4 mile, 1/2 mile, 1 mile.
Extra/Reduced ZOE	+ $\frac{1}{2}$	Increase ZOE by 50% of base, e.g. 20', 30', 40'.
Extra Effect	+ $\frac{1}{2}$	See spell description.
Extra Damage	+ $\frac{1}{2}$	See spell description.
Hard to Save	+ $\frac{1}{2}$	Increase save DC by +1.
Power Word	+3	Spell goes off in Power phase, uninterruptibly. Requires no gestures.
Reduced Gestures	+1 or +2	+1 reduce, +2 eliminate
Reduced Incantation	+1 or +2	+1 reduce, +2 eliminate

Prayer Point Costs Chart																		
Prayer Level	Level of Cleric																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1
4	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1
5	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1
6	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1
7	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1
8	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4

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

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



## The Prophecies

In the early years of the New Kingdom and the formation of the One True Faith, many ambassadors from around the world visited the Oracle, and though it has long since been destroyed by the Priests of Sarnak, some words of the Priestess Aristonice are remembered and repeated:

*A mother's love will lead you  
The map is your key, but for the door you will need another  
To save the future you must risk evil from the past  
The cold dead are bound to evil by the word of Mavors  
Ancients' hoard, feeding the unliving, born of the unwilling, who shatter the armor of the undying.  
From the eyes of the beaten a way might be seen. Free that which is bound so the wound might be clean.  
Why sit you, doomed ones? Fly to the world's end, leaving  
Home and the heights. All is ruined, for the One God's  
Arrows launched from Beetle's wings shall bring you low.  
Many an eyrie shall he destroy, not yours alone,  
And give to pitiless fire many shrines of gods.  
Ware Saint Sciuridae's chill;  
aero seeds arrow.  
Praise be to the Lord.  
Be of bright eyes and bushy tail,  
Barque and bark the seadogs blue.  
Seek beards o black to prevail,  
and stones of fish to renew.  
In magic's hour of need, a child will arise  
Who will lead the people from the mountains.  
For ultimate success to follow initial misfortune  
Learn true leadership from kith and kin  
But 'ware the Clan that is not.*

Additionally, the sixth prophecy of Muhan, who lived during the time of the Mage Wars, has survived and can be heard muttered around the Shamans' campfires (ellipses indicate missing or undecipherable text):

As I lay awake, in my cell, shadows of pale moonlight were about me, and a horror of deep darkness was upon me. I heard a voice say, "To whom shall we speak, and whose voice shall we entrust with our words?" And, I said, "I would speak. May the gods save me that I might be heard again!" But the voice replied: "Know that you shall live four days and three nights upon the stake, but then thou shalt surly die." And another voice said, "Send him, for his voice shall not be heard upon the morrow, but when the time is full ripe shall others yet unborn hear his voice."

I was silent for a time. At last ... Hione, though I ... it." And ... I stood upon a great stone, high above the earth, ... lantern ... before me.

Above me, I saw a great cloudy sky, thick as the scud that precedes a great storm. Then a cold wind blew, so that my bones were nearly frozen, and blew all away, save seven that were scattered to the corners of the sky. I watched, transfixed, as the sky revolved above me for an age and an age. The sun was hidden in smoke and blood, and the stars burned with fell, cold fire.

I heard the man who bore the lantern say, "Who shall fight against the one that hold seven?" Then the seven clouds gathered and were like the fingers of a great hand. From deep within the earth, a second voice said, "The seven that are one shall fight," and the man voice replied, "Whence shall come their arsenal? For their numbers are few and their enemies many." And the second voice answered, "The gods make salvation where mortal man sees none. Let them seek where all seems desolate and lost."

Then my vision ...

