

PRIMECON IX



PRIMECON

INTRODUCTION

Adventurers,

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

When you register at Hireling Hall (activities room, Whig Hall), you'll receive a character sheet. Don't lose it, for you will need it to participate in the many scenarios or to get a new character should this one kick the bucket. You get to specify your character's race, class, religion, and weapons -- the requisites and hit points are all determined by computer. With this sheet, you are free to go on as many adventures as you wish. At the end of each expedition, you should go to Hireling Hall to get the experience due you (assuming your character has survived, of course). Your character will probably acquire magic items during the weekend, and you can keep these from one adventure to the next.

Adventures will start every hour or two throughout the weekend. Registration opens at 3 p.m. Friday, and the first scenarios begin at 4 p.m. Most adventures average 4 hours. All adventuring will end at 3 p.m. Sunday, at which time everyone will convene in the Senate Chamber of Whig Hall. At 4 p.m. awards will be presented and the fate of the island Vallarta will be determined.

This rulebook is the result of the efforts of many people over a period of several years, and I would like to thank them for their contributions: Howard Mahler, the primary author of most of the game system; Peter Mayewski and Dave Ruzic for the preparation of the book; Mark Blencowe, Mark Cribbs, Web Ewell, Dave Parker, Steve Tihor, Bob West, and other members of the Simulation Games Union who have, both recently and in the past, helped in the production of the convention rulebook and the development of the material in it.

Good Luck,

Keith Kline
Director, Princecon IX

TABLE OF CONTENTS

TOPIC	PAGE
Awards	3
Religions	3
Character Generation	4
Racial Characteristics	4
Experience Points	5
Saving Throws	6
Death	7
Effects of Requisites	7
Standard Packs and Equipment	9
Combat System	10
Fighters	10
Weapons	11
Grappling	12
Combat Sequence	13
Thieves	14
Magic-users	15
Magic System	15
Ranges	16
Spell Index	16
Magic Spells	19
Monster Summoning Tables	42
Clerics	43
Good Samaritans	44
Order of the Judgement Day	48
Worshippers of Leo	50
Followers of Magus	52
Order of the Hermit	55
Servants of Death	58
Children of Nature	61
History of Vallarta	64

AWARDS

This year, every DM will judge the characters that participate in his scenario by three criteria: achievement of objectives, role-playing, and tactical use of abilities. Each character (whether or not he dies) will be rated in these categories and will receive an overall score for the convention from them. A painted figurine will be given to the best character in each class (fighter, magic-user, cleric, thief) based on these overall scores. In addition, certificates will be presented to the best role-player and for the best tactician. Finally, the best of the top four characters will receive the Best Character award -- but only if the character doesn't meet an untimely end with a sinking island.

Special thanks should go to Henri de Marcellus and Web Ewell for the painting and display of the prize figurines, and to Nassau Hobby Shop for their donation of these prizes.

RELIGIONS

There are no "alignments" being used at Princecon IX. This year we are using a system of religions. A cleric must subscribe to a certain set of beliefs, and his spells reflect those beliefs. The choices of religions are: The Good Samaritans, The Order of the Judgement Day, The Worshippers of Leo, The Followers of Magus, The Order of the Hermit, The Servants of Death, and the Children of Nature. The beliefs of these seven religious orders are quite varied, and at least one of them may be able to suit your choice of character play. For more information about a particular religion, see the clerical spell section in this rulebook.

Clerics **MUST** belong to a particular religion. Other characters may choose to follow a certain religion or to be athiests, but once a character has adopted a religion, he must keep it; he cannot change to another, nor revert to atheism.

CHARACTER GENERATION

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

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

Players may choose the race and class and religion of their character from among the possibilities below.

Human: Fighter, Magic User, Cleric, Thief

Dwarf: Fighter, Thief

Elf: Fighter/Magic User, Thief, Fighter, Magic User

Hobbit: Fighter, Thief

The first character will start with 20,000 experience points. Each new character a player gets will have one-half the experience his previous character had when it died.

RACIAL CHARACTERISTICS

ELVES: Infravision. Generally knowledgeable about woodland situations. Elven fighters (not FMUs) can move at 1/2 speed while using a missile weapon.

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

HOBBITS: NO infravision, Have hairy feet.

EXPERIENCE POINT CHART

(all numbers in thousands)

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

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

* pinned as a fighter

** pinned as MU

_____ name level

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

SAVING THROWS

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

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

Bonuses

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

Saving Throws are divided into three types:

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

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

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

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

DEATH

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

EFFECTS of REQUISITES

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

INTELLIGENCE: Is a magic-user's spell points.

WISDOM: A cleric's prayer points.

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

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

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

Requisite Effects Table

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

* = Ogre Strength

= Maximum strength for humanoids.

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

STANDARD PACKS and EQUIPMENT

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

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

In addition, each class has the following:

Fighters: sm. sharpening stone, plate armor, shield
 Clerics: holy symbol, armor appropriate to his religion
 Thieves: thieves' tool kit, leather armor
 Magic-Users: small metal mirror, robes

Notes about armor and SILVERED weapons:

- any weapon may be silvered by denoting that on your character sheet. Silvered weapons and arrows strike normal targets at -5% to hit and -1 point of damage.
- a bow as a weapon choice includes a quiver with a one expedition supply of arrows or bolts. If the player would prefer to use silver arrows, the entire quiver must be silvered.
- you can select the armor of your choice by clearly stating your armor choice on your character sheet. Characters who do not select armor are assumed to be wearing the best possible armor for their class.
- a character may employ a better armor type than his class starts with, but he then loses all the special abilities of his class while that armor is on.

COMBAT SYSTEM

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

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

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

FIGHTERS

Fighters can be of any race. A basic fighter has a minimum strength of 14. Their first hit die is d4+4. Subsequent hit dice are d8. Fighters may wear any armor and wield any weapon permitted to their race. Elven fighter-magic users may not wear armor heavier than chain.

WEAPONS

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

F = Fighters

M = Magic Users

C = Clerics (blunt weapon)

T = Thieves

& = Usable by all classes

* = must be used 2-Handed

** = requires two spaces in line

*** = requires open spaces

- = usable at -2

&& = variable damage (see below)

Other notes:

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

GRAPPLING

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

Characters: $BGV = (SIZE)(level) + 3(AC + dex + str)$

Monsters: $BGV = (SIZE)(hit\ die) + 5 \times \text{Movement Rate}$

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

If the attacker does not have a net or whip, subtract 20 from his BGV. If the defender is planning to cast a spell this round subtract 20 from his BGV. (If the grappling fails the spell will go off, if it succeeds, the spell is lost.) For every point of damage suffered by an attacker during the melee segment of the round, reduce their value by 5%. Then compare the attacker's BGV to the defender's. If it is larger the grappling attempt has a chance to succeed. The base chance of success is the difference between the two values.

If more than one person is attempting to grapple, their combined value is equal to the value of the best grappler, plus 1/2 of the next best, plus 1/3 of the next, and so on. After a successful grappling the grappler(s) must spend the next round tying up the victim, or he will break free by the end of it. (note that the AC term refers to armor type not actual AC which may be modified by magic)

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

COMBAT SEQUENCE

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

- I. **Magic Preparation Phase** - Magic users must select the spell they wish to throw this round, and the target of the spell (if applicable).
 - II. **Breath Phase** - All attacks by breath weapons and gazes occur during this phase. Regeneration, immolation, poisoning, and laying hands on oneself also occur now.
 - III. **Missile Phase** - All attacks by missile weapons, including Manticore spikes, go in during this phase.
 - IV. **Melee Phase** - Melee combat occurs during this portion of the round. When previously unengaged opponents meet, the longer weapon strikes first. On all subsequent rounds the swings are simultaneous.
 - V. **Grappling Phase** - Grappling attacks occur at this time. Laying hands on others occurs during this phase.
 - VI. **Clerical Spell Phase** - Clerical spells take effect in decreasing order of (caster's level minus spell level). Treat spells read from scrolls as level 0.
 - VII. **Magic User Spell Phase** - Magic-user spells take effect in decreasing order of (caster's level minus spell level). Treat spells that magic users read from scrolls as level 0. Treat non magic users reading scrolls as level zero casters.
 - VIII. **Item Phase** - Taking things out of your pack, pockets, etc. occurs now. Use of a magic item (not weapons, of course) also occurs at this time.
 - IX. **Movement Phase** - All movement occurs within this phase. Movement rates (in yards/round) are: Plate=6, Chain=9, Leather=12, Robes=12.
- ** Exceptions: A magic user prepares a spell in the Magic Preparation Phase and casts it in the Magic User Spell Phase of the same round. An elven fighter (not FMU) may use one half his movement while using a missile weapon.

THIEVES

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

Thieving Table

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

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

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

Notes:

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

MAGIC USERS

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

Magic System

The MU gets spell points which he may use to throw any spell he knows. For the convention, magic-users can cast any spell that they are high enough in level to cast as long as they have enough spell points remaining. Each day, a Magic User gets a number of Spell Points equal to his Intelligence. Spell costs depend on the level of the MU and the level of the spell thrown:

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

Preparing and Throwing MU Spells:

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

A magic user prepares a spell in the Magic Preparation Phase and then either drops it (at no spell point cost) or casts it during the Magic User Spell Phase of the same round. (Note: this is a significant change from past years in which an MU needed a round to prepare a spell and a second round to cast it.) However, a magic user cannot hold a spell prepared, nor can he do anything else in a round he has prepared a spell.

If distracted while attempting to throw a spell, the MU does not get the spell off, but loses no spell points. Distraction is automatic if the magic user suffers damage, is grappled, etc., and he is forced to drop the spell. If an MU is bound or grappled, he is unable to prepare or cast spells. If the MU is gagged, he cannot cast a spell. However, he may cast a spell in a clerical silence, but at double spell point cost.

Ranges

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

Magic User Spell Index

Level I

Binding	p.20	Locate Animals	p.20
Cleanse	p.21	Magic Missile	p.20
Color Change	p.20	Message	p.21
Confuse	p.21	Range Loser	p.20
Detect Magic	p.19	Read Languages	p.21
Detect North	p.21	Read Magic	p.19
Displace Self	p.20	Sealing	p.19
Faerie Fire	p.19	Shield	p.19
Hold Portal	p.19	Sleep	p.19
Ice Lance	p.19	Telescopic Vision	p.20
Ignite Fire	p.19	Ventriloquism	p.20
Lightning Lance	p.20	Wind Veering	p.20

Level II

Air Blast	p.24	Mini-Flash	p.22
Analyze Spell	p.21	Mirror Image	p.22
ESP	p.24	Phantasmal Force	p.24
Fire Bomb	p.22	Prot. En. Monsters	p.23
Fog Weave	p.24	Pyrotechnics	p.22
Infravision	p.22	Range Finder	p.23
Invisibility	p.23	See Invisible	p.23
Knock	p.23	Sound Amplification	p.22
Levitate Self	p.23	Strength	p.21
Locate Object	p.23	Weakness	p.22
Locate Plants	p.24	Web	p.22
Long Talk	p.23	Wind Bringer	p.22
Magic Hand	p.23	Wizard Lock	p.22
Magic Mouth	p.24	Write Languages	p.23

Level III

Clairaudience	p.27	Lightning Bolt	p.26
Clairvoyance	p.27	Mage Wind	p.27
Cool Object	p.26	Monster Summoning I	p.25
Disguise	p.25	Prot. Norm. Missiles	p.25
Dispel Magic	p.25	Rope Trick	p.28
Explosive Runes	p.27	Second Sight	p.25
Fireball	p.25	Slow	p.26
Fly Self	p.27	Snowball	p.26
Haste	p.26	Suggestion	p.26
Heat Object	p.26	Velocity Finder	p.27
Invisibility 10' Rad.	p.27	Water Breathing	p.26

Level IV

Blinding Flash	p.29	Magic Bridge	p.31
Cold Cone	p.32	Massmorph	p.28
Control Self	p.32	Mons. Summoning II	p.29
Dimension Door	p.31	Polymorph Self	p.28
Extension	p.28	Prot. Locate Objects	p.32
Fear	p.31	Size Change Self	p.29
Flame Weapon	p.29	Storm Bringer	p.32
Growth Plant	p.30	Telepathy	p.32
Hall. Terrain	p.29	Temp. Bag of Holding	p.32
Ice Storm	p.30	Trace Sending	p.32
Implosion	p.29	Wall of Electricity	p.30
Levitate 10' rad.	p.29	Wall of Fire	p.29
Locate Person	p.31	Wall of Ice	p.30
Magical Trap	p.31	Wizard Eye	p.30

Level V

Animate Dead	p.33	Pass-Wall	p.36
Cloudkill	p.34	Phase-In	p.36
Conjure Elemental	p.35	Polymorph Others	p.36
Contact Higher Plane	p.36	Prot. Norm. Weapons	p.33
Ext. Ordinary Fires	p.35	Small Patterning	p.35
Feeblemind	p.37	Stone Walking	p.37
Fly Others	p.34	Storm Calm	p.35
Growth Animals	p.35	Telekinesis	p.34
Hold Monster	p.33	Teleport	p.36
Immolate	p.35	Trace Teleport	p.37
Magic Jar	p.33	Transmutation	p.34
Mini-Maze	p.34	Wall of Iron	p.33
Mons. Summoning III	p.35	Wall of Stone	p.34

Level VI

Anti-Magic Shell	p.37	Legend Lore	p.38
Concentrate	p.37	Mons. Summoning IV	p.38
Control Weather	p.38	Move Earth	p.38
Cooperation	p.38	Part/Lower Water	p.38
Death Spell	p.37	Projected Image	p.38
Delay	p.38	Reincarnate	p.37
Disintegrate	p.38	Repulsion	p.38
Geas	p.37	Shield of Protection	p.38
Invisible Stalker	p.38	Stone to Flesh	p.38

Level VII

Cone of Weakness	p.39	Phase Door	p.39
Damp Teleport	p.39	Power Word Blind	p.39
Grand Patterning	p.39	Reverse Gravity	p.39
Mass Invisibility	p.39	True Sight	p.39
Mons. Summoning V	p.39	View Past	p.39

Level VIII

Clone	p.40	Permanent	p.40
Ext. Magical Fire	p.40	Polymorph Object	p.40
Mass Suggestion	p.40	Power Word Stun	p.40
Mons. Summoning VI	p.40	Symbol	p.40
Mind Blank	p.40	Time Travel	p.40

Level IX

Astral Spell	p.41	Power Word Kill	p.41
Avalanche	p.41	Prismatic Wall	p.41
Cone of Feeblemind	p.41	Shape Change	p.41
Meteor Swarm	p.41	Time Stop	p.41
Mons. Summoning VII	p.41		

Magic Spells

Level One Magical Spells

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

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

READ MAGIC: This spell is used to read magical writings. Magical writing appears to the unaided eye as meaningless constantly shifting and changing blue script. This spell enables the caster to read this magical script. Duration: 10 minutes per level of caster. It is not necessary to use this spell to cast a spell off a scroll.

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

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

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

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

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

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

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

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

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

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

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

VENTRILLOQUISM: The MU may make the sound of his voice come from somewhere else. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. (This function of the spell may be used in conjunction with Magic Mouth, Long Talk, or Disguise.) Range: 6". Duration: 10 minutes per level of the caster.

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

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

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

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

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

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

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

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

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

Level Two Magical Spells

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

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

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

MIRROR IMAGE: The MU creates d4 images of himself, randomly distributed around him, which are indistinguishable from him and appear to do exactly what he does. Any attack (melee, missile, or single target damage spell) upon an image will dispel it, whether the attack would have been successful or not. Duration: 6 + level of the caster melee rounds.

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

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

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

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

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

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

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

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

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

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

MAGIC HAND: It creates a small humanoid hand that can hold up to 300 lbs. of stress. (So for example, one could cast a rope to it, and then scale the rope.) The hand is unable to grasp a living object. The location of the hand remains fixed, although it can open and close, and rotate around a fixed point. Range: 3". Duration: 10 minutes per level of the caster.

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

LONG TALK: The caster may send a verbal message of up to 25 words in length. A magical mouth will appear and speak the message at the place specified by the caster, who must specify exact distance and direction from his present location. Maximum Range: 1 mile per level of the caster.

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

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

KNOCK: It opens a magically held door, without breaking the spell. Against the 2nd level spell Wizard Lock, it must win a "level vs. level battle" as per Dispel Magic. It will open mechanically locked objects but will not affect barred doors or portcullises. Range: 6".

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

WRITE LANGUAGES: It gives the caster the ability to both read and write one specified language. He can do so as would an ordinary native. Duration: 10 minutes per level of the caster.

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

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

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

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

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

MAGIC MOUTH: The spell is cast on an object. At a later time the object will deliver the specified message once. A mouth will appear on the object or the spell will use the mouth of the object if it has one, and it will speak he message in the caster's voice. The message may be up to 25 words long. The conditions under which the magic mouth will speak must be of a form that the caster could himself determine by non-magical means if he were present. Duration: 1 week per level of the caster. Range: 1 ".

Level Three Magical Spells

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

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

MONSTER SUMMONING I: Any monster listed on the level I monster table. A single being will appear next to the caster after one melee round delay. The creature will have the equivalent of the 3rd level spell Suggestion cast upon it to serve the caster. The creature is real, and has been transported here from elsewhere in the world. It will return to whence it came, along with everything it brought with it. Duration: 6 melee rounds.

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

DISGUISE: The caster may change the recipient's appearance so that he looks like someone else. (The being imitated must be a member of a humanoid species of similar size.) There is no saving throw against being fooled. In order to fool a member of the species concerned that the recipient is a particular member of that species, the caster must be a member of that species himself, and the caster must have had a chance to carefully study the model. This spell only affects visual details; Ventriloquism may be used to imitate voices. Duration: 6 hours per level of the caster. Range: 1".

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

HEAT OBJECT: It takes 10 melee rounds to cast. It then begins heating one solid non-living object to about 200 degrees fahrenheit in 20 rounds. The maximum weight is 500 G.P. per level of the caster. Duration: 12 hours. Range 24". Cast on metal armor will give the recipient wearing the armor $(T/5)-d4$ (rounded to the nearest non-negative number) hit points of damage where T is the number of rounds since the heating began. (20hp max.)

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

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

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

LIGHTNING BOLT: It does N 6-sided dice of electrical damage to all in the area of effect who fail to save when cast by an Nth level MU. Save results in no damage. Area of Effect: Line 10' x Level of Caster, 1 foot wide, directly away from the caster. Range: up to 24" to the start of the line. Lightning bolts do not bounce or ricochet.

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

HASTE: As per Slow, except that it increases movement by a factor of 2 rather than decreasing it OR allows twice the number of attacks per round. If 10 rounds are taken to cast this spell there is no saving throw. Two hastes cannot be combined on the same person.

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

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

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

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

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

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

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

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

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

Level Four Magical Spells

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

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

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

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

MONSTER SUMMONING II: As the third level spell, except that it involves entries on the second level table.

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

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

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

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

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

FLAME WEAPON: Allows the caster to flame any edged non-magical weapon. Bonus in combat is as per the sword of that name (plus 5% on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus 3 to damage versus Undead and Ents.) Duration: 1 hour. Range: 1".

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

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

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

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

WALL OF ELECTRICITY: It creates a wall of magical electricity, although Lightning Resistance provides complete protection. The shape of the wall is either a hemisphere of radius 20 feet, or a plane up to 60' long, and 20' high. The wall is completely transparent. Thus it will not be visible, but those who stand very near it or approach it very cautiously will feel something (ex. the hair on the back or their hand stands up.) It remains where it is cast for the duration, unless dispelled. Creatures under 4 HD must save vs. Physical in order to pass through the wall. It gives damage to all those who pass through the it and are not electricity-using or electricity based (ex. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Creatures who are standing in water or are otherwise well grounded take 2D6, others take D6 (no saving throw). Duration: 6 + level of the caster melee rounds. Range 6.

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

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

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

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

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

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

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

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

CONTROL SELF: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. Also it will provide help versus crushing damage (including constriction, hugging, and the Crushing Hands spell); the caster takes half the damage that he otherwise would. Finally the caster can get his body to do amazing feats, such as hold his breath for extended periods of time, stop his heartbeat, hold objects with an iron grip, seal his ears, etc. (He can't perform actions physically impossible for his body.) His body needs a recovery period. It will not respond if the spell is thrown again within 1 day. Duration: 12 + level of the caster melee rounds.

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

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

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

Level Five Magical Spells

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

WALL OF IRON: It creates an iron wall three inches thick. The maximum area is 500 square feet. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends. Duration: 6 hours per level of the caster. Range 6".

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

HOLD MONSTER: As 2nd level Magus Cleric spell Hold Person, but it applies to monsters as well as people.

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

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

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

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

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

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

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

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

MONSTER SUMMONING III: As the 3rd level spell, except that it involves entries from the third level table.

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

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

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

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

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

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

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

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

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

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

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

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

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

Level Six Magical Spells

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

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

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

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

GEAS: The victim must perform a task set out by the caster, otherwise his strength will ebb at one point per day until death at 0. Mental saving throw. Range: 3". Duration: Until the task is completed or the death of either the caster or the subject.

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

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

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

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

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

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

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

MONSTER SUMMONING IV: As the lower level spells, except that it uses the fourth level table.

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

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

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

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

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

Level Seven Magical Spells

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

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

MONSTER SUMMONING V: As the other spells except it uses the fifth level table.

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

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

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

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

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

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

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

Level Eight Magical Spells

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

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

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

MONSTER SUMMONING VI: As the lower level spells except that it uses the sixth level table.

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

CLONE: a piece of living flesh may be used to create a duplicate of the person from whom the flesh was taken. If the Clone and original are alive at the same time, the Clone will try to destroy the original or both will go insane.

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

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

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

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

Level Nine Magical Spells

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

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

MONSTER SUMMONING VII: Uses the seventh level table.

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

AVALANCHE: as Meteor Swarm except it uses snowballs.

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

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

CONE OF FEEBLEMINDEDNESS: As Cone of Weakness.

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

Monster Summoning Tables

- Table 1: Centipede, dog, giant rat, gnome, goblin, homonculus, kobold, orc, skeleton, snake, spider, stirge, vampire bat, zombie.
- Table 2: Bear, bugbear, dire wolf, gelatinous cube, ghoul, giant ant, giant toad, gnoll, hobgoblin, pixie, tiger.
- Table 3: Blink dog, carrion crawler, centaur, doppleganger, gargoyle, harpy, ochre jelly, ogre, shadow, wererat, wight.
- Table 4: Cockatrice, displacer beast, 6-headed hydra, hell hound, jaberwock, minotaur, mummy, peryton, rust monster, troll, weretiger, wraith.
- Table 5: Basilisk, black dragon, white dragon, hill giant, stone giant, mind flayer, ogre magi, spectre, vampire, will-o-wisp, wyvern.
- Table 6: 3 die balrog, demon III, djinn, blue dragon, green dragon, efreet, fire giant, 9 headed fire-breathing hydra, lich(MU 13), shade.
- Table 7: Beholder, demon IV, demon V, gold dragon, cloud giant, iron golem, stone golem, 12 headed fire-breathing hydra, phantom, purple worm, titan.

CLERICS

Clerics may only be human. They have a minimum wisdom of 14. Their first hit die is d4+2, subsequent hit dice are d6. Clerics may wear armor appropriate to their religion. They may not use shields.

Casting of Clerical Spells

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

Spells take effect during the clerical spell phase. If a cleric suffers any damage before this phase, he may not cast a spell during the round.

Prayer Point Costs for Clerical Spells

Spell Level	Level of Cleric																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1
4	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1
5	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1
6	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1

Clerics get one set of prayer points per expedition. No points are available between expeditions.

Level vs. Level Battle

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

Casting Requirements

Clerical spells are prayers answered by the cleric's god. A cleric must be able either to speak or to move his hands to pray, so a bound and gagged cleric may not cast. Some spells (such as sticks to snakes) require material components. The cleric does NOT automatically have these items. If a cleric is in some way inhibited from casting a spell that requires words, components, etc. he may not cast it at any spell point cost.

The Good Samaritans

The Good Samaritans are the worshippers of the Hierophant, and are dedicated to such bizarre principles as peace on earth, and good will towards man. Intolerant individuals often refer to Good Samaritans as pacifists. Clerics save at +10% vs. poison and level drains, while being immune to causes. Pacifist clerics will wear only robes and carry no weapons but the staff. The symbol of this religion is the cross.

Level I Spells

Cure Brother I
Dispel Undead I
Detect Injury
Purify Food & Water

Level II Spells

Cure Brother II
Dispel Undead II
Detect Disease
Detect Poisoning
Speak with Animals
Understand Speech
Empathic Cure

Level III Spells

Cure Brother III
Dispel Undead III
Immobilize Person
Resistance to Poisoning
Cure Disease
Cure Deafness

Level IV Spells

Cure Brother IV
Dispel Undead IV
Cure Blindness
Cure Paralysis
Heal the People I
Neutralize Poison
Remove Curse
Speak Languages

Level V Spells

Cure Brother V
Create Food
Dispel Undead V
Heal the People II
Raise Dead
Regenerate
Turn the Other Cheek

Multi-Level Spells

Cure Brother N - Will cure Nd8 of damage off of any living humanoid. The recipient of the cure must be in the caster's LOS, and within 24". ST: None.

Dispel Undead N - This spell will affect up to 10xN hit dice of undead, within a 2" radius of the caster, starting with those of the least hit dice. Undead of less than N hit dice get no saving throw, and are turned to dust. Undead of N hit dice get a normal saving throw, while those with over N dice are immune. Undead which save do count against the 10xN die total, and may not be affected by the same level spell from the same caster for the rest of the day.

Heal the People N - This spell will cure Nd8 points of damage from every living humanoid within 10" of the caster. ST: None.

Level I Spells

Detect Injury - Allows the caster to determine whether particular behavior is caused by physical injury, disease, magical control, mental unbalance, play acting, or poison, etc. It will not be more specific. Range: Contact. Duration: As long as contact is maintained--max of 10 min. ST: None.

Purify Food & Water - This spell will purify enough food, or distill enough water to satisfy the daily requirements of 12 people (at 1 gallon/person-day) per level of the caster. This spell will make all contaminated water pure, or turn any aqueous solution (or holy water) into drinking water. Range: Contact.

Level II Spells

Detect Disease - Determines whether any diseases are affecting an individual, and which particular disease is involved. Range: 1". ST: None.

Detect Poisoning - Determines whether there are any toxins or other harmful substances within an individual. If any are found their nature will be revealed. Range 1". ST: None.

Speak with Animals - This spell allows the caster to communicate with a selected species of animals, understanding their native tongue. Animals include all mammals, birds, reptiles, and fish, native to earth, but none of the giant varieties which are considered monsters. Duration: 6+ level of caster rounds.

Understand Speech - The caster gains the ability to comprehend, but not speak, one spoken tongue. The language must be selected at the time of casting. Duration: 6 Hours.

Empathic Cure - This spell can be used to cure another individual by transferring the damage to the cleric casting the spell. For every 2 H.P. of damage cured off the subject, the caster suffers 1 point of damage (round

fractions down). The total amount of damage cured will be the lesser of the amount of damage on the subject and twice the caster's remaining hit points. Range: Contact. ST: None.

Level III Spells

Immobilize Person - Will cause one person to remain motionless, as if paralyzed. The individual affected will remain stationary for the duration of the spell, or until caster or target suffers damage. Duration: 1 hour. Range: 18". ST: Spiritual at -10%.

Resistance to Poisoning - Will aid one individual. Whenever the recipient of this spell is subject to an attack by poison, (ingested or injected) he will get two chances instead of one to make each saving throw. Also poisons which normally have no saving throw, now have a normal saving throw. Duration: 1 Hour. ST: None. Range: Touch.

Cure Disease - This spell will eliminate one disease from the body, and prevent it from causing further harm. Harm previously caused by the disease will not be negated. Range: Contact. ST: None.

Cure Deafness - This spell will always be successful, unless the hearing organs have been removed. Range: Contact. ST: None.

Level IV Spells

Cure Blindness - This spell will always be successful, unless the visual organs have been removed. Range: Contact. ST: None.

Cure Paralysis - This spell will always be successful, unless the central nervous system has been damaged. Use of this spell eliminates the need to make a spell survival roll for paralysis. Range: Contact ST: None.

Neutralize Poison - This spell will eliminate all poisons from the system, and prevent further ill effects. Range: Contact. ST: None.

Remove Curse - This spell removes a curse on any one individual. A curse may be removed via the level vs. level battle. A cleric may not remove a curse from himself. Range: contact.

Speak Languages - This spell allows the caster to speak one language as a native. Duration: 1 hour.

Level V Spells

Create Food - Will create a massive amount (1 cubic yard/level of caster) of any type of food that the caster has ever eaten. This will normally feed 27xlevel of caster persons. Range: 6".

Raise Dead - Will affect one intact corpse which has been dead for no more than the caster's level in days. Requires a successful constitution roll to

resurrect the corpse. This spell may only be attempted once on any given corpse. Range: touch.

Regenerate - This spell will heal one hit point per round for any humanoid it is cast upon. This regeneration is able to bring a victim back to life if it was in effect before the person's hit points dropped below zero. However no other curative spells may be used on a person who has less than zero hit points. This spell will not restore life to one slain by a Death Spell, Finger of Death, or other life/death situations. Duration: 20 melee rounds. Range: Contact.

Turn the Other Cheek - The cleric is returned to a sanctuary consecrated to his deity (as word of recall.) By casting the spell the cleric and all he is carrying are teleported (with no chance of failure) to his sanctuary.

The Order of the Judgement Day

The members of this order believe in the coming of the judgement day, and are out to rid the island of evil-doers, and semi-evil-doers, etc. Justice is delivered at the point of a sword, with punishment dealt out to those who defy the will of god. Clerics may wear any armor except plate and may wield any weapons. The symbol of the order is the flaming sword.

Level I Spells

Cure Crusader I
Right Arm of God I
Dispel Undead I
Cause Heathen I

Level II Spells

Cure Crusader II
Right Arm of God II
Dispel Undead II
Cause Heathen II
Light

Level III Spells

Cure Crusader III
Cause Heathen III
Right Arm of God III
Dispel Undead III
Continual Light
Inquisition

Level IV Spells

Cure Crusader IV
Cause Heathen IV
Right Arm of God IV
Dispel Undead IV
Neutralize Poison

Level V Spells

Cure Crusader V
Cause Heathen V
Right Arm of God V
Dispel Undead V
Vengeance of God

Multi-level Spells

Cure Crusader N - Will cure Nd4 points of damage upon any follower of this religion. No effect on non-faithful. Range: 24". ST: None.

Right Arm of God N - Gives the recipient +N damage on all melee attacks. Range: Contact. ST: None.

Dispel Undead N - This spell will affect up to 5xN hit dice of undead, within a 20' radius of the caster, starting with those of the least hit dice. Undead of less than N hit dice get no saving throw, and are turned to dust. Undead of N hit dice get a normal saving throw, while those with over N dice are immune. Undead which save do count against the 5xN die total, and may not be affected by the same level spell from the same caster.

Cause Heathen N - Will affect one target, who will suffer Nd4 points of damage if they fail to save. Any humanoid who does not follow this religion is vulnerable to this spell. Range: 24". ST: Spiritual.

Level II Spells

Light - Creates a 15' radius sphere of light, centered on any object. This light will be the same as torchlight. Range: 6". Duration: 6+ level of caster rounds.

Level III Spells

Continual Light - Gives the effect of full daylight everywhere within 30' of the object upon which it was cast. This light will overpower any normal darkness. Duration: 1 day. Range 6".

Inquisition - Will compel the target to remain stationary and answer any questions asked by the caster, fully and truthfully (to the best of his knowledge). This spell is broken if either the caster or the subject takes any damage. Duration: 6+ level of caster rounds. Range: 1".

Level IV Spells

Neutralize Poison - This spell will eliminate all poisons currently in the system, and prevent further ill effects. Range: Contact.

Level V Spells

Vengeance of God - Causes one target to die immediately. The caster points at the target, and a lightning bolt from above appears to strike him. This spell will not affect followers of this religion. Range: 24". ST: Spiritual.

Worshippers of Leo

Those who worship Leo believe that personal combat is the ultimate test of mankind. The best warrior is the one who should rule. The duel is the accepted way to settle any disputes and the better warrior will prevail. Clerics of Leo may wear any armor except plate and may use any melee weapons, regardless of previous experience. The symbol of Leo is the helmet.

Level I Spells

Cure Warrior I

Fight Like a Lion I

Level II Spells

Cure Warrior II

Fight Like a Lion II

Level III Spells

Cure Warrior III

Fight Like a Lion III

Resistance to Poisoning

Dispel Magic

Level IV Spells

Cure Warrior IV

Fight Like a Lion IV

Fight Like a Pride of Lions I

Neutralize Poison

Level V Spells

Cure Warrior V

Fight Like a Lion V

Fight Like a Pride of Lions II

Multi-level Spells

Cure Warrior N - Will cure Nd6 points of damage on any person who is a warrior. Warriors include any human capable of wielding a two handed sword, pure fighters of all races, and F/MUs who follow Leo. Range: 24". ST: None.

Fight Like a Lion N - The recipient of this spell makes all melee attacks as if they were N levels higher, and these blows do +N damage. This spell will only affect followers of Leo. Range: Contact. Duration: The subject has 10 rounds to enter melee, at which time the spell will take effect and last for the duration of that melee.

Fight Like a Pride of Lions N - All followers of Leo whom the caster touches within 10 rounds will be affected as if by a Fight Like a Lion N.

Level III Spells

Resistance to Poisoning - Will aid one individual. Whenever the recipient of this spell is subject to an attack by poison, (ingested or injected) he will get two chances instead of one to make each saving throw. Also effects which normally have no saving throw, now have a normal saving throw. Duration: 1 Hour. ST: None.

Dispel Magic - Will attempt to dispel all magic user spells cast or in effect, within 1" of the caster. Roll a level vs. level battle for each MU spell.

Level IV Spells

Neutralize Poison - This spell will eliminate all poison currently in the system, and prevent further ill effects. Range: Contact.

Followers of Magus

The followers of Magus are dedicated to mastering and controlling the forces of nature. Clerics of Magus are able to use Magic Users scrolls at no cost as an MU 1. Only robes may be worn by clerics of Magus; however, they may wield any blunt weapons. The symbol of Magus is the infinity sign.

Level I Spells

Cure I
 Aura of Power I
 Observe Magic

Level II Spells

Cure II
 Aura of Power II
 Hold Person
 Light
 Silence
 Water Walk

Level III Spells

Cure III
 Aura of Power III
 Dispel Magic
 Cold Resistance
 Fire Resistance
 Lightning Resistance
 Acid Resistance

Level IV Spells

Cure IV
 Aura of Power IV
 Create Water
 Preservation

Level V Spells

Cure V
 Aura of Power V
 Commune
 Toll

Multi-level Spells

Cure N - Will cure Nd6 of damage from any humanoid. Range: 24". ST: None.

Aura of Power N - Allows the subject to act as if they were N levels higher for all purposes, except the use of special abilities. Combat, grappling, saving throws, level vs. level battles, and level dependent immunities are all affected. Hit points, spell casting, thieving, and other special abilities are not affected by this spell. Range: Contact. Duration: 6+ level of caster rounds. ST: None.

Level I Spells

Observe Magic - Will inform the caster the exact type and level of all magic user spells being cast or in effect within 12" of the caster. Anything magical in the cleric's possession will appear to him to have a blue aura. Duration: 6+ level of caster rounds.

Predict Weather - Will inform the caster of the time at which the weather will undergo the next significant change, and what the weather will become. This spell will work unless the weather is later altered by magical means. Range: Current Location.

Level II Spells

Light - Creates a 15' radius sphere of light, centered on any object. This light will be the same as torchlight. Range: 6". Duration: 1 hour.

Silence - Creates a 15' radius sphere, centered upon the caster, within which no sound waves may travel. This sphere will move with the caster, and affect all who are brought within it. Duration: 6 + level of caster melee rounds. ST: None.

Water Walk - Allows one person to walk upon any liquid, exactly as if it were solid ground at the same temperature. Duration: 1 hour.

Hold Person - Allows the caster to take total control of one man-sized humanoid. This individual will obey telepathic commands from the caster to the best of its physical ability. The mind of the victim is so dominated that the victim may neither answer questions, nor use mental abilities or spells. The caster must concentrate to control the subject. The victim will not do something which is self-destructive or completely opposed to his normal inclinations. Range: 6+ level of caster". Duration: One day, unless broken by the caster suffering damage or another mind control spell being thrown at the same subject. ST: Spiritual at -10%.

Level III Spells

Dispel Magic - May be used either to automatically dispel any one MU spell within 12" of the caster, or to attempt to dispel all magic user spells in effect, within 3" of the caster, in which case a separate level vs. level battle is rolled for each MU spell.

Cold Resistance - Will give one subject immunity to normal cold. Provides +20% to ST and -1 per die of damage from all magical frost. If the attack is saved against the subject will always take no damage whatsoever. Range: Contact. Duration: 1 hour. ST: None.

Fire Resistance - Will give one subject immunity to normal fire. Provides +20% to ST and -1 per die of damage from all magical fire. If the attack is saved against the subject will always take no damage whatsoever. Range: Contact. Duration: 1 hour. ST: None.

Lightning Resistance - Will give one subject immunity to normal electricity. Provides +20% to ST and -1 per die of damage from all magical electrical attacks. If the attack is saved against the subject will always take no damage whatsoever. Range: Contact. Duration: 1 hour. ST: None.

Acid Resistance - Will give one subject immunity to common acid. Provides +20% to ST and -1 per die of damage from all magical acid (that with ST). If the attack is saved against the subject will always take no damage whatsoever. Range: Contact. Duration: 1 hour. ST: None.

Level IV Spells

Create Water - Will create 10xlevel of caster gallons of water, dumped from above at a point of the caster's choosing. Range: 6".

Preservation - This spell is cast upon something that normally rots or decays, such as a dead body, old book, or food. Preserved objects will show no effects of rotting for the duration of the spell. Range: contact. Duration: caster's level in days.

Level V Spells

Commune - Allows the caster to ask 3 yes or no questions of the god. Knowledge is total, and all answers will be correct. The spell is terminated if the caster asks a question which contains a false statement or can not be answered yes/no. All questions must be asked within a one minute period.

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

The Order of the Hermit

The members of this order subscribe to the teaching of the Hermit, believing that there is nothing in life more important than the acquisition of knowledge. Clerics wield blunt weapons and may wear any armor except plate. The symbol of this order is the torch.

Level I Spells

Cure Scholar I
Detect Religion
Detect Injury
Detect Magic
Detect Lycanthropy
Read Languages

Level II Spells

Cure Scholar II
Light
Speak with Animals
Understand Speech
Detect Life
Detect Possession
Detect Poisoning
Detect Undead

Level III Spells

Cure Scholar III
Dispel Magic
Inquisition
Speak with Dead

Level IV Spells

Cure Scholar IV
Cure Blindness
Detect Food
Detect Protection
Speak Languages
Speak with Plants

Level V Spells

Cure Scholar V
Commune
Raise Dead
Toll

Multi-level Spells

Cure Scholar - Will cure Nd6 points of damage on any follower of the Hermit. Range: 24". ST: None.

Level I Spells

Detect Religion - Will reveal the religion of any one person upon which it is cast. Range: 6". ST: None.

Detect Injury - Allows the caster to determine the cause of the subject's abnormal behavior or functioning. Range: Contact. ST: None.

Detect Magic - Will inform the caster of the exact nature of magic user spells being cast or in effect within 12" of the caster. Anything magical in the cleric's possession will appear to have a blue aura as well. Duration: 6+ level of caster rounds.

Detect Lycanthropy - Will give all were-creatures a silver aura when viewed by the caster. Duration: 6+ level of caster rounds. ST: None.

Read Languages - Functions as the first level MU spell of the same name.

Level II Spells

Light - Creates a 15' radius sphere of light, centered any object. This light will be the same as torchlight. Range: 6". Duration: 1 hour.

Speak with Animals - This spell allows the caster to communicate with a selected species of animals in their native tongue. Animals include all mammals, birds, reptiles, and fish, native to earth, but none of the giant varieties which are considered monsters. Duration: 1 hour.

Understand Speech - The caster gains the ability to comprehend, but not speak, one spoken tongue. The language must be selected at the time of casting. Duration: 6 Hours.

Detect Life - Reveals the presence and location of all living beings within range of the caster. Undead do not detect as living. Duration: 1 round. Range: 6". ST: None.

Detect Possession - Will reveal whether an individual is possessed, and if so the nature of the possessing being (demon, MU, etc.) Range: 6". ST: None.

Detect Poisoning - Determines whether there are any toxins or other harmful substances within an individual. If any are found their nature will be revealed. Range 1". ST: None.

Detect Undead - Reveals the presence and location of all undead beings within range of the caster. Duration: 1 round. Range: 6". ST: None.

Level III Spells

Dispel Magic - Will attempt to dispel all magic user spells cast or in effect, within 1" of the caster. Roll a level vs. level battle for each MU spell.

Inquisition - Will compel the target to remain stationary and answer any questions asked by the caster, fully and truthfully (to the best of their knowledge). This spell is broken if either the caster or the subject takes any damage. Duration: 6+ level of caster rounds. Range: 1". ST: Spiritual.

Speak with Dead - May be used to converse with a dead being exactly as if it were still alive. This spell does nothing with regard to language barriers, or reaction rolls. Range: 1". Duration 6+ level of caster rounds.

Level IV Spells

Cure Blindness - This spell will always be successful, unless the visual organs have been removed. Range: Contact. ST: None.

Detect Food - Will reveal the location and nature of the nearest source of food. Range: 10 miles.

Detect Protection - Will reveal exactly what cumulative protective effects the target is getting from all of its spells, devices, as well as natural immunities and vulnerabilities. This will reveal the armor class of the target. Range: 6". ST: None.

Speak Languages - This spell allows the caster to speak one language as a native. Duration: 6 hours.

Speak with Plants - This spell allows the caster to communicate with all plants as if in their native tongue. This spell will allow communication with any plant. Reaction rolls are not affected, but most non-carnivorous plants are benign. Duration: 6+ level of caster rounds.

Level V Spells

Commune - Allows the caster to ask 5 yes or no questions of the god. Knowledge is total, and all answers will be correct. The spell is terminated if the caster asks a question which contains a false statement or can not be answered yes/no. All questions must be asked within a one minute period.

Raise Dead - Will affect one intact corpse which has been dead for no more than the caster's level in days. Requires a successful constitution roll to resurrect the corpse. This spell may only be attempted once on any given corpse.

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

The Servants of Death

Servants of Death are the worshippers of the grim reaper, and are dedicated to the cause of the undead. Death clerics may not wear plate armor, but they may use all blunt weapons. Undead which are under the control of a Death Cleric remain under his control until dawn of the next day or the death of the cleric, upon which they are again freed. The symbol of this religion is the scythe.

Level I Spells

Cause Wounds I
Control Undead I
Putrify Food

Level II Spells

Cause Wounds II
Control Undead II
Detect Life
Darkness

Level III Spells

Cause Wounds III
Control Undead III
Animate Dead
Continual Darkness
Speak with Dead

Level IV Spells

Cause Wounds IV
Control Undead IV
Drain Life Energy
Mass Cause I
Sticks to Snakes

Level V Spells

Finger of Death
Cause Wounds V
Control Undead V
Insect Plague
Mass Cause II

Multi-level Spells

Cause Wounds N - Will do Nd8 points of damage to a single living humanoid of the caster's choice. Range: 24". ST: Spiritual.

Control Undead N - This spell will affect up to 10xN hit dice of undead, within a 20' radius of the caster, starting with those of the least hit dice. Undead of less than N hit dice get no saving throw, and will remain under the caster's complete control for the remainder of the day. Undead of N hit dice get a normal saving throw, while those with over N dice are immune. Undead which save do count against the 10xN die total.

Mass Cause N - Will do Nd8 points of damage to every living humanoid within range. Range: 10". ST: Spiritual for no damage.

Level I Spells

Putrify Food - This spell contaminates all food touched by the caster. Duration: Permanent.

Level II Spells

Detect Life - Reveals the presence and location of all living beings within range of the caster. Range: 6". ST: None.

Darkness - Creates a 15' radius sphere of darkness, centered on any object. This darkness will be equivalent to a moonless night. Infravision is useless, and the darkness can only be counteracted by magical sources. Range: 6". Duration: 1 hour.

Level III Spells

Animate Dead - Creates a low level undead. It requires a dead body. If the body is relatively intact, it becomes a zombie; otherwise, it becomes a skeleton. The caster has control over the resulting undead as if he had cast the spell Control Undead. Range: 6". Duration: 1 day.

Continual Darkness - Gives the effect of total darkness everywhere within 30' of the object upon which it was cast. This darkness will overpower any normal light. Duration: 1 day. Range 6".

Speak with Dead - May be used to converse with a dead humanoid, who is compelled to answer truthfully any questions. Duration: 6+ level of caster rounds. Range: 1".

Level IV Spells

Drain Life Energy - Drains hit points from the target to the caster. The number of hit points drained is equal to the lesser of the number which the target has remaining and the number the caster has taken. Range: Touch.

ST: None if the target is immobilized, otherwise spiritual. Duration: Until used successfully (max 1 hour).

Sticks to Snakes - Allows the caster to turn sticks into snakes, which will follow the caster's telepathic commands. The size of the snakes depends upon the size of the sticks, with an upper limit of caster's level in hit dice for all the snakes. All snakes must have at least one hit die, and will be poisonous. The caster must be grasping the stick(s). Duration: 6+ level of caster rounds.

Level V Spells

Finger of Death - Causes one target to die immediately. The caster points at the target, and a black beam originating from the caster's finger will strike him. Range: 24". ST: Spiritual to take 1/2 his remaining hit points (round down).

Insect Plague - This spell creates a horde of small flying insects. The cloud of bugs is stationary, filling an area 36" in diameter and 6" high. The cloud limits visibility to 3" and inflicts 1 point of damage/round to all within it. Beings of less 2 or less dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. spiritual). A cloudkill, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This spell can only be cast outdoors. Range: 36" to center of cloud. Duration: 1 hour. ST: Special.

Children of Nature

The Children of Nature are dedicated to the preservation of nature, and the natural life. All followers of this religion are immune to surprise when in an outdoor setting. Clerics of nature, commonly referred to as Druids, will wear only natural armor (leather or cloth), and use only weapons made of wood (staves and bows). Druids will automatically detect traps set in a woodland setting even if concealed by magic. The symbol of this religion is the Maple Leaf.

Level I Spells

Cure with Herbs I
Cure Animal I
Dispel Undead I
Detect Magic
Detect Water
Detect Lycanthropy
Faerie Fire

Level II Spells

Cure with Herbs II
Cure Animal II
Dispel Undead II
Silence
Speak with Animals
Water Walk

Level III Spells

Cure with Herbs III
Cure Animal III
Dispel Undead III
Cure Disease
Fire Resistance
Cold Resistance
Lightning Resistance

Level IV Spells

Cure with Herbs IV
Cure Animal IV
Dispel Undead IV
Neutralize Poison
Remove Curse
Speak with Plants
Sticks to Snakes
Cure Nature's Creatures I

Level V Spells

Cure with Herbs V
Cure Animal V
Dispel Undead V
Insect Plague
Raise Animal
Cure Nature's Creatures II

Multi-level Spells

Cure with Herbs N - Creates herbs which are applied to one living creature, curing Nd6 points of damage. This spell may only be used outdoors. Range: Touch. ST: None.

Cure Animal N - Will cure Nd6 points of damage on any mammal, bird, reptile, or fish, which is native to the earth. This will not work on giant animals or other monsters. Range: 12". ST: None.

Dispel Undead N - This spell will affect up to 10xN hit dice of undead, within a 20' radius of the caster, starting with those of the least hit dice. Undead of less than N hit dice get no saving throw, and are turned to dust. Undead of N hit dice get a normal saving throw, while those with over N dice are immune. Undead which save do count against the 10xN die total, and may not be affected by the same level spell from the same caster.

Cure Nature's Creatures N - Will cure Nd6 points off of every Child of Nature and animal within range. Range 10". ST: None.

Level I Spells

Detect Magic - The cleric will see a blue glow around any magic item in his possession. Duration: 1 round.

Detect Water - Will give caster the direction to the nearest above ground source of drinkable water, in a natural state. Range: Caster's level in miles.

Detect Lycanthropy - Will give all were-creatures a silver aura when viewed by the caster. Duration: 6+ level of caster rounds.

Faerie Fire - Will cause a cloud of glowing blue dust to settle, covering everyone and everything within a 3" radius. This dust will continue to glow for the remainder of the day or until removed with running water. ST: None.

Level II Spells

Silence - Creates a 15' radius sphere, centered upon the caster, within which no sound waves may travel. This sphere will move with the caster, and affect all who are brought within it. May be cast outdoors only. Duration: 1 hour.

Speak with Animals - This spell allows the caster to communicate with a selected species of animals in their native tongue. Animals include all mammals, birds, reptiles, and fish, native to earth but none of the giant varieties which are considered monsters. Duration: 1 hour. ST: None.

Water Walk - Allows one person to walk upon any liquid, exactly as if it were solid ground at the same temperature. Duration: 1 hour. Range: Touch.

Level III Spells

Cure Disease - This spell will eliminate one disease from the body of any humanoid or animal, and prevent it from causing further harm. Harm previously caused by the disease will not be negated. Range: Contact. ST: None.

Fire Resistance - Will give one subject immunity to normal fire. Provides +10% to ST and -1 per die of damage from all magical fire. Range: Contact. Duration: 1 hour. ST: None.

Cold Resistance - Will give one subject immunity to normal cold. Provides +10% to ST and -1 per die of damage from all magical frost. Range: Contact. Duration: 1 hour. ST: None.

Lightning Resistance - Will give one subject immunity to normal electricity. Provides +10% to ST and -1 per die of damage from all magical electrical attacks. Range: Contact. Duration: 1 hour. ST: None.

Level IV Spells

Neutralize Poison - This spell will eliminate all poisons currently in the system, and prevent further ill effects. Range: Contact.

Speak with Plants - This spell allows the caster to communicate with a selected species of plants as if in their native tongue. This spell will allow communication with any plant, which will be favorably inclined toward the caster. Duration: 1 hour.

Sticks to Snakes - Allows the caster to turn sticks into snakes, which will follow the caster's telepathic commands. The size of the snakes depends upon the size of the sticks, with an upper limit of caster's level in hit dice for all the snakes. Each snake has a 1 in (one more than the number of snakes) chance of being poisonous. The caster must be grasping the stick(s). Duration: 6+ level of caster rounds.

Level V Spells

Insect Plague - This spell creates a horde of small flying insects. The cloud of bugs is stationary, filling an area 36" in diameter and 6" high. The cloud limits visibility to 3" and inflicts 1 point of damage/round to all within it. Beings of less 2 or less dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. spiritual). A cloudkill, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This spell can only be cast outdoors. Range: 36" to center of cloud. Duration: 1 hour. ST: Special.

Raise Animal - Will affect one intact corpse of an animal which has been dead for no more than one day. Requires a successful constitution roll to resurrect the animal. This spell may only be attempted once on any given animal.

THE HISTORY OF VALLARTA

YEAR 1: PROCLAMATION OF KINGDOM

Unification of Dwarves and Men from the two islands under one crown. The first king was Harlan I. There was a huge festival, lasting two weeks, replete with mass quantities of wine, women, and song. One song in particular stood out: an aria honoring the new kingdom, composed in a strange mode by Awayr the Noteworthy, now thought to be the greatest composer who ever lived. This piece of music was so impressive that its performance was clearly the "main event" of the festival.

EARLY DEVELOPMENT PERIOD

The unification eliminated old competitions and the Kingdom quickly became the dominant economic force in the entire sea. The merchants were reknowned for their shrewdness and persuasiveness, their mercenaries for their bravery and prowess. The Kingdom had no standing army or navy other than a small King's guard: when the need for military force arose (which was seldom) the needed ships and men were requisitioned from the merchants. The wealth and power and influence of the Kingdom grew. Its stability was assured because the people (and hence the mercenary armies) gave credit for the prosperity to the crown, and no merchant or trading house could consolidate enough power to seriously threaten the status quo.

YEAR 141: ALLIANCE WITH THE ELVES

Naval construction had put a heavy strain on the island's sparse timber. At the same time, the other powerful group in the area, the elves, were interested in gaining some influence over the kingdom. While not interested in power themselves, they did want to preserve both their lifestyle and forests everywhere. Over many years a deal was worked out with the following provisions: 1) A group of elves would colonize the islands to protect and tend the trees there. These elves would become subjects of the king (at this time Theodore II) and renounce allegiance to the elven lords. 2) The kingdom and the elves would become allies eternal, would defend each other in times of trouble, etc. 3) The elves would not compete with the kingdom merchants in any way. 4) The elves would hold a monopoly on all lumbering. They would provide the kingdom with the wood it needed in reasonable quantities at a fair price. The kingdom could cut no trees elsewhere, even on the islands, without the consent of the ruling elder of the elves who had joined the kingdom. The kingdom was given a gift of a fabulous magical tree as a symbol of the agreement. The agreement was to remain in effect as long as the tree or one of its offspring grew in the king's garden.

THE RISE OF DIPLOMACY

The existence of the new alliance required that the kingdom send a permanent ambassador to the elves. The clamoring for this post, as well as requests from other states in the area to be so recognized, shortly led to the birth of The Royal Diplomatic Corps. The corps was charged with conveying the king's opinions about the area, keeping abreast of events in foreign states, and working toward favorable trade agreements. In all of these endeavors it was highly successful. A complicated code was spawned to safeguard communications between the diplomats and home, not because of foreign spies, but because inside information of political maneuverings could often be turned into profit by a shrewd merchant. Such meddling was not appreciated by the government, but was hard to combat, as all messages had to be carried on the ships of the people they were to be kept from. There is no known instance of the code being leaked or broken. Of course, service in the corps appealed primarily to the merchant class, but a completely different organization, which appealed to the capable fighters of the islands, was also created about this time. Called the Order of the Ivory Scroll, it was established in 182 as an honor for some members of the king's guard, but it became popular quickly and its membership expanded steadily.

THE EMPIRE PERIOD

The empire is reckoned to have begun with two events in the year 165: the completion of the royal compound and the admission of Grenclave into the kingdom-elf alliance. The compound was built by the dwarves of the kingdom to try to attract some attention back from the elves (of whom they were jealous) as well as to attract some money from the royal coffers. (Being usually unwilling to go to sea, the dwarves did not profit as much as everyone else.) Grenclave was a small state caught between two larger ones that was tired of being fought over and fearful of being conquered. Although its lord swore vassalage to King Theodore III, it retained substantial say over its internal affairs. The two belligerents were dissuaded from attacking by the thought of tangling with the empire. (Which was supplying arms to both sides. They managed to fight the war on another common border anyway.) Other countries were slowly added to the empire. One was won because the lord had accumulated a large personal debt that he couldn't pay off; the debt was covered by the emperor in return for vassalage. Another country was essentially seized after the ruler invited empire mercenaries in to quash a rebellion; after a brief campaign, they negotiated a settlement whereby the ruler kept his position, many of the rebels' legitimate demands were met, and of course, the country joined the empire. Many other states joined voluntarily for reasons of their own, and by 314 the entire area, save some small islands in the same archipelago and the barbarians in the south, was under empire control.

THE PLAGUE OF 476

It is not known where the disastrous plague of 476 first appeared. It is clear that the plague traveled at the speed of communication aboard the merchant fleet, and that essentially the entire empire suffered from it simultaneously. It killed roughly half of the population and left many deformed and incapacitated besides. The empire was blamed for this disaster by all except the natives of the original two islands; the result was a universal revolt. All sea traffic ceased for a period of about ten years as all harbors refused to allow any foreign ship to land. Many merchants had their ships burned out from under them. The diplomatic corps fell apart, although in some cases the diplomats themselves were well treated by their "new countries of residence." In fact, many island natives, unable to return home, set up exile communities wherever they were and began selling their services to the lord of the land they were in. These communities survive to this day. (Most natives never went home after the plague, although children born in these communities kept their national identity. Most characters at the convention actually come from such places.) The plague had hit the royal family especially hard: almost 90% of the inhabitants of the royal compound died in the plague, including the emperor and all obvious heirs. This led to speculation that the plague had actually started in the compound, and the palace was shunned thereafter.

THE BARBARIAN INVASION OF 480

The barbarians were not hit by the plague as quickly or as hard as the rest of the people in the area. A combination of isolation and dry climate allowed the plague to encroach only slowly, and most barbarians built up an immunity. This, of course, left them in a superior military position. Ethelred II, an especially strong chieftain, united a number of tribes and sailed to invade the island of Vallarta. The only landing place other than the fortified ports was the beach at the south of the main island, which was commanded by an impressive fortification. Bypassing the fort would have left the barbarians surrounded in hostile territory and cut off from their ships; besides, avoiding a good fight is not part of the barbarian mind set. They therefore rashly attempted to storm the fort, and even though they outnumbered the defenders by 9-1, they were defeated soundly. Many of their chieftains, including the chieftain Ethelred, were killed, and only about one in four managed to flee with the boats before being cut down. Even in the midst of great adversity, the people of the island were able to win a great victory. The Order of the Ivory Scroll played a key part in the defense, both in combat and leadership, and its generals found themselves the defacto rulers of the island.

THE PERIOD OF REBUILDING (480-569)

The Order of the Ivory Scroll set about codifying its conditions for membership. (Before the plague, all members were knighted by the emperor.) They realized that they now were responsible for ruling the island, and so put heavy emphasis on wisdom as well as fighting ability. As soon as they were confident that the plague had passed (about 486), they set about reconquering the empire. But this time it was done by force of arms. Almost all of the states in the region retained many island mercenaries -- a virtual necessity: the quickest way to lose a battle was to be the side without these elite troops. Of course, the mercenaries refused to fight against the island's attempts to reassert itself. Many countries simply capitulated without a blow being struck. Contemplating a war against the entire empire caused a sapping of national will. Two battles were fought, both against small states, primarily as an example that the empire was willing to use force. Its population was still small, however, and the two largest states remained unconquered. The empire didn't want to force them into an alliance with each other, preferring to play on their mutual distrust and rivalry. Nor did it want to suffer the heavy casualties the uncertain campaign could cause. The diplomatic corps was reestablished, though only three posts existed: the two countries above and the elves. One of the stories of this reestablishment is particularly sad. The ruler of Tregaria had lost his royal barge, a possession of which he was very proud, in a fire during the plague. The empire sought to curry favor with him by building a marvelous replacement to be offered as a gift by the arriving diplomat. But the Tregarian navy mistook this ship for a warship and attacked and damaged it badly. It limped back to Vallarta, but was sunk by a freak storm just outside of port, with great loss of life.

The elves were very unhappy with the new strong-armed methods of the empire, and many talked of breaking the alliance. Some claimed that because there was no longer a king's garden, the magical tree could no longer be growing in it. However, the elders refused to besmirch their racial honor by hiding behind a technicality, and the alliance remained in effect, although half-heartedly.

THE REOPENING OF THE ROYAL COMPOUND

The Order began talking about reopening the royal compound to honor the 50th anniversary of the defeat of the barbarians. This idea remained in the back of everyone's mind for many years, until in 568 it was decided that enough of the empire had been rewon, and enough capital was available for the project to be undertaken. Work never progressed very far, because very soon after the first people began to live in the compound, the volcano on Vallarta erupted. This has led many people to believe that the two events were related, although such a relation has never been proved.

THE VOLCANIC ERUPTION OF 572

The eruption was a disaster that was at least equal to the plague in its effects. The second island sunk quickly as a result, with few survivors. The lava flow from the volcano buried the fort. Rocks and ash killed many people on the main island. The royal compound was not badly damaged, but the sulphurous fumes killed the magical tree, though this was not discovered for some time. Other details of the disaster are not well recorded, though it is known that the Order of the Ivory Scroll was forced to reduce its entrance requirements in the face of heavy casualties and the heavy demands on its service.

THE BARBARIAN INVASION OF 572

The barbarians took advantage of the chaos following the eruption to organize another invasion force. They remembered only too well the fate their great-grandfathers had met before the fort, and were ecstatic about its burial. Almost as soon as the lava had cooled and the ash settled, they invaded the island, which was caught unprepared and was quickly conquered. The barbarians massacred everyone they found. They broke down many buildings and carried some of the pieces home to build an arc-de-triumph, which was completed in 573. The Order had died to a man defending the island. Needless to say, this spelled the end of the empire.

THE ELVEN HOST

The demise of the empire presented the elves with a problem. As far as they knew, they were still sworn allies. Also, they guessed (correctly, as it turned out) that many of their brethren had probably evaded the barbarians, and that many dwarves were probably besieged in their tunnels. They reluctantly set about a rescue mission. They assembled a mighty host and sailed for the island. Many of the barbarians had left after the initial conquest, and the outcome of this renewed fighting was never in doubt. The elves swept the island clean. In the process they discovered that the tree was dead, and took all of its fruits home with them when they left, thus dissolving the old alliance. They made it known that they would continue to protect the island from attack, but only if it never again tried to rule over others.

ANARCHY

No government has ever been formed since the time of the elven host. The island is still used as a trading post and base for some merchants, who are only a shadow of the former glory of Vallarta. The elven promise of defense has kept the island safe from attack. The small communities overseas have grown in number and continued the mercenary tradition. But now, in 893, a new threat looms. A wizened sage has predicted that there will soon be another disaster that will destroy Vallarta forever, and that it can only be prevented by means of a ritual involving the nine keys to the island. He does not know what this ritual is or even the identities of the keys, but he is certain that time is very short. A call for help has been issued to the mercenary camps all over the world. WHAT IS THE NEXT ENTRY IN THE HISTORY OF VALLARTA?