



PRINCECON

INTRODUCTION

Adventurers,

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

After you register at the Hireling Hall desk, you should create your first character. You get to choose your character's race, class, and religion-- the requisites and hit points are determined by the computer. You will get a character sheet, which will allow you to participate in the many scenarios or to get a new character should this one fall prey to an overzealous GM. 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 (or to get a new character if you died). Your character will probably acquire magic items during the weekend, and you can keep these from one adventure to the next.

Adventures can begin at any time; just get enough players together to form an expedition. Registration opens at 3 p.m. Friday, and the first scenarios begin at 5 p.m. Most adventures average 4-6 hours. All adventuring will end at 3 p.m. Sunday, at which time everyone will convene in the Senate Chamber of Whig Hall to discuss what plots they have uncovered. Shortly afterward, awards will be presented.

Important notice to returning players: the system has been completely rewritten from last year. On page iii you can find an explanation of the new system. The general outline is the same, but you should read the explanation before choosing a character. We hope that you will enjoy the new system.

Unlike past years, players whose characters die will be able to keep their magic items for their next character. This does not apply if the body, and hence items, are lost. Dead characters don't have claim to items gained after they die. As last year, there is a scenario of miniatures battles running in the Whig Hall Senate Chamber.

On the following pages is a letter from the head of the Imperial Adventurers Guild, Derek Dragonsbane. This will tell you of the history of Mirelia, of the state of the Empire, and of the events that have led the Guild to be called upon. Please read the letter before going out on adventures. You might even find the information useful in deciding what kind of character to create.

We would also like to take this opportunity to thank the many people who have helped bring this convention to fruition. The con system is the product of countless people, but we would like to recognize in particular Howard Mahler, the primary author of the combat and magic systems. York Dobyns wrote this year's software. Shantanu Saha prepared the prizes and certificates. Shantanu Saha and Skaff Elias rewrote the miniatures system. Kevin White created the religion of Carrunos and wrote the monster system. Keith Rogers created the religion of Daglir. York Dobyns, Skaff Elias, Paul Feit, Elliot Fertik, Nick Howe, Hugh and Margaret Huntzinger, Keith Kline, Tim Oliver, Alex Reutter, Keith Rogers, Shantanu Saha, Jeremy White, and Kevin White have all been of great help in con organization and theme creation. Finally, we would like to thank all the other members of the SGU who have helped with playtesting and running the con.

To all of you, we hope you enjoy this weekend of gaming.

Good Luck,

*Geoff Cohen
Daniel Eisenstein
Princecon XVI Directors*

PRINCECON XVI

Best Character Awards

This year, every GM will judge the characters that participate in his scenario by three criteria: strategy, role-playing, and tactics. Strategy involves progress toward the long-term goals of the scenario and the convention. It includes gathering information and passing it on to the other groups. Tactics means using the resources at hand to deal with immediate puzzles and combats. And roleplaying is how well you play your persona and interact with other characters and NPC's. Each character (even those who perish) will be rated in these categories and will receive an overall score for the convention from them.

Based on these overall scores, an award will be given to the best character (not player) in each class: fighter, mage, cleric, and thief. In addition, certificates will be presented to the players (not characters) who rank the best role-player, the best strategist, and the best tactician. Runner-ups will be given for each award. Split-classes do not have their own awards, but they are eligible for the awards in each of their classes. Please note that players (not characters) who run more than twice with a certain GM will not be eligible for awards.

PrinceCon XVII will be held March 13-15, 1991. See you there!

The New System: An Overview

The goal of the new system was to create a more flexible and enjoyable system for the convention. We feel that the result is still easy to play. Please do not be intimidated by the apparent length; focus first on the character class that you are interested in.

The basic framework of the system remains the same as past years. There are four basic classes--Fighter, Mage, Cleric, and Thief-- as well as two split classes--Fighter/Mage and Fighter/Thief. There are five races--Urban Human, Nomadic Human, Elf, Dwarf, and Hobbit. There are ten religions; please note that Atheist has been replaced by the Hart. Details of the allowed combinations are found on page 1. The experience point chart is on page 2.

The combat system is mostly unchanged. The phase system, the weapons, and saving throws have only been slightly tweaked. The major changes lie within the classes. Each has been altered, mages most drastically of all. The spell point system has not been changed.

Fighters now have more flexibility in combat. They may move further than other classes in order to enter combat and may switch weapons in Item Phase without using their actions. Instead of having only one kind of attack, they have a variety of maneuvers, allowing them to trade off between hit probability, damage, and defense. They may also attack with a dagger as a secondary weapon and may choose to forgoe attacking in order to increase their defense.

Thieves have a variety of new skills. The most notable is the ability to track. They may also set traps, disguise themselves, and use their old abilities in more generalized ways. Different races of thieves specialize in different abilities and terrains.

Clerics are unchanged in their overall format, but the religions have been altered, including the introduction of four new religions. The list of religions may be found on page 48. Many spells have been rewritten, with a larger number of generic spell types. The most notable change is that cures now do d6 hit points per die, with +1 per die for followers.

We have also introduced a spirit system to complement the clerical magic system. It is properly a subset of clerical magic, and thus spirits will detect as prayers, although special properties will not be revealed. Other spirit rules have been left for you to discover.

Mages are drastically changed, and we hope that you will enjoy the flexibility of the new system. The full description of the mage system is on page 14. Essentially, a mage chooses a base spell, which has effects that do not change with his level, and then can alter these effects with spell modifiers. For example, a mage can stretch the range or duration of the spell, increase the damage, or even throw a self-only spell on another. The base spell has a spell level, and all modifiers add to this level. The resulting spell level determines the cost in spell points. In short, mages have unprecedented flexibility, being able to construct their spells in a reasonable easy and compact manner.

The effect of these changes on combat is for you to determine, but be forewarned, breakpoints are far more pliable now! Spells have no set range or zone of effect, people with self-only spells on them may not be the casters, and fighters may all of a sudden attack you and your two neighbors in the same round. Be prepared and be creative!

We hope that you find the new system flexible, fun, and easy. If you have any questions, please ask your GM, any of the con staff, or anyone who looks like they know what's going on. In addition, we welcome your (reasonably constructive) comments. Thanks.

The World of Mirelia

Attention, Members of the Imperial Adventurers Guild!

I, your great hero and leader, Derek Dragonsbane, call you to heed my words!

As servants of our great Empire and Empress, we are called upon to face extraordinary perils and dangers every day. However, the task that faces us now in the year 1616 may be our most difficult and dangerous. Of course, it holds the promise of the most booty, I mean glory. The quest, which I will describe below, will take you across this great continent, even beyond the realm of the Severnian Empire.

Since you come from a variety of backgrounds and education, I have prepared the following notes from my extensive travels. I suggest you keep this document, and the attached map, with you at all times.

Part I: General Knowledge

The world has traditionally been divided into six geographic areas. Four of them, Ocsed, Norod, Mithil, and Vostoq, are on the main northern continent, Severnia. The other two, Barzien and Archon, are on islands to the south.

Ocsed, the western quarter of Severnia, is an area of grasslands surrounding a central mountain range known as the Markrebs. The Scarred Land lies to the east of the range, while a forested lake region called the Braids lies to the west. Because of the number of natural boundaries, a large number of states traditionally existed here, and indeed even now the empire administers it as many small areas. The four main cities of Ocsed are Perduin, on the southern coast, Novgorod, once capital of a northern empire, Marzur, just south of the Markreb mountains, and Larax, in the western peninsula.

Norod comprises the northern wastes and is largely unexplored. It is inhabited mostly by nomads and barbarians. These nomads, while not fighting the empire presently, make up a large and effective fighting force and represent an important power center. This area is also vital for the furs and timber it supplies. Norod is separated from the rest of the continent by the Trollsfels Mountains, home of the dwarves.

Mithil, the central area of Severnia, is the homeland of the Empire and its capital Mithilrode. It is dominated by the Zanya River basin, a fertile area of grasslands and savannahs. On the western boundary is Oelvenwode, the ancestral homeland of the elves, while the eastern boundary is formed by the Great Forest and the Nehawk Mountains. The Zanya River network links Strann, Benvidrin, Ostil, and Mithilrode, the major cities of Mithil. Strann is the former capital of the Empire, although it has been sacked by the Leos and abandoned. Ostil is the largest trading center of the world, while Benvidrin is the seat of the Mithil Council. Mithilrode is the oldest human city in the world, and has only recently been resettled following a seven-hundred year period of abandonment. Even today, we are still finding new archeological sites full of wonder.

The eastern area of Severnia, Vostoq, is mostly desert. The Leo religion was founded in Tilmonh, the capital. The Eternal Kingdom, the main political unit, has opposed the Empire for many years. We have reason to believe that they are planning a massive assault in the following months. The main geographic feature of this region is the Sea of Sand, an impassable desert which has claimed many adventurers' lives.

The fifth area, Archon, is an archipelago to the southeast of Severnia. The capital is Torin, but the islands are more important for their large quantity of tropical fruits, spices, and gems.

The sixth area and the least explored one is Barzien, a large tropical island to the southwest of Severnia. While some trading has been established with the fringes, the inner regions have never been explored. The empire has forbidden any non-licenced traffic there.

Part II: History of the World

This world was once inhabited by warring ancient races, referred to as the Faragh and the Turan. Nothing is known of their lifestyle or even appearance, although Sages have hints that they arrived here from another star. They totally ruled Mirelia until they completely destroyed each other during the so-called Black Moon War. The destruction of these races allowed humans to become independent.

Our calendar dates from this point, when Oelrik the Grey founded the first human city, Mithilrode, at the confluences of the Zanya and Valdemar Rivers. The city became a kingdom, a republic, and finally in 473 proclaimed itself an Empire, with holdings covering all of Mithil, parts of Norod, and northern Vostoq.

Across the continent, in Ocsed, the ancient city of Novgorod founded its own empire in 564. It reached its greatest extent three centuries later under Sylvester the Gorger, a cruel and hated man who not only brought the empire to its highest glory, but also nearly destroyed it in a sorcerous war with a demon.

Meanwhile, the Mithil Empire was waning. Corruption, incompetence, and civil wars plagued it throughout the eighth and ninth centuries. Then, in 821, the Leo sect was founded in Vostoq by Ataman the Prophet. He led the newly converted nation against the Mithil Empire, first merely to throw off their oppression, and then later in actual conquest. In 936, Mithilrode was sacked and abandoned. The Leos' "Eternal Kingdom" seemed invincible, until Ataman died and his heirs split the empire in a civil war that lasted almost a century. Afterwards, the Kingdom was reunited but never reattained its original grandeur.

Back in Ocsed, the retreat of the Novgorod Empire created a power vacuum that was filled by the Ocsed Confederacy, created by the Treaty of Perduin in 1058. Comprised of twenty-seven city-states in Ocsed, it managed to hold Ocsed together in a loose but effective alliance until the rise of the Severnian Empire.

While these political changes took place in the edges of the continent, the center was strangely quiescent. The city of Strann was founded by refugees from the sacking of Mithilrode in 936, and considered itself the inheritor of the Empire, but was unable to assert itself. Benvidrin, a city in the north, took on status as the dominant internal trading city, and Ostil was (and still is) the largest seaport in the world. Despite the economic prosperity of the region, the Mithil Council's attempt to copy the loose confederation of Ocsed was barely successful. It was not until 1598 that Mithil was again politically united.

Part III: History of the Severnian Empire

In 1597, Philip IV was King of Strann. Upon his death from a tropical disease in 1598, his son Alaric was next inherited the mantle of kingship, receiving the surname Marcius. Almost immediately upon doing so, now-King Alaric Marcius embarked on a massive political and military campaign to increase the power of Strann. In the spring campaign, he destroyed a nearby rival city-state completely, frightening neighbor states to join into a hurried alliance with him. In a series of "Fall Treaties," Alaric assumed command of the northeast of Mithil. Before the winter, he took Benvidrin, the seat of the Mithil Council.

In summer of 1599, Ostil, the port city of Mithil, joined in treaty with Alaric. The fall was dedicated to conquering and fortifying the rest of Mithil. On the first day of 1600, Alaric was crowned Mithilrodean Emperor Sardonn III in the previously abandoned city of Mithilrode, and received the red and gold of the Severnian phoenix.

Later that year, he launched the Skalic Plains Campaign, a favorite among mercenaries, and took the northern section of Ocsed. The coastline along southern Vostoq also fell. By the fall, Alaric had established outposts in Archon, certain mountain passes to Norod, and Novgorod. The next year, the rest of Vostoq except for Tolminh fell.

In 1601, the Ocsed Confederacy collapsed, with most of the confederacy joining Alaric of their own volition (knowing that they would be squashed if they didn't).

Part IV: The Rebellion

In 1602, the Emperor Alaric passed the Writ of Banning, a legal document which outlawed adventurers completely. Unhappy adventurers united with the thieves' guilds, the displaced nobility, and democratic movements to form the Free Resistance. Operating mainly out of the city of Perduin, the Resistance tried to overthrow Emperor Alaric.

However, the Imperial Secret Police, the Omniscience, were too powerful and the resistance made no progress until 1604. At that point, a collection of powerful and anonymous supporters joined the leadership of the rebellion. The leader of these, and the new President of the Free Resistance Council, was known only as Lucius.

Under Lucius' leadership, the resistance began to achieve enormous successes. However, at the same time the Imperial Army was close to crushing the Free City of Perduin, the headquarters of the resistance. The Resistance was in great danger of being destroyed when a daring band of adventurers infiltrated the Imperial Capital successfully and destroyed the Imperial Military Command Center in an explosion which also killed the Emperor.

At the same time, these adventurers also discovered a frightening fact: the man who had been born Alaric of Strann had died in 1598. Who - or what - had been impersonating the Emperor since the very beginning of the Empire was unknown.

Part V: The Triumvirate

The Congress of Mithilrode was summoned, and the fragments of the Empire and the Resistance met to elect a new Emperor. After an intense struggle, a triumvirate of Lucius, leader of the Resistance, Grand Marshall Tzi Pei, leader of the Imperial Army, and Madame Woo, a popular businesswoman, was elected.

Although the Eternal Kingdom took advantage of the temporary power vacuum to invade and sack the capital, Strann, they were soon beaten back. It appeared that the Empire was united and at peace at last.

But it was unfortunately not to be. In 1612, six years after the Congress of Mithilrode, Grand Marshall Tzi Pei mysteriously disappeared. Many areas of the Empire became restless, as the central authority of the Triumvirate waned.

Fueling this unrest was a vast increase in the number and severity of spiritual encounters. Demons, elementals, wyrds, and undead began to haunt the Empire in unprecedented numbers. This increased from a nuisance to a public danger as time passed, but the central authorities did little to stop it.

To investigate this and search for a cure, Empress Woo called all the leaders of the world's religions to a Grand Convocation in Mithilrode. The conclusions of the Convocation are given below. However, the Convocation also reported that the Emperor Alaric had not died in the explosion; indeed, that Lucius and Alaric were the same person. Lucius fled and has not been seen since.

More recently, Madame Woo has been crowned the sole Empress, with a Council of Nobles as advisors and checks on her power. But central authority has almost disappeared, and many factions have brought the Empire to the verge of civil war in their attempts to seize the Phoenix Throne.

Part VI: The Convocation and the Quest

The Grand Convocation determined a number of things concerning the spiritual invasion. Although the relationship is unclear, the spirits are the same spirits that were unleashed during the Black Moon War that destroyed the Faragh and Turan. At the same time, they also discovered that a new star that appeared in the heavens was somehow related to the spirits.

According to the Convocation, the Black Moon War lasted many decades, and destroyed much of the world. At its height, both races cast a powerful spell called collectivization, which combined all the members of each race into a magical being. These collectivized beings fought, and eventually the Turan beat back the Faragh and destroyed it. Not willing to accept this partial victory, the Turan planned on destroying Severnia, the homeland of the Faragh as well. To do this, they marshalled a huge number of spirits, including Chthon, the Prince of Earth Elementals, and prepared to sink the continent entirely.

Oelrik the Gray, a human in the service of the Turan, realized that this spell would also destroy all the free humans. He rebelled against his masters, stole the Orb of Chthon, and fled to the north. There, at a mountain called Karach, he somehow managed to reverse the spell and sink Miskonia, the continent of the Turan. Afterwards, the spirits had also disappeared. Oelrik, with his great power, went on to found Mithilrode, the first free human city.

It is unknown why the spirits have returned. But the convocation greatly fears that unless Oelrik's counterspell is rediscovered, that our own continent may sink. Even if it does not, the spirits themselves may destroy us.

Your quest is clear: you must go out into the world, discover who is behind the release of the spirits, find the counterspell, and prevent the continent from sinking. At the same time, you must act as emissaries of the Imperial authority, and stop the various factions from seizing power. Indeed, one of the factions is most likely behind the spiritual invasion.

There are six factions which are vying for the Phoenix Throne. The first is the Mages Guild, whose strengths are magic and scrying ability. They are weakened by internal politics. The second faction is the Imperial Army. Although they are at present largely concerned with the Vostoq Invasion, they nevertheless represent an incredible concentration of troops and power. The third faction are the religions: the Convocation has begun to wield large amounts of political power since it was first convened, and now represents an important power broker. The united Thieves' Guilds and Ratri Temples make up the fourth faction, collectively known as the Brotherhood of Night. Their advantages are surprise and stealth. Although not very powerful in absolute terms, they can also be the most dangerous. The fifth faction controls the wealth of the continent, and is lead by Mr. B, Chief Executive Office of Bazzaar and Weerder, A.G.

But remember that there is one more faction: you, the adventurers. Although unorganized and apolitical, you represent the greatest collection of power, skill, and experience. The factions will be courting you during your quest; use that fact against them. Although it is unclear as yet what we can do to best serve our Empire, I am confident in the virtues and abilities of the Imperial Adventurers' Guild.

A multitude of hardships await you, but with strength, perserverance, and the ideals of the Empire, we will emerge triumphant.

With gore and glory,

Derek Dragonsbane, Guildmaster of the
Imperial Adventurers' Guild

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Character Generation

Players must specify the race, class, and religion of their character. Only certain combinations are allowed. There are five races available to players at PrinceCon XVI.

Urban Humans: These humans come from the cities and farmlands along the Mithil Valley and Ocsed Peninsula. They tend to form large, stable kingdoms and have developed magic to its present level.

Nomadic Humans: These are humans that come from the wilder regions outside the Urban human settlements. They are typically associated with Norod, Vostog, and Barzien, but certainly are found in other lands as well. Nomads tend to live in small tribes and use barter economies. They are known as warriors and potent shamans.

Elves: The elves are a reclusive race living in the most ancient forests of Mirelia. They have infravision and are generally knowledgeable about woodland situations. Elven fighters (not fighter-mages) can move at 1/2 speed after firing a missile weapon.

Dwarves: The dwarves are a stocky race who only rarely venture from their underground homes. They have infravision and are generally knowledgeable about craftsmanship, stone work, construction, and underground areas. They can recognize and evaluate Mithril, gems, and jewelry. They are fierce in battle and skilled with their hands.

Hobbits: The origins of the hobbits is lost in time. This mysterious race possesses excellent senses and stealth abilities. They don't have infravision, but they do have hairy feet.

Racial Restrictions on Class and Religion

Fighters:	All races
Thiefs:	All races
Clerics:	All races, but note racial religion restrictions below.
Mages:	Urban Humans, Elves
Fighter-Mages:	Elves
Fighter-Thiefs:	Nomadic Humans, Dwarves, Hobbits

All religions are open to followers of all races. However, only certain races may become Clerics of certain religions.

Urban Humans:	All but Alhazien and Daglir
Nomadic Humans:	Carrunos, Alhazien, Ratri, Samedhi, Leo
Elves:	Alhazien, Carrunos, Hermit
Dwarves:	Daglir, Leo, Carrunos
Hobbits:	Ratri, Samedhi, Alhazien

SYSTEMS

Experience Points

Characters begin with 24,000 experience points. If a character dies, the next character will get two-thirds the experience points the previous character had when it died.

Urban Humans and Nomadic Humans use the same EP track. All numbers in the following chart are in thousands.

EXPERIENCE POINT CHART

Level	2	3	4	5	6	7	8	9	10	+
Human Fighter	2	4	8	16	32	64	120	240	360	120
Dwarf Fighter	2.5	5	10	20	40	80	150	300	450	150
Hobbit Fighter	2.5	5	10	20	40	80	150	300	450	150
Elf Fighter	3	6	12	24	48	96	180	360	540	180
Human Mage	2.5	5	10	20	40	80	150	300	450	150
Elf Mage	3	6	12	24	48	96	180	360	540	180
Human Cleric	2	4	8	16	32	70	150	300	450	150
Other Clerics	2.5	5	10	20	40	90	180	360	540	180
All Thieves	1.5	3	6	12	24	50	100	200	300	100
All F/Ts	3	6	12	24	48	96	180	360	540	180
Elf F/MU	5	10	20	40	80	160	300	600	900	300

+ = amount needed for each level thereafter

Requisites and Hit Points

Each requisite is determined from a distribution appropriate to the character's race and class (and religion, if a cleric). Substandard characters are rejected by the computer.

All zero-level people of these races have d6 hit points. The hit dice gained from levels simply adds to this base. Hence, 1st level fighters have d6 + d8 hit points, plus twice their constitution bonus, if they have one.

Zero hit points means that one is unconscious, while negative hit points means that one is dead.

SYSTEMS

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.**** Players should have a good idea when in the round they intend to act before it begins to prevent lengthy discussions before each phase. The Declaration Phase can double as a handy planning time. In order of occurrence the phases are:

- I. **Declaration Phase** - Mages must select the spell they wish to throw this round, but need not specify a target or modifiers. The decision to drop all one's saving throw must be made in this Phase. Fighters wishing to Dodge must declare that in this Phase. In general, players should plan their strategy now.
 - II. **Breath Phase** - All attacks by breath weapons and gazes occur during this phase. Regeneration, shape changing, immolation, poisoning, and attacks by attached creatures also occur now.
 - III. **Missile Phase** - All attacks by missile and thrown weapons occur during this phase.
 - IV. **Melee Phase** - Melee combat occurs during this portion of the round. All maneuvers are declared simultaneously before any swings are made. Combat steps occur now, allowing combatants to move up to 1" to engage in combat. 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.
 - VI. **Clerical Spell Phase** - Clerical spells take effect in decreasing order of caster's level minus spell level. Spells read from scrolls are treated as level zero.
 - VII. **Mage Spell Phase** - Modifiers and targets are declared now. Mage spells take effect in decreasing order of caster's level minus spell level. Spells that mages read from scrolls are treated as level zero. Treat non-mages reading scrolls as level zero casters, with the normal spell level.
 - VIII. **Item Phase** - Switching weapons, readying shields, and taking things out of your pack, pockets, etc, occurs now. Use of most magic items also occurs at this time.
 - IX. **Movement Phase**- All movement occurs within this phase. Movement rates (in inches/round) are: Plate=6, Chain=9, Leather=12, Robes=12.
- ** Exceptions: A mage prepares a spell in the Declaration Phase and casts it in the Mage Spell Phase of the same round. An elven fighter (not F/MU) may use one half his movement while using a missile weapon. Fighters have some abilities that overcome the limit of one phase per round.

The Game Master can fit non-standard player actions into the phase system as he or she sees fit. Actions except those taking place in Declaration Phase may be delayed to any phase after the phase in which they should occur. Players must declare their action in the original phase. The GM must ok all such changes. This rule is intended to eliminate sequence problems with characters covering opponents with missiles, attacks, or spells without having them run away in movement phase.

SYSTEMS

Requisites

Req.	STR Hit%	STR Dam	STR Doors	DEX Missile	DEX AC	CON Shock	CON HD
3	-11	-1	2	-12	-1	35	-1
4	-9	-1	4	-10	-1	40	-1
5	-7	-1	6	-8	-1	45	-1
6	-5	0	9	-6	0	50	-1
7	-3	0	12	-4	0	55	0
8	-1	0	16	-2	0	60	0
9	0	0	20	0	0	65	0
10	0	0	25	0	0	70	0
11	0	0	30	0	0	75	0
12	0	0	36	0	0	80	0
13	+2	0	42	+2	0	85	0
14	+4	0	49	+4	0	90	0
15	+6	0	56	+6	+1	94	+1
16	+8	+1	64	+8	+2	97	+1
17	+10	+2	72	+10	+3	99	+2
18	+12	+3	81	+12	+4	99	+3
19	+14	+4	90/- 99/- 00/10 00/20				
20	+16	+5					
21	+18	+6					
*22	+20	+7					
23	+22	+8	00/30	Ogre Strength Troll Strength			
24	+24	+9	00/40				
25	+26	+10	00/50				
26	+28	+11	00/60	Giant Strength			
27	+30	+12	00/70				
28	+32	+13	00/80	Colossus Strength			
30	+36	+15	00/00	Titan 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 it, making it uncloseable.

SYSTEMS

Effects of Requisites

STRENGTH: This affects to hit chance and damage in melee combat. It 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: This is a magic-user's spell points.

WISDOM: This is a cleric's prayer points. It also defends against spirits and charisma-based attacks.

DEXTERITY: It gives a bonus to hit with missile weapons. It also gives an AC bonus which applies only in melee combat.

CONSTITUTION: This determines one's chance to survive system shocks such as resurrection, polymorph, and certain other spells. It also can give a bonus to each hit die of the character, including the zero level d6 hit die.

CHARISMA: This is the individuals force of will. It affects rallying of feared individuals and negotiation. 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. Charisma modifies this roll: +1 for 15, +2 for 16, +3 for 17, and +4 for an 18 charisma. Charisma is the offensive power of a spirit or charm attack.

Melee Combat

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 mages gain 2% per level. Written as a formula giving a number a character of level L must roll equal to or under on a d100 ("00" is high and treated as 100).

Fighters, F/M, & F/T	$4 \times L + 5 \times AC$
Clerics & Thieves	$3 \times L + 5 \times AC$
Mages	$2 \times L + 5 \times AC$
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. Give +10% for attacks by surprise, +20% for a thief's backstab. A monster of X+Y hit dice hits as an X hit die monster with a Y% bonus. An 80 hit point Iron Golem is treated as a 0+80 HD monster. Dragons are treated this way.

SYSTEMS

Grappling

Each character has an offensive and defensive grappling value. The defensive value remains constant, the offensive value is dependent upon the target. Note that level and Hit Dice are used interchangeably.

Defensive Value:

Man size or smaller $10 \times \text{level (or hit dice)}$
Larger than man size $20 \times \text{level (or hit dice)}$
Targets surprised or attempting to cast count as zero level.

Offensive Value:

BASE = (Level \times Multiplier) + STR bonus + DEX bonus

Race & Class	Multipliers
Monster	5
Fighter	6
Thief	5
Cleric	4
Mage	3
Larger than Man Size	+5
Dwarf	-2
Elf	-2
Hobbit	-4

The computed Offensive Value is doubled if grappling from behind and divided by one plus the number of the following conditions which apply, dropping any fractions.

The attacker has a lower movement rate than the target.

The attacker took damage during the melee phase of this round.

An individual other than the target is attempting to grapple the attacker.

The chance to grapple is equal to the offensive value of the attacker minus the defensive value of the target.

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, the limit being the number of adjacent opponents. 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.

Level vs. Level Battle

When two spells are in conflict, the outcome depends upon the levels of the casters. The difference in level between the caster determines the chance for one to prevail. This chance may rarely be modified, but if the level difference is more than 5, there is no chance for the lesser caster to prevail.

Level Diff.	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Chance	0	2	5	10	20	35	50	65	80	90	95	98	100

SYSTEMS

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. For magic items a 50 or less is required to save.

Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	+1
Base	20	24	28	32	36	40	44	48	51	54	57	60	63	66	68	70	72	+2

Bonuses

Class	Physical	Mental	Spiritual
Fighter	+10	0	0
Mage	0	+10	0
Cleric	0	0	+10
Thief	0	0	0
F/Mage	+5	+5	0
F/Thief	+5	0	0

Race	Physical	Mental	Spiritual
Human	0	0	0
Dwarf	+10	0	0
Elf	0	+5	+5
Hobbit	+5	0	+5

Saving Throws are divided into three types:

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

Mental: ESP, Suggestion, Sleep, Harpy's Lure, Power Words, 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, unless there are obvious effects.

Dropping Saving Throws

An individual has the option of dropping all saving throws for a melee round. An individual exercising this option must state so in Declaration Phase. If this is done any saving throws required that round will automatically be missed.

SYSTEMS

Equipment

Each player character may choose to carry from 1-4 weapons, some of which may be silvered. The character's other equipment is determined by the number of weapons carried. Each character is also given the basic equipment for their class, and allowed to choose any type of armor appropriate for their class. Magic items carried are in addition to this equipment, however only one suit of armor is allowed in any case. Pack A comes with one weapon, Pack B with 2, Pack C with 3, and Pack D with 4.

Write down your choice of pack (A,B,C, or D) and weapons on your character sheet. Any requests for special equipment should be directed to the GM concerned at the beginning of an expedition.

-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.

Backpacks

Each pack includes all items in the other packs listed to the right of it, thus pack A includes all available items.

A	B	C	D
3 flasks of oil	3' iron rod	50' rope	knapsack
grappling hook	10' bamboo pole	6 torches	1 week's rations
wine skin	12 iron spikes	tinderbox	water skin
lantern	mallet	3 large sacks	

In addition, each class has the following:

Fighters:	dagger	Thieves:	thieves' tool kit
Clerics:	holy symbol	Mages:	small metal mirror

Silver Weapons

Any weapon may be silvered by denoting that on your character sheet. Silvered weapons are required to strike some targets, such as were creatures. When used against other targets silver weapons are -5% to hit and -1 to 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.

Missile Ranges

Weapon	Short/Long
Heavy Crossbow & Longbow	12"/24"
Light Crossbow & Short Bow	9"/18"
Sling	6"/12"
Spear, Dagger, Hammer, & Hand Axe	2"/4"

Missiles are -20% to hit at long range.

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Weapon List

Weapon	Mods by AC type								Usable by				Damage vs	
	2	3	4	5	6	7	8	9	Man	Dwf	Elf	Hob	MS	LMS
Axe, Battle **	-1	0	+1	+1	0	0	0	0	F*	F*			d10	d10
Axe, Hand	-3	-2	-1	-1	0	0	+1	+1	F	FC	F	F	d6	d6
Club	-3	-2	-2	-1	-1	0	0	0	FC	FC	FC	FC	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*		FC*		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	FC-	FC	FC*	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		FC		d8	d6
Mtd. Lance ***	0	0	+1	+2	+3	+3	+3	+3	F		F		d10	2d10
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	F*-	d6	d8
Staff	-2	-1	-1	0	0	0	0	0	All*		All*		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	F*-	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	FC		FC-	d6	d4
Long Bow ***	-2	0	0	+2	+3	+3	+3	+3	FT		FT		d6	d6
Short Bow	-3	-2	-2	0	+1	+2	+2	+2	FT		FCT	FT	d6	d6
Heavy Crossbow	-1	0	+1	+2	+3	+4	+4	+4	FT	FT	FT		d8	d8
Light Crossbow	-3	-2	-1	0	+2	+3	+3	+3	FT	FCT	FT	FT	d6	d6
Sling***	-3	-2	-2	-1	-2	-1	-1	0	FCT			FCT	d4	d3

F = Fighters
M = Mages
C = Clerics (blunt weapon)
T = Thieves

* = must be used 2-Handed
** = requires two spaces in line
*** = requires open spaces
- = usable at -2
□ = variable damage (see below)

Other notes:

- > ±1 means ±5% to hit
- > damage is given for man sized (or smaller) then larger opponents.
- > plate is AC 3, chain is AC 5, leather is AC 7, robes is AC 9.
- > a shield gives a one armor class improvement.
- > magical AC's use their non-magical base AC on this table
- > a bow includes a quiver with arrows or quarrels.
- > a heavy crossbow can fire once every 3 rounds.
- > a light crossbow can fire once every 2 rounds.
- > spears may do double damage when set against a charge. The hitting probability is not altered.
- > missile weapons are -20% to hit at long range.

FIGHTERS

Fighters

Fighters can be of any race. Their hit dice are d8. They may wear any armor and wield any weapon permitted to their race.

Fighter-Mages

Fighter-mages may only be elves. Their hit dice are d6. They may not wear armor heavier than chain and may use a shield. They may use any weapon permitted to elves. They have the abilities of a fighter and a mage of their level, except where noted.

Fighter-Thieves

Fighter-thieves can be nomadic humans, dwarves, or hobbits. Their hit dice are d6. They may wear leather armor and can use shields. They may wear chain armor, but they cannot use any thieving abilities in it. They can use any one-handed fighter weapons permitted to their race. They have the abilities of a fighter and a thief of their level, except where noted.

General Fighter Abilities

The following abilities are available to fighters, fighter/mages, and fighter/thieves, except where noted.

1) In melee combat, they can execute one of the following combat maneuvers. Maneuvers are declared simultaneously in Melee Phase. The AC modifiers only affect melee attacks.

Maneuver	Min Level	TACO	Damage	AC
Strike	1	+0%	+0	+0
Defensive Strike	1	-5%	-1	+2
Aimed Strike	4	+10%	-2	+0
Offensive Blow	4	-10%	+2	+0
Parry	4	none	none	+3/+1
Great Swing	7*	-10%	+4	-3
Sweep	7*	-30%	-3	+0
Disarm	7*	-30%	special	-2

* These maneuvers may not be used by fighter-mages or fighter-thieves.

Parry may be used with primary or secondary weapons. Use of the primary weapon gives a +3 AC, while the secondary gives only +1. If Double attack is used, the first can be used to parry.

Sweep allows attacks on up to three targets. All targets must be within melee range and in the 180° facing the fighter.

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If Disarm successfully hits AND the defender fails a physical save, the defender is disarmed. Both the defender's magical weapon bonus and strength damage bonus will add +5% per plus to the save. Using a two-handed weapon gives +20% to the save.

2) During item phase, they may switch weapons or ready a shield in addition to any other action that round. Usual combinations are firing a bow and switching to a sword, or drawing a weapon and taking a full move into combat. The weapon or shield being readied must be immediately at hand. This may not be combined with Dodge (see below).

3) During melee phase, they may take a "combat step" of one-third of their normal movement. Other classes can only move 1". Combat steps may ONLY be used with subsequent melee attacks.

4) At fourth level, they may Dodge, increasing their AC by +4 for that entire round. It must be declared in Declaration phase, and will rule out any other action in that round, including attacking, moving, and switching weapons.

5) At fourth level, they may employ a dagger as a secondary weapon. The dagger attack does not apply strength or bless bonuses, and can only use the Strike attack or Parry (see above). A dagger cannot be used as a secondary weapon if the fighter is using a shield, a two-handed weapon, or double attacks (see below).

6) At tenth level, they may attack twice with their primary weapon, using any maneuver. Each attack will be at half of the fighter's normal chance to hit, including ALL to hit bonuses from bless spells, magic, strength, maneuver, etc, even if one attack is used to parry. Maneuver TACO and Damage bonuses do not last from first to second attack; however, AC modifiers affect the fighter for the entire melee phase. Fighter-mages and fighter-thieves may not do this.

7) Elven fighters may half move after firing a bow. Fighter-mages may not do this.

THIEVES

Thieves

Thieves may be of any race. Their 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. Thieves may wear leather armor and may not use shields.

Thieving Table

	Hide Shadow	Move Silent	Traps	Open Locks	Pick Pocket	Spot Hidden	Climb Walls	Disguise
Dwarf	0	-10%	+15%	+10%	-10%	0	-15%	0
Elf	+10%	+15%	-10%	-5%	0	+10%	0	0
Hobbit	+15%	+15%	0	+5%	+10%	+15%	-15%	+5%
Nomadic H	+5%	0	0	-5%	-10%	+5%	0	+5%
Native Add Dex	+10%	+10% yes	0 yes	0 yes	0 yes	+10%	0 yes	0
Non-thief	5	5	5	5	5	10	40	5
Thief 1	20	25	20	25	35	20	63	15
Thief 2	25	30	25	30	40	25	66	20
Thief 3	30	35	30	35	45	30	69	25
Thief 4	35	40	35	40	50	35	72	30
Thief 5	40	45	40	45	55	40	75	35
Thief 6	45	50	45	50	60	45	78	40
Thief 7	50	55	50	55	65	50	81	45
Thief 8	55	60	55	60	70	55	84	50
Thief 9	60	65	60	65	75	60	87	55
Thief 10	65	70	65	70	80	65	90	60
+	+5	+5	+5	+5	+5	+5	+3	+5

Notes:

- >Add dex means add the dex bonus (as for a missile) as a modifier.
- >Native means that the thief gets a bonus to this skill when in his native terrain. Non-thieves never get this bonus.
- >Each individual may only make one attempt per day at a particular lock, door, or trap.
- >In order to remove a trap or listen at a door, one must find the trap or door first. An individual who fails to find a door or trap may make a second roll if shown by one who found it.
- >All thieving abilities always fail on a 00.

Modifiers: The numbers in the chart represent average or ideal situations. Attempting simple tasks or taking longer will raise this number; more complex or hurried tasks will receive penalties. Attempting a thieving skill outside of one's native terrain is also difficult and will be penalized. Typically, Urban Humans are native to cities, elves in forests, dwarves underground, and Nomads in the brush. Hobbits have no native terrain but suffer no penalties.

Backstabbing: Backstabbing may only be done with a dagger. Damage is multiplied before the addition of strength bonuses. The multiplier is 2 for a

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first through fourth level thief; 3 for a fifth through eighth level; 4 for a ninth through twelfth level, and so on.

Poison: Thieves alone know how to use poison correctly. They know how to coat blades and taint food.

Tracking: Thieves are expert trackers. The base chance for tracking is 10% per level. The penalty for not being on native terrain is 20%. Hobbits never get this penalty. Tracking at full ability allows only half speed movement. The GM should modify this roll as he sees fit; some guidelines are: tracking is more difficult if it has rained since the tracks were made, the terrain is packed dirt or rock, or significant time has passed since the tracks were made. The tracks can also be obscured by other tracks.

Hide in Shadows: A successful roll allows the thief to move at half speed while remaining hidden in the shadows. Standing completely still gives +20%. The thief must make this roll once at the beginning, and then every round that he moves through an area that is under active surveillance. This ability has no effect at zero range.

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

Move Silently: Normally, a thief must make this roll in order to successfully approach for a surprise backstab. A thief must make this roll every round, although some noises won't be noticed by unsuspecting observers.

Traps: This includes Finding, Removing, and Setting Traps. If a thief fails at removing a trap, roll again. If the second roll fails then the trap is sprung. Traps that are not in the native terrain of the thief take a -20% penalty to set up.

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

Pick Pockets: This includes all forms of sleight of hand. There is a penalty of -5% per level of the victim. If a thief fails at picking pockets, the victim gets a mental save at +20% to detect the thief.

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

If the thief is making no active attempt, he will have one half of his Spot Hidden roll to detect something anyway. For example, an ambush could be detected even if the thief was not actively searching for one. In most situations, a thief will get a second chance to avoid being surprised; this chance is equal to half his Spot Hidden roll.

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

Disguise: This covers all forms of acting, mimicing, or disguise. Note that the disguise function is limited by the available materials; it is unlikely that the thief will find the objects to make him appear a foot shorter.

MAGES

Mages

Mages may be either human or elven. They may be of any religion. Their hit dice are d4.

Magic System

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

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

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

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

For example, a seventh level mage is casting Fireball, base level 3, which would normally cost 4 spell points. However, the mage adds three castings of Extra Range, adding $1\frac{1}{2}$ to the level of the spell, for a total of $4\frac{1}{2}$, or a cost of 8 spell points. The Fireball now has a range of 48" instead of the normal 12".

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

The GM may always prevent absurdities.

Preparing and Throwing Mage Spells:

A mage prepares a spell in the Declaration Phase and then either drops it (at no spell point cost) or casts it during the Mage Spell Phase of the same round. However, a mage cannot hold a spell prepared, nor can he do anything else in a round he has prepared a spell. Although the base spell or master spell must be declared in Declaration Phase, the modifiers on the spell need not be declared until the spell is cast in Mage Spell Phase.

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Spells take effect at the end of the Mage Spell Phase in which they are thrown in decreasing order of (caster's level minus spell level), unless the description specifically provides otherwise. Thus they are dealt with after the effects of missile fire, melee, and clerical spells. Further, no mage spell can stop another caster if both spells are cast in the Magic User Spell Phase, unless the spell descriptions state otherwise.

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

Mage Spell Costs

Spell Level	Level of Mage																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
1½	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1
2½	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
3½	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1
4	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
4½	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5½	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6½	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
8	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4

MAGES

The Modifiers

Modifiers may be applied to any spell where they are legal. Modifiers must be specified when the spell is cast in Mage Spell Phase. Some modifiers are universal, while some are spell specific. Unless otherwise noted or prohibited by common sense, modifiers can be bought more than once.

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

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

At Range: This modifier takes a spell with range touch, none, or 1" to have a range of 6". This can then be extended with Extra Range. **It cannot be used on spells with range of Always Zero.** The default cost is $+\frac{1}{2}$.

Extra Range: This can be applied to any spell with a range of 6" or more. Each level of extra range increases the range of the spell by the base range of the spell. For example, if the base range were 12", one level would make the range 24", two levels would make it 36", and three levels would make it 48". See At Range. The default cost is $+\frac{1}{2}$.

Extra Duration: This can be applied to any spell with a duration that isn't momentary, permanent, or more than 4 days. Each level of the modifier will double the duration, to a maximum of 4 days. See Lasting Duration if you want to extend a spell beyond 4 days. The default cost of this is $+\frac{1}{2}$.

Many mage spells durations simply fall on the following schedule and can be increased along it:

6 rounds, 12 rounds, 24 rounds, 1 turn, 2 turns, 4 turns,
9 turns, 3 hours, 6 hours, 12 hours, 1 day, 2 days, 4 days

Spells with other durations may of course be extended also; there are 50 rounds in a turn.

Lasting Duration: This is an extension of Extra Duration that can only be applied to spells with durations of 4 days or greater. It makes the duration of the spell "lasting". Spells with lasting duration will last a long time, although they will eventually decay. For convention purposes, they will last 1 adventure. They may be dispelled as normal. An individual may only have two spells of lasting or permanent duration on himself. The cost of this is twice the normal cost of one level of Extra Duration, so it is usually +1.

Extra ZOE: This can be applied to spells with non-individual ZOEs. **Single target spells may never take this modifier.** The default cost is $+\frac{1}{2}$. The default effect is that the ZOE is expanded by half the base ZOE per level. So:

Spells that affect several individuals may affect half the base number again per level of extra ZOE. For example, a spell that affects 4 individuals would affect 6 with one level, 8 with two levels, and 10 with 3 levels.

Spells whose ZOEs are characterized by a linear distance, such as 60' wall, or spells that affect an area or volume that is specified by a linear dimension, such as a 20' diameter sphere or a 30' square, can affect half the base linear

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distance again per level. Thus, our 20' diameter sphere becomes 30' with one level, 40' with two levels, and so on.

Spells that affect an area or volume that is specified in square or cubic units, such as 10 square feet or 20 cubic feet, gain half the base ZOE again for each level. Thus, our 20 cubic feet becomes 30 cubic feet with one level, 40 cubic feet with two levels, etc.

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

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

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

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

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

Concealment: The spell is concealed, making it harder to detect using (see page 24) and similar spells. It does not hide the fact that a mage is casting a spell if the mage is seen or heard casting. If concealment is applied to a Detect, Locate, or Trace spell, it conceals the fact that the caster has a spell on him (these spells have long durations to allow the searcher to track the target), but does not affect whether the spell will trip the Warning spell. The default cost is +1.

Cast in a Clerical Silence: Allows the mage to cast in a clerical silence. Cost is +2.

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Mage Spells

Master Spells		Level I Base Spells		Level II Base Spells	
<i>Illusion</i>	20	<i>Cleanse</i>	24	<i>Air Blast</i>	26
<i>Locate</i>	20	<i>Color Change</i>	24	<i>ESP</i>	26
<i>Monster Summoning</i>	21	<i>Confuse</i>	24	<i>Faerie Fire</i>	26
<i>Patterning</i>	21	<i>Detect Magic</i>	24	<i>Faux Magic</i>	27
<i>Pyromancy</i>	22	<i>Detect North</i>	24	<i>Fire Bomb</i>	27
<i>Shaping</i>	22	<i>Displace Self</i>	24	<i>Flame Weapon</i>	27
<i>Skylore</i>	23	<i>Enhance Hearing</i>	25	<i>Infravision</i>	27
		<i>Fire Lance</i>	25	<i>Invisibility</i>	27
		<i>Hold Portal</i>	25	<i>Knock</i>	27
		<i>Ice Lance</i>	25	<i>Levitate Self</i>	27
		<i>Lightning Lance</i>	25	<i>Long Talk</i>	27
		<i>Magic Missile</i>	25	<i>Magic Hand</i>	27
		<i>Message</i>	25	<i>Magic Mouth</i>	28
		<i>Range Loser</i>	25	<i>Mini-Flash</i>	28
		<i>Read Magic</i>	25	<i>Mirror Image</i>	28
		<i>Shield</i>	25	<i>Observe Magic</i>	28
		<i>Sleep</i>	26	<i>Pain</i>	28
		<i>Swim</i>	26	<i>Prot/Enchanted Mon.</i>	28
		<i>Telescopic Vision</i>	26	<i>Range Finder</i>	28
		<i>Trip</i>	26	<i>See Invisible</i>	28
		<i>Ventriloquism</i>	26	<i>Strength</i>	28
		<i>Write Languages</i>	26	<i>Weakness</i>	28
				<i>Web</i>	28
				<i>Wizard Lock</i>	29
Level III Base Spells		Level IV Base Spells		Level V Base Spells	
<i>Analyze Spell</i>	29	<i>Blinding Flash</i>	32	<i>Charm Monster</i>	36
<i>Clairsentience</i>	29	<i>Cold Cone</i>	32	<i>Cloudkill</i>	36
<i>Cool Object</i>	29	<i>Control Self</i>	32	<i>Cone of Weakness</i>	36
<i>Disguise</i>	29	<i>Dimension Door</i>	32	<i>Conjure Elemental</i>	36
<i>Dispel Magic</i>	29	<i>Fear</i>	32	<i>Contact Higher Plane</i>	37
<i>Disrupt Spell</i>	30	<i>Growth Plants</i>	33	<i>Feeblemind</i>	37
<i>Explosive Runes</i>	30	<i>Hallucinatory Terrain</i>	33	<i>Growth Animals</i>	37
<i>Fireball</i>	30	<i>Ice Storm</i>	33	<i>Hold Monster</i>	37
<i>Fly Self</i>	30	<i>Levitate 10'r</i>	33	<i>Immolate</i>	37
<i>Haste</i>	30	<i>Magic Bridge</i>	33	<i>Mind Blast</i>	37
<i>Heat Object</i>	30	<i>Magical Trap</i>	33	<i>Mind Link</i>	37
<i>Implosion</i>	30	<i>Massmorph</i>	33	<i>Mind Shield</i>	37
<i>Invisibility 10'r</i>	30	<i>Prot/Detects</i>	33	<i>Misdirection</i>	38
<i>Lightning Bolt</i>	31	<i>Size Change Self</i>	34	<i>Pass Wall</i>	38
<i>Prot/Locates</i>	31	<i>Telepathy</i>	34	<i>Phase In</i>	38
<i>Prot/Normal Missiles</i>	31	<i>Temp. Bag of Holding</i>	34	<i>Prot/Normal Weapons</i>	38
<i>Rope Trick</i>	31	<i>Trace Summoning</i>	34	<i>Stone Walking</i>	38
<i>Second Sight</i>	31	<i>Trace Warning</i>	35	<i>Telekinesis</i>	38
<i>Slow</i>	31	<i>Wall of Electricity</i>	35	<i>Teleport</i>	38
<i>Snowball</i>	31	<i>Wall of Fire</i>	35	<i>Trace Teleport</i>	39
<i>Suggestion</i>	31	<i>Wall of Frost</i>	35	<i>Wall of Iron</i>	39
<i>Velocity Finder</i>	32	<i>Wizard Eye</i>	35	<i>Wall of Stone</i>	39
<i>Water Breathing</i>	32				

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Level VI Base Spells		Level VII Base Spells		Archmage Base Spells	
<i>Anti-Magic Shell</i>	39	<i>Damp Teleport</i>	42	<i>Alter True Self</i>	43
<i>Concentrate</i>	39	<i>Mass Invisibility</i>	42	<i>Astral Spell</i>	43
<i>Death Spell</i>	39	<i>Phase Door</i>	42	<i>Avalanche</i>	43
<i>Flame Storm</i>	39	<i>Power Word Blind</i>	42	<i>Clone</i>	43
<i>Geas</i>	40	<i>Reincarnate</i>	42	<i>Cone of Feeblemind</i>	43
<i>Invisible Stalker</i>	40	<i>Reverse Gravity</i>	42	<i>Great Barrier</i>	43
<i>Legend Lore</i>	40	<i>True Sight</i>	42	<i>Mass Suggestion</i>	43
<i>Lower Water</i>	40	<i>Permanent</i>	42	<i>Meteor Swarm</i>	43
<i>Magic Jar</i>	40	<i>Warning</i>	42	<i>Mind Blank</i>	43
<i>Move Earth</i>	40			<i>Phase Shift</i>	43
<i>Part Water</i>	41			<i>Power Word Stun</i>	44
<i>Power Word Pain</i>	41			<i>Power Word Kill</i>	44
<i>Projected Image</i>	41			<i>Repulsion</i>	44
<i>See True Form</i>	41			<i>Symbol</i>	44
<i>Shield of Protection</i>	41			<i>Time Stop</i>	44
<i>Teleport Attack</i>	41			<i>Time Travel</i>	44
<i>Tremor</i>	41			<i>Tsunami</i>	44

Descriptions of Mage Spells

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

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

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

Scale distances: All figures given in inches ("") are to be interpreted as scale distances. In cramped quarters underground or in substantial stone structures, 1" = 10 feet. Otherwise, 1" = 10 yards.

Duration: Most spells have a limit to how long they work. If the duration is given as "lasting", the spell will last as per the extension of the Extra Duration modifier. If "permanent", the spell lasts until dispelled or countered. If "momentary", the spell lasts but a moment, but its effects, typically damage, are quite real and permanent. Spells detect as magical during their duration, so if a spell has permanent or lasting duration, it will be detectable (unless Concealed), but if a spell has momentary duration, it will not be detectable.

Time: A turn is ten minutes. A round, also known as a melee round, is defined as the correct amount of time for combat to make sense. For long time periods, there are 50 rounds in each turn.

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

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Abbreviations:

B	= Level at which the caster gets a spell	
L	= Caster's Level	T = Target's Level
LOS	= Line of Sight	ZOE = Zone of Effect
ST	= Saving throw	

Master Spells

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

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

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

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

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

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

Use of interactive modifier will allow the caster, if concentrating, to shape the illusion's responses and actions.

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

The duration of an illusion is 6 rounds, extendable by Extra Duration. Note that unless the illusion is interactive, the entire script of the illusion must be chosen at the time of casting. Hence, shadow fighters must be interactive, and thus require concentration.

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

ZOE: 1" sphere; **Range:** 12"; **Duration:** 12 rounds; **ST:** none

Locate: This spell can be used to find the direction and distance to a specified target, if such is within the range of the spell. The possible targets are:

Animals: Base level 1. A specific species of animal is targeted. The species must either be named or be perfectly described, which requires having spent 12 rounds of concentration within a range of 6" within the past week to memorize the details.

Plants: Base level 1. A specific species of plant is targeted. As animal.

Monster: Base level 2. A specific species of monster is targeted. As animal.

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

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

The base spell will give the direction to the target, or the nearest target if it is not unique, if such is found within the range. The distance to the detected target may be known for +1 spell level.

The base range is 24". This may be moved along the following progression at the cost of $+\frac{1}{2}$ per step: 48", 96", 1 mile, 2 miles, 4 miles, doubling.

The base duration is 1 turn. Extra Duration is $+\frac{1}{2}$.

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

ZOE: self; Range: 24"; Duration: 1 turn; ST: none

Monster Summoning: This spell will summon a single being, which will appear next to the caster after a one round delay. The creature will have the equivalent of the 3rd level spell *Suggestion* (see page 31) cast upon it to serve the caster. The creature is real and has been transported here from elsewhere in the world. If alive at the end of the spell's duration, it will return to whence it came, along with everything it brought with it.

To summon a monster from the Nth level list is a base spell of Nth level. The caster may choose the monster from the *Monster Summoning Tables* (see page 45) Extra Duration is +1.

ZOE: one creature; Range: none; Duration: 6 rounds after appearance; ST: none

Patterning: This allows the mage to tighten or weaken the fabric of a substance. The basic spell level depends on the substance being worked. The spell is reversible to weaken or even disintegrate objects.

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

Grand Patterning will strengthen a substance magically so that it cannot be broken or weakened, even magically, without a level-vs-level battle. It will be stronger than the substance was originally. This spell is necessary but not sufficient for the creation of magic weapons and armor. The duration of Grand Patterning is permanent.

Each modifier has the appropriate reverse. The reverse of grand patterning is disintegration.

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

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The ZOE is 100 pounds and 25 square feet. This can be doubled for +1.

ZOE: see above; *Range:* touch; *Duration:* see above; *ST:* none

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

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

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

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

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

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

Mode	Base Level	Cost for Additional Castings
Increase	1	+1 $\frac{1}{2}$
Decrease	1	+1 $\frac{1}{2}$
Control	2	+2

The duration of Increase and Decrease are momentary. The duration of Control is 1 turn, extendable by Extra Duration.

ZOE: up to 1 square inch; *Range:* 6"; *Duration:* see above; *ST:* none

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

The base level is determined by the nature of the object or creature being shaped. Legal target types are self, other living creature, and any non-magical object or substance. Non-monster plants and organic matter may be considered to be objects.

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

Finally, the level is modified further by the number of special abilities given to the target. Without these modifiers, a man shaped into a dragon would walk at human speed, not be able to fly, fight as an unarmed human, and have no

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breath weapon. These ability modifiers MUST be bought sequentially. Buying movement will give the target the natural movement abilities of the shape assumed, for example flight, tunneling, swimming, etc. It will not give magical abilities like teleportation. Using the Combat modifier gives non-magical combat abilities of the form assumed, for example claw-claw-bite, spikes, poison, etc.

Using the modifier Magical Abilities will allow the caster to use all abilities of the assumed form. These include teleportation, breath weapon, phase shift, level drain, paralysis, etc. Note that spell ability beyond the level of the caster can never be gained, and that any spellcasting is impossible unless the form has humaniform hands and vocal abilities.

Any of these modifiers may be used in a Shaping cast on a non-living object. For example, creating a sword requires the casting of the Combat Abilities modifier. In general, if something can inflict damage, it must have the Combat modifier. This modifier, unlike with living creatures, can be cast without casting Movement first. Magical items can be neither affected or created by this spell.

Target	Base Level	Changes	Abilities
Self	3	Change of Substance +1	Movement +1
Object	4	Size Change +1	Combat +1
Other Living	4		Magical +2

ZOE: one target; Range: none; Duration: 4 turns; ST: Physical if living

Skylore: This spell gives the mage the ability to control the weather. He may bring or banish rain, lightning, clouds, storms of various intensity, and raise or lower the temperature. This spell will never cause normal damage except to creatures that would be harmed by normal weather, e.g. water damage from rain.

It has five spheres of control: temperature, wind, rain/snow, clouds, and lightning. When casting the spell, the mage may cast zero to all five spheres, positively or negatively, and may stack multiple castings of a sphere. Exception: the casting of rain or lightning requires clouds.

When decreasing weather effects, the mage will cast levels normally. To increase all effects except temperature, the caster must build the effect as if there were no existing weather. For example, faced with a 45 mph wind, the caster may spend one level (each level of wind is 15 mph) to decrease it to 30 mph. To increase the speed to 60 mph, he must cast four levels of wind.

If the mage is attempting to control magical or sentient storms or weather controlled by another mage, he must win a level vs level battle.

Wind Sphere: Each casting of this sphere increases or decreases the wind velocity by 15 mph. If the caster is increasing or equalling the speed of the wind, he may also determine the direction. All missile rolls suffer a -5% per 15 mph of wind.

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

Rain Sphere: This will appear as snow if the temperature is below freezing. One level: light snow or rain. Visibility is 200'. Two levels: medium rain or snow. Visibility is 100'. Three levels: hard rain or snow. Visibility 50'. Four levels: driving rain or blizzard. Visibility 15'. Five levels: torrential rain or whiteout. Visibility 5'. Further levels are possible. All melee and missile rolls suffer a basic -10% per level. After a number of rounds, movement will be decreased, especially if travelling on loose soil. This sphere can only be used in conjunction with clouds.

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

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

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

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

ZOE: 12" sphere; Range: none; Duration: 4 turns; ST: none

Level One Mage Base Spells

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

ZOE: 10 cu. ft.; Range: 1"; Duration: momentary; ST: none

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

ZOE: 5 objects; Range: 1"; Duration: momentary; ST: none

Confuse: A confused creature will not be able to coordinate his actions with anyone else. (In the case of player characters, the players may not consult, and must submit orders in writing.) In addition there is a 1/3 chance each 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, unless the controlling force also fails to save or fails to make other relevant control check. Only those of 4 HD or more will get saving throws. Those of 2 HD or less are affected immediately; others get a delay of D6 minus the level of the caster melee rounds. Modifiers: Extra Effect (+d10 duration), cannot take Extra Duration.

ZOE: one creature; Range: 6"; Duration: 12 rounds; ST: mental

Detect Magic: Detects magic in effect within range in LOS, be it spell or item (since an item is just an extended spell) or prayer. It does not detect Concealed Magic. Magic simply glows; the spell offers no analysis, not even whether something is a spell or a prayer or a magic item, nor does it tell whether or not several of these sources are stacked on each other. Spirits are detected by this spell.

ZOE: self; Range: 6"; Duration: 12 rounds; ST: none

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

ZOE: self; Range: none; Duration: 9 turns; ST: none

Displace Self: It warps light (and infrared) waves, so that the caster appears to be up to 1 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 spells. Modifiers: Extra Effect (+5% to both) +1.

ZOE: self; Range: none; Duration: 12 rounds; ST: none

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Enhance Hearing: Adds +25% to Spot Hidden roll for hearing rolls only. It is applied before Beneficence of Ratri. Recipient gain the anti-surprise ability of thieves.

ZOE: one target; Range: 1"; Duration: 3 hours; ST: none

Fire Lance: It does 3D4 points of fire damage to the target, provided the caster hits AC9 as with a missile weapon. It does not hit any other target, nor ricochet. Fire Resistance provides complete protection. Modifiers: Extra Damage (+D4).

ZOE: one target; Range: 6"; Duration: momentary; ST: none

Hold Portal: It holds closed a door, chest, panel, etc., which must be completely closed at the time of casting. A strongly anti-magical creature (ex. Balrog) may shatter it. Dispel Magic gets rid of it automatically, as does a Knock, which will open the door.

ZOE: one portal; Range: 1"; Duration: 2D6 melee rounds; ST: none

Ice Lance: It does 3D4 points of cold damage to the target, provided the caster hits AC9 as with a missile weapon. It does not hit any other target, nor ricochet. Cold Resistance provides complete protection. Modifiers: Extra Damage (+D4).

ZOE: one target; Range: 6"; Duration: momentary; ST: none

Lightning Lance: It does 3D4 of electrical damage to the target, provided the caster hits AC9 as with a missile weapon. It will not hit any other target, nor will it ricochet. Lightning Resistance provides complete protection. Modifiers: Extra Damage (+D4).

ZOE: one target; Range: 6"; Duration: momentary; ST: none

Magic Missile: A magical missile or missiles emanate from the finger of the caster. They do D6+2 of damage each, provided the caster hits the target as with a +2 missile weapon. The base spell gives one missile. Multiple missiles may be aimed at separate targets as long as all are within a 60° arc. Roll for each missile separately to see if it hits. A Shield spell provides total defense. Modifiers: Extra Damage (1 more missile) +1.

ZOE: one target; Range: 9"; Duration: momentary; ST: none

Message: This will allow the caster to send a telepathic message of up to twenty-five words per round to any recipient in range. There is no saving throw unless the recipient is trying to avoid the message. The message cannot be overheard, and background noise and Silence have no effect on it, although they may prevent the spell itself.

ZOE: one person; Range: 12"; Duration: 1 round; ST: None

Range Loser: If the single victim fails to save, he will be unable to accurately gauge distances. He will not be aware of this fact. The victim takes a penalty of -10% at short range and -30% at long range to both missile fire and spell targetting. The chance of targetting a spell correctly is normally 100%, and short range for a spell is 12". The effects of mistargetting a spell are left to GM discretion. This spell is cancelled by Range Finder or Velocity Finder. Modifiers: Extra Effect (-10% more to both ranges).

ZOE: one victim; Range: 18"; Duration: 9 turns; ST: mental

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

ZOE: Caster; Range: as sight; Duration: 9 turns; ST: none

Shield: It gives the mage complete protection from the magic missile spell, partial protection from the Ice Storm spell, Armor Class 2 vs. other missiles, and AC 4 vs. melee attacks. The AC given by this spell do not sum with any other protections.

ZOE: Caster; Range: none; Duration: 12 rounds; ST: none

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Sleep: Roll 4D4 for the strength of a sleep spell; the sleep will affect creatures within the ZOE, beginning with the lowest levels, until the strength of the spell is used up or no more creatures can be affected. It takes one point of sleep to sleep a 1st level; 2 to sleep a 2nd level; 4 for a 3rd level; 8 for a 4th level; etc. Undead or other non-living entities can not be slept regardless of level. Modifiers: Extra Duration (+5 non-awakable rounds, +1 hour normal sleep), Extra Damage (+D4).

ZOE: 60' cone; *Range:* 0; *Duration:* 2 hrs. Wakable by non-magical means after 10 melee rnds; *ST:* Mental

Swim: This spell allows the caster to swim at 6". The caster may stay afloat or stay under as he desires. It does not give the ability to breathe underwater. Modifiers: Extra Speed (+3") + $\frac{1}{2}$.

ZOE: self; *Range:* none; *Duration:* 4 turns; *ST:* none

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

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

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

ZOE: one bipedal creature; *Range:* 12"; *Duration:* momentary; *ST:* Physical at -15%

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

ZOE: self; *Range:* 6"; *Duration:* 4 turns; *ST:* none

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.

ZOE: self; *Range:* as sight; *Duration:* 4 turns; *ST:* none

Level Two Mage Base Spells

Air Blast: It produces a damaging blast of air, which does 2D6 points of damage to those in the area, unless they save. It does not affect non-corporeal creatures or air-based creatures. It has half effect on creatures currently flying, but knocks them back 30' if they are smaller than mansized. If they hit an obstacle in this distance, they take full damage. Modifiers: Extra Damage (+D6).

ZOE: 60' cone; *Range:* Always Zero; *Duration:* momentary; *ST:* Physical

ESP: It allows the caster to know what another being is currently consciously thinking. If the victim saves, then he will know some spell has been thrown at him. It may be targeted on a single visible individual, or at the ZOE. In the former case the saving throw is 20% worse for the victim. In the latter case, a single victim is chosen at random from among any possible victims. This is a Detect-type spell.

ZOE: 3" sphere; *Range:* 12" no LOS needed; *Duration:* 4 turns; *ST:* mental

Faerie Fire: It surrounds all objects or creatures, within the zone of effect, with a pale blue glow. It will outline invisible objects or creatures.

ZOE: 1" cube; *Range:* 6"; *Duration:* 9 turns; *ST:* none

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Faux Magic: This spell does nothing, but it detects as another spell. Only spells that the mage could cast can be faked. This ruse will affect Detect/Observe Magic and Analyze Spell. A level-vs-level battle is needed to see the truth. If the Faux Magic is concealed, then fake spell will appear concealed, and its concealment must be overcome before the fact that it is fake can be tested. The fake spell cannot be concealed unless Faux Magic is concealed. If the false spell is Analyzed instead of the Faux Magic, Disrupt Magic cannot succeed.

ZOE: the ZOE of the false spell; *Range:* touch; *Duration:* 1 day; *ST:* none

Fire Bomb: It does fire damage of 2D6 to all in the ZOE who fail to save. It has no effect on fire based creatures, and Fire Resistance gives complete protection. Modifiers: Extra Damage (+d6).

ZOE: 10' sphere; *Range:* 6"; *Duration:* momentary; *ST:* Physical

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

ZOE: one weapon; *Range:* 1"; *Duration:* 4 turns; *ST:* none

Infravision: It allows the caster to see infrared light rays, (as do Elves and Dwarves).

ZOE: self; *Range:* none; *Duration:* 12 hours; *ST:* none

Invisibility: It makes something not visible, including to those using Infravision. The spell will be broken the instant that the recipient: completes casting a spell, actively uses a magical device, opens a door, becomes immersed in water, engages in melee, attempts to grapple, or fires a missile. The recipient may always break the spell if he chooses. 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. If a being is made invisible, objects he is carrying at the time become invisible. A group of related objects (as a pile of coins) may be treated as one object, but the object, being, or objects must fit in the ZOE. An illusion, or an object concealed by an illusion cannot be made invisible.

ZOE: 5' cube; *Range:* 1"; *Duration:* 9 turns; *ST:* none

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

ZOE: one portal, chest, etc.; *Range:* 1"; *Duration:* momentary; *ST:* none

Levitate Self: It allows the caster to levitate himself, vertically only. He may lift up to 50 pounds besides his own weight. Maximum Height: 150'. Maximum Vertical Speed: 60' per melee round. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+150') + $\frac{1}{2}$, Extra Speed (+60', cannot cause damage) + $\frac{1}{2}$.

ZOE: self; *Range:* none; *Duration:* 9 turns; *ST:* none

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

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

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

ZOE: special; *Range:* 1"; *Duration:* 9 turns; *ST:* none

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Magic Mouth: The spell is cast on an object. At a later time the object will deliver the specified message once. A mouth will appear on the object or the spell will use the mouth of the object if it has one, and it will speak the message in the caster's voice. The message may be up to 25 words per round long. The speaking time is 1 round, extendable with Extra Duration. 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.

ZOE: special; Range: 1"; Duration: until it speaks; ST: none

Mini-Flash: May be thrown at one creature. A small bright flash will go off in front of all its eyes. Unless a Saving Throw (vs. Physical) is made, it is blind for 2D4 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.) Modifiers: Extra Effect (+D4 rounds of blindness).

ZOE: one creature; Range: 6"; Duration: momentary; ST: Physical

Mirror Image: The mage creates D4 images of himself, randomly distributed around him within the ZOE, which are indistinguishable from him and appear to do exactly what he does. Any attack (melee, missile, or single target damage spell) upon an image will dispel it, whether the attack would have been successful or not. Modifiers: Extra Effect (+1 image).

ZOE: 1" radius; Range: none; Duration: 6 rounds; ST: none

Observe Magic: As per Detect Magic, but it forces a level-vs-level battle to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, spirit, or enchanted item. It does not reveal the alignment of a prayer.

ZOE: self; Range: 6"; Duration: 12 rounds; ST: none

Pain: This spell inflicts wracking pains, causing 2D6 points of damage unless the victim saves versus mental. Modifiers: Extra Damage (+D6).

ZOE: one target; Range: 12"; Duration: momentary; ST: Mental

Prot/Enchanted Mon.: Gives the mage + 20% 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. Modifiers: Extra Effect (+5% protection).

ZOE: self; Range: none; Duration: 9 turns; ST: none

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

ZOE: self; Range: 20 miles; Duration: one turn; ST: none

See Invisible: It allows the caster to see invisible objects or beings, if he would otherwise see them.

ZOE: self; Range: none; Duration: 9 turns; ST: none

Strength: Increases the requisite Strength of one individual: 2d4 for a Fighter, d6 for a Cleric or Thief, d4 for a Mage. If 10 melee rounds are taken to throw the spell there is no saving throw. This spell will not raise the strength of a humanoid above 22. A person may not receive two Strength Spells within 24 hours.

ZOE: one person; Range: 6"; Duration: 4 turns; ST: Physical

Weakness: The victim must save or lose 2D4 strength. A person can receive multiple weakness spells, but their strength may never be reduced below 3.

ZOE: one person; Range: 12"; Duration: 4 turns; ST: Physical

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 1D4 melee rounds. Man size creatures take 2D4 melee rounds. Fire or flaming sword would slash through in a single round. Modifiers: Extra ZOE does not make it thicker. Extra Effect (thicker: all times extended by the base amount again) +1.

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ZOE: a wall 20'x10'x $\frac{1}{2}$ '; Range: 1"; Duration: 4 turns; ST: none

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. A Knock spell will automatically open it unless it is also physically barred. A mage three levels higher than the caster, or the caster himself, will not be affected by the spell. Modifiers: Hard to Knock (Knock requires a level-vs-level battle) +2, Extra People (+1 person can enter freely) + $\frac{1}{2}$.

ZOE: one portal; Range: 1"; Duration: 4 days; ST: none

Level Three Mage Base Spells

Analyze Spell: It gives reveals the prescence of all spells, prayers, and items as per Observe Magic (level-vs-level on Concealed Magic). It completely analyzes all detected mage spells, telling base spell and modifiers. Also, in Breath Phase, the caster learns what mage base spells or master spells are being prepared in that round.

ZOE: self; Range: 6"; Duration: 12 rounds; ST: none

Clairsentience: This spell enables the caster to tap into one sense, usually sight or hearing, of another being, thus sensing what that being is sensing. He will sense with the abilities of that being, but will not gain any control over what is being sensed. The ZOE will center on the intended target, if in LOS, or on a point in space otherwise. If the latter, a random being in the ZOE will be affected. The ZOE will center on the target thereafter, and the caster may switch to any other target within the ZOE. Of course, the new target gets a saving throw, which will end the spell if successful. The caster's own hearing will be almost nil while employing the spell, but he may turn it off and then turn it on again. It may be cast simultaneously with ESP for the sum of the spell point cost, without taking any additional time. Modifiers: Extra Effect (get another sense) + $\frac{1}{2}$.

ZOE: 3" Sphere; Range: 24" no LOS needed; Duration: 9 turns; ST: mental

Cool Object: It takes 10 melee rounds to cast and then begins cooling one solid object to about -30 degrees fahrenheit in 20 rounds. The maximum weight is 300 pounds. It may also be used to freeze water; it will produce a maximum of 3000 cubic feet of ice. If someone is in contact with a metal object being cooled, like metal armor, give them damage as in heat object, as well as a 1/6 chance per melee round that it will stick to his skin, doing D8 hit points when it is removed. Modifiers: Extra ZOE will affect the weight of the object or the amount of water affected.

ZOE: see above; Range: 12"; Duration: 12 hours; ST: none

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

ZOE: one creature; Range: 1"; Duration: 1 day; ST: none

Dispel Magic: It permanently breaks magical spells and prayers. It cannot be used on items. A mage is always successful against enchantments that he cast himself; this ability can never be transferred with the Affects Others modifier. Otherwise, the chance of success is as per a "level-vs-level battle". Attempts against prayers take a -3 penalty to the caster's level in this battle. If the mage fails to dispel a continuing enchantment, he does not get a second chance until higher level. The spell will exorcise possessions by spirits, but it takes a -3 level penalty.

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ZOE: 10' sphere; Range: 6"; Duration: momentary; ST: level-vs-level

Disrupt Spell: This spell focuses against one mage spell that has been Analyzed with Analyze Spell. It dispels the enchantment as per Dispel Magic with a +3 bonus to the level-vs-level battle.

ZOE: one spell; Range: 6"; Duration: momentary; ST: see above

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 does 6D6 damage to the reader. The Runes may be detected by a Mage or Magus Cleric of at least the caster's level. The chance for successful detection is given by a "level-vs-level battle". Modifiers: Extra Damage (+d6), Concealment +2.

ZOE: one book or scroll; Range: 1"; Duration: until triggered; ST: none

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

ZOE: 20' sphere; Range: 12"; Duration: momentary; ST: Physical

Fly Self: It allows the caster to fly through the air. Maximum speed is 12", of which 3" can be vertical. The caster can carry besides his own weight, 50 pounds of encumbrance. Flying requires the same level of concentration as walking. Hovering allows casting. The 1" combat move is allowed. Modifiers: Extra Speed (+6", +1½" vertical) +½, Extra Weight (+200 pounds) +1.

ZOE: self; Range: none; Duration: 9 turns; ST: none

Haste: This spell allows the recipient to act faster. It has two separate varieties, detailed below. The variety must be declared in Magic Preparation Phase. Two hastes cannot be combined on the same person. If 12 rounds are taken to cast this spell there is no saving throw.

Movement haste doubles the movement rate of all those in the area.

ZOE: 3" sphere; Range: 12"; Duration: 4 turns; ST: Physical

Combat haste allows double participation in combat. This is done by creating a free "haste round" after each normal round. Only hasted creatures may act in this round. They can take normal actions in each round, with the exception that they cannot cast spells in consecutive rounds.

ZOE: one target; Range: touch; Duration: 6 rounds; ST: Physical

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 300 pounds, extendable with the Extra ZOE modifier. Cast on metal armor will give the recipient wearing the armor (T/5)-d4 (rounded to the nearest non-negative number) hit points of damage per round. T is the number of rounds since the heating began if less than 20, and 20 otherwise.

ZOE: see above; Range: 12"; Duration: 12 hours; ST: none

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

ZOE: one creature; Range: 12"; Duration: momentary; ST: Physical for ½ damage

Invisibility 10'r: An expanded version of *Invisibility* (see page 27) the second level spell. 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.)

ZOE: 10' radius; Range: none; Duration: 6 hours; ST: none

Lightning Bolt: It does 5D6 of electrical damage to all in the area of effect who fail to save. Save results in no damage. Lightning bolts do not bounce or ricochet, and **always** point away from the caster. Modifiers: Extra ZOE affects the length, not the width; Extra Damage (+3d6) +1.

ZOE: Line 60' by 1'; Range: 12"; Duration: momentary; ST: Physical

Prot/Locates: It provides protection against being located by magical means. The spell can be thrown directly upon a being or an object. Any Locate spells or scrying devices used against the recipient of the spell must win a level-vs-level battle to succeed. It does not protect against Trace spells. A protected container will not protect its contents, but a group of related objects (as a pile of coins) may be treated as a single object. If cast upon a creature, then for +1 spell level it protects all his non-magical items too; for +2, all his items. This spell takes 10 melee rounds to cast and is automatically Concealed. Modifiers: Full Protection (doesn't require level-vs-level battles) +3.

ZOE: one creature or object up to 8 cubic feet; Range: touch; Duration: 1 day; ST: none

Prot/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 the level of the caster or greater. Modifiers: Extra Effect (raise level by 2 for maximum protection).

ZOE: one creature; Range: 1"; Duration: 9 turns; ST: none

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. Modifiers: Extra Effect (+2 more people).

ZOE: special; Range: 24 feet; Duration: 3 hours; ST: none

Second Sight: Allows the caster to see perfectly normally without the use of his eyes, or the need for any light. This spell DOES work in a clerical darkness.

ZOE: self; Range: as sight; Duration: 9 turns; ST: none

Slow: There are two varieties of the slow spell. If 10 rounds are taken to cast this spell, there is no saving throw. Movement Slow reduces all movement rates by a factor of two.

ZOE: 3" sphere; Range: 12"; Duration: 4 turns; ST: Physical

Combat Slow prevents the affected creature from acting in consecutive melee rounds.

ZOE: one target; Range: touch; Duration: 12 rounds; ST: Physical

Snowball: Does 5D4 cold damage throughout the ZOE, which is not volume filling. This spell will destroy any potions on a person killed by it. Modifiers: Extra Damage (+3d4) +1.

ZOE: 20' sphere; Range: 12"; Duration: momentary; ST: Physical

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

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the spell's having been cast on him or that his actions were affected. Modifiers: Lasting Duration (makes the suggestion lasting) +2.

ZOE: one person; Range: 12"; Duration: up to two weeks; ST: Mental

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

ZOE: self; Range: 20 miles; Duration: 1 turn; ST: none

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

ZOE: one creature; Range: 1"; Duration: 9 turns; ST: none

Level Four Mage Base Spells

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

ZOE: 1" radius and LOS to caster; Range: 6"; Duration: 2D6 melee rounds; ST: Physical

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

ZOE: 60' cone; Range: Always Zero; Duration: momentary; ST: Physical for $\frac{1}{2}$ damage

Control Self: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. The caster takes only half damage from crushing attacks. Finally the caster can 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.)

ZOE: self; Range: none; Duration: 9 turns; ST: none

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 the spell range away. The location of the doors must be specified in reference to the position of the mage.

ZOE: special; Range: 9"; Duration: 12 rounds; ST: none

Fear: All those failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of $60 \div T$ melee rounds, where T is his level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his 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 control rolls. A creature controlled by an outside source (ex. a magical sword) is immune. Modifiers: Extra Effect (+ $30 \div T$ rounds per chance to save).

ZOE: 60' cone; Range: none; Duration: until a successful save; ST: Mental

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

ZOE: up to 4"x4"; Range: 12"; Duration: 1 week; ST: none

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

ZOE: 200 square inches; Range: 12"; Duration: 1 day; ST: none

Ice Storm: This spell may not be cast indoors. It creates a storm of large hailstones. It does 3D6+6 hit points of damage to those within. There is no saving throw, due to the large number of hailstones, but Protection from Normal Missiles will give complete protection. Cold Resistance does not help, since the damage is from impact. It does not affect completely non-corporeal beings, (ex. Spectres). Those who get their shields overhead in the Item Phase take half damage, as do those with a Shield spell. A Fire Ball would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Modifiers: Extra Damage (+d6).

ZOE: 3" cube; Range: 12"; Duration: instantaneous; ST: none

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

ZOE: 10' radius; Range: none; Duration: 9 turns; ST: Physical

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

ZOE: 8" long and 8 feet wide; Range: 1"; Duration: 4 turns; ST: none

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. The spell can only be cast on an inanimate immobile object. Concealment need only be bought on the Magical Trap spell to hide the spell before triggering. Modifiers: Lasting Duration (as per the Extra Duration modifier) +2, Concealment +2.

ZOE: 1" max. trigger range; Range: 1"; Duration: 1 week; ST: per spell triggered

Massmorph: It may only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, less than or equal to man-size). They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. A *Detect Magic* will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break the 2nd level spell *Invisibility* (see page 27) will no longer be concealed by this spell. Unwilling or moving recipients are not affected by this spell. Modifiers: Extra Effect (+50 people).

ZOE: 6" radius; Range: Always Zero; Duration: 6 hours; ST: none

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Protection from Detects: Similar to Protection from Locates, but it protects against Detect spells. It will not help against Locates or Traces. The spell can be thrown directly upon a being or an object. Any Detect spells used against the recipient of the spell must win a level-vs-level battle to succeed. A group of related objects may be treated as a single object. If cast upon a creature, then for +1 spell level, it protects all his non-magical items as well; for +2, all his items. This spell takes 10 melee rounds to cast and is automatically Concealed, so the spell only radiates magic if two level-vs-level battles are lost. Modifiers: Full Protection (automatic protection, no level-vs-level battles) +3.

ZOE: one creature or object up to 8 cubic feet; *Range:* touch; *Duration:* 1 day; *ST:* none

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

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

ZOE: self; *Range:* none; *Duration:* 9 turns; *ST:* none

Telepathy: It allows full two way communication. There is no saving throw, but use is optional for the recipient. The caster may attempt to influence the actions of the person who he is communicating with. If the victim fails to save, he will act on the suggestion with either +2 to negotiation dice (2D6) or +2 to caster's Charisma (whichever is more appropriate to the situation). If targeted at a random person in the ZOE, no LOS is needed.

ZOE: 3" sphere; *Range:* 9"; *Duration:* 9 turns; *ST:* special

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

ZOE: one bag; *Range:* contact; *Duration:* 12 hours; *ST:* none

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

ZOE: one creature; *Range:* 12" to creature when cast; *Duration:* 4 days; *ST:* none

Trace Warning: This spell allows the caster to learn the direction and distance to the caster of a spell that has set off a Warning spell. Hence, it can be used to Trace a Detect, a Locate, a Sending, or even another Trace. Following the Warning, the caster has 10 rounds to cast the Trace Warning. He then learns the direction to the original caster. For +2 levels, he also learns the distance to the caster. For +4 levels, he sees the true form of the caster (illusions and polymorphs are pierced) as well as the distance. The duration of the spell is 4 days. If the Trace is cast against a spell that was transferred to another with the Affects Others modifier, then the caster of the Trace has a choice of whether to trace the actual caster or the recipient of the spell. In this case, repeated castings are possible. Modifiers: Extra Initial Duration (+10 rounds to cast the Trace spell) +1.

ZOE: one Warning; Range: unlimited; Duration: 4 days; ST: none

Wall of Electricity: It creates a wall of magical electricity, with *Resist Lightning* providing half 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. It gives damage to all those who attempt to pass through it that are not immune to lightning. (ex. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Anyone taking damage from the wall must make a physical saving throw to pass through the wall, failure resulting in them bouncing out in the direction they entered from. Creatures who are standing in water or are otherwise well grounded take 4D6, others take 2D6. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90 degrees every 20 feet, either by rounded or by corner) +1.

ZOE: see above; Range: 6"; Duration: 12 rounds; ST: see above

Wall of Fire: It creates a wall of magical fire, from which *Resist Fire* provides half 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 impossible for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Anyone attempting to pass through the wall will take damage and must make a physical saving throw, with those who fail stopping just short of the wall. Undead and cold-based creatures take 4D6, others take 2D6. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. The wall prevents the passage of cold based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90 degrees every 20 feet, either by rounded or by corner) +1.

ZOE: see above; Range: 6"; Duration: 12 rounds; ST: see above

Wall of Frost: It creates a wall of magical frost, from which *Resist Cold* provides half protection. The shape of the wall is either a hemisphere of 20 foot radius, or a plane of up to 60 feet long, and 20 feet high. The wall is opaque and 1' thick, which will make it impossible for missile fire or non-area spells to be targeted through it. An individual attempting to pass through the wall must make a saving throw to do so, failure to save results in the subject bouncing off the wall. If someone succeeds in making it through the wall alive, a hole is left through which others may attempt to pass (1/round). To pass through a hole requires a saving throw to avoid touching the wall. When touching or breaking through the wall, fire-based creatures take 4D6 damage, all others take 2D6 damage. The wall remains where it is cast for the duration, unless dispelled. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. It prevents the passage of fire based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90 degrees every 20 feet, either by rounded or by corner) +1.

ZOE: see above; Range: 6"; Duration: 12 rounds; ST: special

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 can be

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detected by *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". Modifiers: Extra Speed (+36" speed) + $\frac{1}{2}$.

ZOE: special; *Range*: 24"; *Duration*: 1 turn; *ST*: none

Level Five Mage Base Spells

Charm Monster: This spell will charm its target if it fails a mental saving throw. The charmed victim will then obey the mage's commands, but will not do anything blatantly self-destructive, nor anything strongly contrary to its nature. Commands are not telepathic and the spell does not give any language ability, although hand signals may work in some cases. The mage must continue to concentrate on the spell, and in addition, the victim will get an addition saving throw every 6÷T turns, where T is its level. Mindless creatures are immune to this spell.

ZOE: one creature; *Range*: 6"; *Duration*: concentration; *ST*: Mental

Cloudkill: It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 6 yards per round 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. If an initial saving throw is failed, an initial D6 of damage is taken, and this is followed by 2 hit point per melee round, until a saving throw is made. Larger than man-sized creatures get a chance to save every D10 melee rounds, others every 2D10. Victims continue to take damage until they save, and then they are immune to further contact with that cloudkill. The cloud is heavier than air, and thus it will follow the contours of the ground. It will be dispelled by unusually strong winds or by trees. Modifiers: Extra Speed (+6 yards/round) + $\frac{1}{2}$, Extra Damage (+1d6 surge, +1 continuing damage) + $\frac{1}{2}$.

ZOE: 3" diameter cloud, 10 feet high; *Range*: 6"; *Duration*: 12 rounds;
ST: Physical

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

ZOE: 60' cone; *Range*: Always Zero; *Duration*: instantaneous; *ST*: Physical for $\frac{1}{2}$ loss

Conjure Elemental: It allows the caster to conjure a 12 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. A mage 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 mage 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 return to 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. Modifiers: Extra Effect (+4 HD, can only be bought 2 times) +1, Extra Safety (caster may withstand up to 10 points of damage without losing control for up to 1 round in a row. +1 round per level of extra safety) + $\frac{1}{2}$

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ZOE: 24" range of control; *Range:* 1" to summon; *Duration:* concentration;
ST: none

Contact Higher Plane: Spell points used to cast this spell are expended for one week. It allows the mage to seek knowledge from creatures inhabiting higher planes of existence. One question will be answered, only yes or no. If the creature does not know the answer to a question, it will answer randomly, though the answers will be consistent from casting to casting. The base chance for knowing the answer to a question is 90%, but this should be modified downwards for difficulty and obscurity. Modifiers: Extra Effect (+1 question) +1½.

ZOE: self; *Range:* none; *Duration:* one minute; *ST:* roll secretly for veracity

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

ZOE: one victim; *Range:* 12"; *Duration:* permanent; *ST:* Mental-15%

Growth Animals: It causes up to 8 ordinary animals (e.g. cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, H.D.) increased by a factor of two. Animals trained to accept the spell get no saving throw. It does not give the caster any control. The animals will revert to normal after the spell duration. This spell will not be effective on humans in animal form. Modifiers: Extra Effect (double size again, combat doesn't change) +1, Extra Animals (+4 animals) +½.

ZOE: 60 foot cone; *Range:* Always Zero; *Duration:* 9 turns; *ST:* Physical

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

ZOE: 3" sphere; *Range:* 6"; *Duration:* concentration; *ST:* Mental

Immolate: The caster may cause his body to burst into flames, causing all who come into contact with his body to take D6+8 points of damage, no save. Damage is double for cold-based creatures, while fire using or resistant creatures would take no damage. Hitting the caster with a weapon results in half damage. If the caster uses a weapon, no extra damage will be inflicted, although his touch will inflict full damage, with a physical save to half. The caster gains the effects of *Resist Fire* (see page 89) while immolating.

ZOE: self; *Range:* none; *Duration:* 4 turns; *ST:* see above

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

ZOE: one target; *Range:* 6"; *Duration:* 12 rounds; *ST:* Mental

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

ZOE: self; *Range:* none; *Duration:* 3 hours; *ST:* none

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

ZOE: one target; *Range:* unlimited; *Duration:* 12 rounds; *ST:* none

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

ZOE: 1" sphere; Range: 6"; Duration: 12 rounds; ST: Mental

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

ZOE: see above; Range: 1"; Duration: 12 rounds; ST: none

Phase In: This spell is useful against beings in another plane (e.g. Normal, Ethereal, Astral, etc.) It will temporarily bring one such being into the plane occupied by the caster. It would enable one to attack a Phase Spider, will make non-corporeal undead and Shadows solid, and therefore subject to attack by ordinary weapons, etc. Modifiers: Extra Effect (+1 creature, within a ZOE of 3" sphere) +1.

ZOE: one creature; Range: 6"; Duration: 20 rounds; ST: none

Prot/Normal Weapons: As the 3rd level spell, Protection Normal Missiles, except that it provides protection from melee, including bites, claws, etc. of beings of insufficient level. It also provides protection from missile fire, of course. Modifiers: Extra Effect (+2 levels of protection)

ZOE: one creature; Range: 1"; Duration: 9 turns; ST: none

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 10 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. Modifiers: Extra Effect (+5 feet per hour speed).

ZOE: one creature; Range: 1"; Duration: 6 hours; ST: none

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

ZOE: one object; Range: 6"; Duration: 12 rounds; ST: none

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 mage may only Teleport with him beyond his own weight at most 250 lbs. Without having been to the destination there is 75% chance of death, the mage just never shows up there. If the mage 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 visible or memorized location there is no chance for error. The number of different locations that a mage can memorize is his Intelligence divided by 3. (Hireling Hall is assumed to be one of these locations.) The mage can "forget" 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.) Modifiers: Affects Others (the recipient teleports and controls the destination, although the caster can lend his memorized locations) +2, Extra Weight (+1 person or 200 pounds) +1, Concealment (for protection against Trace Teleport) +1.

ZOE: self; Range: unlimited; Duration: momentary; ST: none

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

ZOE: 3" radius; Range: 12"; Duration: 4 days; ST: none

Wall of Iron: It creates an iron wall three inches thick. The maximum area is 500 square feet, and the wall must lie within a plane perpendicular to the ground. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends. Modifiers: Extra Thickness (+3") + $\frac{1}{2}$, Bending (can turn 90 degrees every 20 feet, either by rounded or by corner) +1.

ZOE: see above; Range: 6"; Duration: 4 turns; ST: none

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

ZOE: see above; Range: 6"; Duration: 4 days; ST: none

Level Six Mage Base Spells

Anti-Magic Shell: Creates a 10' radius sphere centered on caster which inhibits magical spells or items. All magic will only function with a successful level-vs-level battle, with the caster getting a +2 level bonus against spells and a +4 bonus against items. The caster can cast no spells except Dispel Magic at the shell, and then the spell only affects the shell. Magic items are only temporarily subjugated, and only one battle is to be fought between each one and the Shell. The anti magic wall of a prismatic sphere will keep out the shell. The shell moves with the caster, and the spell may never take Affects Others. Modifier: Full Shell (no level-vs-level battle needed) +3, Immobile Shell (shell will be centered on the caster initially) +2.

ZOE: 10' radius sphere; Range: Always Zero; Duration: 9 turns; ST: none

Concentrate: Caster is immune from distraction due to physical damage and from mental attacks as with the 4th level spell Control Self. The caster will still be distracted by a successful grapple. This spell can **never** take Affects Others.

ZOE: caster; Range: none; Duration: 4 turns; ST: none

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. Modifiers: Extra Damage (+d8 creatures) +1.

ZOE: 6" cube; Range: 12"; Duration: momentary; ST: Physical at -30%

Flame Storm: This spell calls down a flame storm on an area. This spell requires at least a 40' ceiling. It ignites all inflammables and exposes other objects to great heat. It will cause all creatures in the storm 2d6 hits per round, Physical save to half. Fire Resistance provides complete protection, and some objects within the area may provide temporary protection. After the duration expires, any remaining fuel will continue to burn normally. Modifiers: Extra Duration (+5 rounds), Extra Damage (hotter flames cause +d6 more per round) +1.

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ZOE: 8" square by 3" high; *Range:* 18"; *Duration:* 10 rounds; *ST:* Physical save to $\frac{1}{2}$

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

ZOE: one target; *Range:* touch; *Duration:* variable; *ST:* Mental

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

ZOE: one mission; *Range:* none; *Duration:* 1 week; *ST:* none

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

ZOE: one item; *Range:* touch; *Duration:* momentary; *ST:* none

Lower Water: This spell will lower a 36 square inch section of a body of water by 50% or by 20", whichever is less. *Modifiers:* Extra Effect (another 50% or 20") +1.

ZOE: 36 square inches; *Range:* 12"; *Duration:* 9 turns; *ST:* none

Magical 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 1 pound. 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 caster's 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 does not 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 10 miles of it. Otherwise it is as if he suffered a normal death. While within 10 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. The Extra Range modifier may affect any one of the three ranges in this spell. The spell lasts until the caster returns to his body, or until the caster is destroyed.

ZOE: special; *Range:* 3" to cast and return, 12" to possess; *Duration:* see above; *ST:* Mental to possess

Move Earth: Usable only outdoors, the spell can move a hill or ridge 3" per turn for up to 4 turns. The spell takes one turn to cast. The mage may have to keep the ZOE in range. The resulting terrain does not radiate

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magic. The moving earth can be quite destructive; only the strongest structures can survive even the base spell. Modifiers: Extra Speed (+3" per turn) +1.

ZOE: 12" cube; Range: 24"; Duration: 4 turns; ST: none

Part Water: This will part a body of water, allowing dry passage. The passage can be no longer than 10" long or 30' deep. The mage cannot end the spell at will. Modifiers: Extra Length (+5") $+\frac{1}{2}$, Extra Depth (+15' deep) $+\frac{1}{2}$.

ZOE: see above; Range: 6"; Duration: 9 turns; ST: none

Power Word Pain: This spell inflicts 2d6 points of damage in the round that it is cast in and 2d6 again in the following round. The target gets a mental save to avoid all damage. Targets which have more than 60 hit points when at maximum cannot be affected by this spell. Modifiers: Extra Duration (+1 round) +1, Extra Effect (+10 hit points of target maximum).

ZOE: one creature; Range: 6"; Duration: 2 rounds; ST: Mental

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

ZOE: self; Range: 12"; Duration: 1 turn; ST: none

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

ZOE: 1 target; Range: 12"; Duration: instantaneous; ST: none

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

ZOE: self; Range: none; Duration: until destroyed; ST: none

Stone to Flesh: May be cast on one individual, the spell is reversible. Its effect is permanent unless reversed by the spell. When changing from stone to flesh, a system shock roll must be made to survive.

ZOE: one target; Range: 12"; Duration: permanent; ST: physical

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

ZOE: one creature; Range: 6"; Duration: momentary; ST: Physical

Tremor: This spell causes an earthquake. The main ZOE is 12" square. Inside this area, weak structures will be toppled, bipedal creatures must save vs. Physical or be knocked down, animals will be startled, and weak underground areas may collapse. The Tremor will be felt up to a mile away, although no direction is transmitted. Modifiers: Extra Duration (+2 rounds), Extra Effect (increase the effects, double range of sensing; 3 levels should be a serious earthquake) +1.

ZOE: 12" square; Range: 18"; Duration: 3 rounds; ST: see above

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Level Seven Mage Base Spells

Damp Teleport: No Teleport or D-Door departing or arriving will function, no level vs. level battle will be required.

ZOE: 12" radius sphere; *Range:* none; *Duration:* 1 hour; *ST:* none

Mass Invisibility: This affects up to 200 men and horses or fewer larger objects. They are turned invisible and will remain so until the spell expires or they break the spell, as per *Invisibility* (see page 27) All must be in the initial ZOE, but can leave it invisibly.

ZOE: 6" square; *Range:* 6"; *Duration:* 9 turns; *ST:* none

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

ZOE: one spell; *Range:* 1"; *Duration:* permanent; *ST:* none

Phase Door: Similar to *Pass Wall* (see page 38) except that the door is invisible and can be used by the caster only. The door is 6' by 8' and the wall can be up to 6" thick. It lasts for 7 uses, and may be dispelled by the caster at will.

Modifiers: Extra Length (+3" thickness) $+1\frac{1}{2}$

ZOE: see above; *Range:* 1"; *Duration:* 1 turn; *ST:* none

Power Word Blind: This blinds its target if it has less than 70 hit points. Only those with more than half this much get saving throws. These numbers refer to the normal maximum hit points of the creature. Unlike other Mage spells, power words take effect in the spell preparation phase, their casting prevents further action. **Modifiers:** Extra Effect (+10 hit points of target).

ZOE: one target; *Range:* 6"; *Duration:* 2D6 rounds; *ST:* Mental

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

ZOE: one body, one soul; *Range:* none; *Duration:* momentary; *ST:* none

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

ZOE: 3" cube; *Range:* 12"; *Duration:* 12 rounds; *ST:* none

True Sight: All things appear as their true selves to the caster, including invisible, disguised, polymorphed, illusions etc.

ZOE: self; *Range:* as sight; *Duration:* 9 turns; *ST:* none

Warning: This spell acts as a tripwire against spells of Detection, Location and Tracing, and Sending. If the protected character is the target of one of the spells covered by the Warning spell, then he will know. The spell is passive; a Warning spell will never set off a Warning spell of the offensive mage. The spell will protect both the mage and his belongings. The spell is tripped if: the mage is appraised by a Detect, the mage is the target of a Locate or Trace, or a creature magically Sent against the caster approaches within 12" LOS of the mage. In the first two cases, the mage will know the offending scryer if he is within LOS. In the latter case, the mage will know which creature is the Sent one. The mage can attempt to find out more information using Trace Warning. Tripping the spell will not cancel it.

ZOE: self; *Range:* none; *Duration:* 1 day; *ST:* none

MAGES

Archmage Spells

The base level of these spells is 9, unless otherwise noted. In this magic system, spells are not limited to level 9; modifiers can push spells higher, just extend the spell point cost chart.

Alter True Self: This spell can only be cast when a Polymorph is in effect on the caster. The caster's True Self is then permanently altered to take the form of the Polymorph. Normally a Polymorphed creature tends magically to return to its normal form. When this spell is cast, the creature will forever forget its old form; it will truly become the new one. This spell is irreversible. Modifiers: Affects Others (unwilling victims get +45% on their saving throws) +3

ZOE: self; *Range:* none; *Duration:* momentary; *ST:* none

Astral Spell: This allows travel in Astral Plane. The caster's body remains on the original plane. Speed of Astral Body: 100 miles/hour.

ZOE: self; *Range:* 1000 miles; *Duration:* 6 hours; *ST:* none

Avalanche: This creates four 20D4 snowballs in square pattern with centers 20' feet apart. Each is like the spell *Snowball* (see page 31) with $\frac{1}{2}$ damage if physical saving throw is made.

ZOE: see above; *Range:* 24"; *Duration:* momentary; *ST:* Physical to $\frac{1}{2}$

Clone: A piece of living flesh may be used to create a duplicate of the person from whom the flesh was taken. If the Clone and original are alive at the same time, the Clone will try to destroy the original or both will go insane. It takes 360 divided by level of caster days to complete a clone.

ZOE: one creature; *Range:* none; *Duration:* momentary; *ST:* none

Cone of Feeblemind: All within cone, mages and nonmages alike, are subject to a *Feeblemind* (see page 37) spell.

ZOE: 60' cone; *Range:* Always Zero; *Duration:* momentary; *ST:* Mental-15%

Great Barrier: This spell creates a magical barrier of immense power. No one and nothing may pass through the wall, including the caster. No magic may pass through the barrier. The barrier may take two forms, either a wall 60' by 20', or a 20' radius hemisphere centered on the caster. In the latter form, the spell will provide complete protection from Detects, Locates, and Scrying spells, and the enclosed area will be under the effect of a Damp Teleport spell. Only Dispel Magic may bring down the barrier, and even on this, the caster gains a +4 level bonus in the level-vs-level battle to dispel it. The spell is user-friendly; the caster and others will not suffocate inside it, nor will it block the ambient light of the area, although it will block poison gas or harmful radiation.

ZOE: see above; *Range:* none; *Duration:* 3 hours; *ST:* none

Mass Suggestion: The mage speaks a suggestion as per the spell *Suggestion* (see page 31) which affects all who can hear him. All saves are at -15%.

ZOE: 12" of caster; *Range:* zero; *Duration:* 1 day; *ST:* Mental-15%

Meteor Swarm: This produces four 20D6 fireballs in a square pattern with centers 20' feet apart. Each is as per the spell *Fireball* (see page 30) with $\frac{1}{2}$ damage if physical saving throw is made.

ZOE: see above; *Range:* 24"; *Duration:* momentary; *ST:* Physical for $\frac{1}{2}$

Mind Blank: The spell protects the caster all mental spells, without requiring a level vs. level battle or a saving throw.

ZOE: self; *Range:* none; *Duration:* 1 day; *ST:* none

Phase Shift: The caster switches out of phase. He becomes unaffected by all weapons and spells in our plane. He can see in the original plane, but cannot hear or touch. He moves in the original plane, although he is not constrained by any obstacle. He may be attacked as normal in his new plane, and he may

MAGES

be forced back to the old plane by Phase In. Dispel Magic will not affect an out-of-phase mage. The mage moves at 12" and can move in 3 dimensions. He is not made invisible by this spell. He may return to the old phase at will, but may not switch back.

ZOE: self; Range: none; Duration: 4 turns; ST: none

Power Word Kill: This kills one creature with less than 90 hit points. Only those with more than half this amount get saving throws. These numbers refer to the normal maximum hit points of the target. Unlike other mage spells, power words take effect in the spell preparation phase, their casting prevents further action. Modifiers: Extra Effect (+10 hit points of target)

ZOE: one target; Range: 6"; Duration: momentary; ST: special

Power Word Stun: Base level 8. This spell knocks unconscious one creature of up to 80 hit points. Only those with more than half of this get saving throws. These numbers refer to the normal maximum hit points of the target. Unlike other Mage spells, power words take effect in the spell preparation phase, their casting prevents further action. Modifiers: Extra Effect (+10 more hit points)

ZOE: one target; Range: 6"; Duration: 4D6 rounds; ST: special

Repulsion: This creates a 10' radius sphere within which all objects or persons which attempt to move towards the caster will move in the opposite direction. This effectively makes him invulnerable to physical attack.

ZOE: 10' sphere; Range: self; Duration: 1 turn; ST: none

Symbol: This sets a trap for anyone touching, crossing or reading the symbol. Those whom the caster makes aware of the symbol's exact location may avoid its effects. Types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death. GM creativity and discretion are encouraged.

ZOE: one symbol; Range: touch; Duration: until triggered; ST: variable

Time Stop: Time is stopped in a 3" cube around the caster. The caster may move freely, but cannot leave the ZOE. The caster should not know the exact duration.

ZOE: 3" cube; Range: Always Zero; Duration: D4+2 rounds; ST: none

Time Travel: Allows the caster to travel forward in time up to two weeks. Extra Effect (+2 weeks)

ZOE: self; Range: none; Duration: $\sqrt{c^2/v^2 + 1}$; ST: none

Tsunami: This spell summons a 40' high wave. It requires a body of water at least 2 miles wide. The wave will be 24" long and will generally affect up to 18" inland. The effects of the wave at the shore line will be disastrous, but they will lessen as one moves away from the shore. Only the stoutest of castle walls can hope to withstand the wave at full strength. The wave will arrive without notice d6 rounds after the casting of the spell. Modifiers: Extra ZOE (affects length of wave), Extra Effect (+20' to height, +6" to inland effect region, power goes as square of height) +1.

ZOE: see above; Range: 36"; Duration: D6 rounds; ST: none

MAGES

Monster Summoning Tables

Level I

Alligator *
Eagle *
Great White Owl *
Hound *
Monkey *
Pig *
Poltergeist

Level II

Boar *
Bugbear
Electric Eel *
Fairy
Giant Bat *
Grey Ooze
Medium Horse *
Pit Viper *
Wolf *

Level III

Banshee
Barracuda *
Brown Bear *
Dire Wolf *
Gelatinous Cube
Jub Jub Bird *
Ogre
Panther *
Pegasus *
War Horse *

Level IV

Anaconda *
Arctic Wolf
Frumious Bandersnatch *
Giant Crocodile *
Giant Spider *
Griffon *
Hydra (6D6)
Siberian Tiger *
Troll
Yeti *

Level V

Bull Shark *
Cave Bear *
Elephant *
Fire Giant
Hot Salamander
Hydra (8D8)
Jabberwock
Ogre Mage
Phase Spider
Rhino *
Wyvern *

Level VI

Basilisk
Black Pudding
Chimera
Cyclops
Djinn
Efreet
Frost Giant
Great White Shark *
Great Worm *
Will-o-Wisp
Wyrms

Level VII

Bull of Minos
Colossus
Juggernaut
Lesser Dragon
Oliphant *
Roc *

Level VIII

Balrog
Beholder
Faragh
Greater Dragon
Turan

Level IX

Bob West
Cerberus
Elder Wyrms
Mists of the Arena
Tiny Iron Golem
Titan

* Can also be summoned with the clerical Summon Animal spell.

CLERICS

Clerics may be of any race, although certain races are restricted in choice of religion. Their hit dice are d6. Clerics may wear armor appropriate to their religion. They may not use shields.

Casting of Clerical Spells

A cleric casts spells by praying to his god for a desired effect. Each religion has a list of such prayers which are granted to all clerics of sufficient level. Only a limited number of prayers can be granted per day, however, which is represented by the cleric's prayer point allotment. Each day at dawn (dusk for Carrunos, Ratri, and Samedhi Clerics) the cleric will receive a number of prayer points equal to his wisdom. A cleric will never have more points available than his/her wisdom. Each spell costs a number of prayer points according to the table below. If no cost is listed, or if the cost would exceed the prayer points remaining, the spell may not be cast.

Spells take effect at the conclusion of the clerical spell phase, in decreasing order of (caster's level minus spell level). If a cleric suffers any damage before this phase, he may not cast a spell during the round. A clerical spell cannot prevent the casting of another clerical spell in the same clerical spell phase, unless specifically so stated in the spell description. The effect might be changed, however, as a Resist Causes before a Cause would apply, while one after would not.

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

Casting Requirements

A cleric must be able either to speak OR to move his hands to pray, so a bound and gagged cleric may not cast. Some 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. All clerics carry consecrated holy symbols with them, and these are normally considered necessary to cast spells. The Gamesmaster may, at his discretion, prohibit a cleric who has lost his symbol from casting any, some, or all spells (except, of course, for *Consecrate Object*) until he obtains or consecrates one.

CLERICS

Religions

PrinceCon XVI uses a system of religions to reflect the variety of beliefs and spheres in the world. All characters must follow one religion, even if it is only the neutral one of the Hart. A cleric must subscribe to a religion other than the Hart, and his spells reflect those tenets. The choice of religion is limited by the cleric's race and is listed on page 1.

Once chosen, a religion cannot be changed, except that followers of the Hart may irreversibly convert to any other religion at any time.

FOLLOWERS OF THE HART: worship the all-Mother, the Hart. There are no clerics of the Hart. There are no requirements to this religion; the Hart contains the universe and thus all is acceptable. This is the common, neutral religion. They seek to preserve the great plurality of religions.

ORDER OF THE SAGES: worship the god Hermit, keeper of all knowledge. They are devoted to the acquisition and preservation of knowledge. They do not favor lies or violence, although they are not forbidden either.

APOSTLES OF PEACE: believe in the sanctity of life and the holiness of peace. They follow Isaiah Samwise, god of peace. Clerics of this religion are especially proficient in the art of healing. All followers of this religion abhor violence, and restrict their selection of weapons for self defense to staves, including the fighters. They regard all wanton violence as evil.

KNIGHTS OF THE CRUSADE: are the worshippers of Janda, goddess of truth. They are devoted to the cause of truth, the preservation of oaths, and the protection of the innocent. They regard order and law to be the greatest good. They do not hesitate to punish evildoers on the spot.

CHOSEN WARRIORS: believe that combat is the greatest test of a being's worth, and consequently that the best fighter is the holiest man and thus should rule. Leo is the patron of trial by combat, and detests "unfair" fights, by which he means the use of causes or cures to alter the outcome of a battle.

WALKERS IN THE AFTERWORLD: deal in controlling and binding the souls of the dead. They do not worship killing or murder; all will die in good time. However, they dislike immortals and do not believe in putting off the inevitable end. They worship Samedhi, guardian of the Land of the Dead.

STEWARDS OF NATURE: worship the ancient and ancestral spirits that inhabit the great Forests. They consider elders, spirits, and trees to be holy things, and oppose any who harm the Wood. The greatest spirit of the forest, who embodies all of the lesser spirits, is Alhazien the Eldest.

MASTERS OF THE HUNT: worship the spirit of animals and the hunt. They consider humans to be fallen animals, and try to reattain the natural cleansing violence of prey and predator. They worship the Carrunos, the spirit of the hunt, and other animal totems.

SHADOWS OF RATRI: worship Ratri, goddess of the Night. They believe that the role of beings is to further enshroud the nature of the universe in darkness, and return the universe to the original state of ignorance in paradise. The more that is hidden, the more glorious the universe will be.

BRETHREN OF THE STONE: are dwarves who have achieved a holy level of proficiency at creating items and molding stone and iron. They believe that all of creation is raw material, and when the entire world has been shaped into its proper form, then the new age of dwarfhood will begin. They worship Daglir Firsthammer, who created dwarfkind out of stone in his own image.

CLERICS

Order of the Sage

God: Hermit -- *Principle:* Knowledge -- *Symbol:* Lamp

Armor/Weapons: Chain/Standard Clerical Weapons

Special Powers: Sage clerics will know all the modern languages of the region, both oral and written, as would a native speaker with a 10%/level chance to have scholarly knowledge. They have a 5%/level chance to know something about any given legend, in much the manner of a *Legend Lore* (p. 40), but without spending the time.

Level I		Level II		Level III	
<i>Augury</i>	59	<i>Consecrate Water</i>	65	<i>Analyze Prayer</i>	58
<i>Consecrate Object</i>	65	<i>Cure Wounds II</i>	67	<i>Continual Light</i>	65
<i>Cure Wounds I</i>	67	<i>Detect Depth</i>	69	<i>Cure Wounds III</i>	67
<i>Detect Altitude</i>	69	<i>Detect Disease</i>	69	<i>Detect Curse</i>	69
<i>Detect Magic</i>	70	<i>Detect Food</i>	69	<i>Detect Illusion</i>	69
<i>Detect North</i>	70	<i>Detect Intent</i>	69	<i>Detect Level</i>	69
<i>Detect Person</i>	70	<i>Detect Lie</i>	70	<i>Detect Library</i>	69
<i>Detect Religion</i>	70	<i>Detect Poisoning</i>	70	<i>Detect Protection</i>	70
<i>Detect Water</i>	71	<i>Detect Possession</i>	70	<i>Dispel Prayer</i>	72
<i>Detect Were</i>	71	<i>Detect Secret Doors</i>	70	<i>Ear of the Hermit</i>	72
<i>Hermit Writing</i>	77	<i>Detect Spirit</i>	70	<i>Eidetic Memory</i>	72
<i>Lore</i>	80	<i>Detect Substance</i>	70	<i>Eye of the Hermit</i>	74
<i>Memory Enhancer</i>	81	<i>Detect Traps</i>	71	<i>Mind Speech</i>	82
<i>Predict Weather</i>	85	<i>Detect Undead</i>	71	<i>Question Dead</i>	87
<i>Read Languages</i>	88	<i>Light</i>	80	<i>Remove Curse</i>	88
<i>Understand Speech</i>	97	<i>Locate Object</i>	80	<i>See Invisible</i>	91
		<i>Message</i>	82	<i>Speak with Books</i>	93
		<i>Observe Prayer</i>	83	<i>Speak Languages</i>	92
		<i>Read Magic</i>	88	<i>Withstand Charm</i>	98
		<i>Silence 15'r</i>	92		
		<i>Speak with Animals</i>	93		
		<i>Write Languages</i>	99		
Level IV		Level V		Level VI	
<i>Analyze Magic</i>	58	<i>Clairaudience</i>	62	<i>Assay Item</i>	59
<i>Commune I</i>	63	<i>Clairvoyance</i>	63	<i>Cure All Wounds</i>	67
<i>Comprehend Lang.</i>	63	<i>Commune II</i>	63	<i>Detect 10'r III</i>	68
<i>Cure Wounds IV</i>	67	<i>Cure Feeblemind</i>	67	<i>Inquisition</i>	79
<i>Detect 10'r I</i>	68	<i>Cure Wounds V</i>	67	<i>Mass Cure Wounds II</i>	81
<i>Detect Poison</i>	70	<i>Detect 10'r II</i>	68	<i>Prophecy</i>	86
<i>Dispel Illusion</i>	71	<i>Dispel Evil</i>	71	<i>Reveal Magic</i>	90
<i>ESP</i>	74	<i>Mass Cure Wounds I</i>	81	<i>See Invisible 10'r</i>	91
<i>Infravision</i>	78	<i>Interpret Tongues</i>	79	<i>Speed Reading</i>	93
<i>Locate Person</i>	80	<i>Restore Writing</i>	89	<i>Total Recall</i>	96
<i>Preservation</i>	85	<i>Speak with Monsters</i>	93	<i>Trace Teleport</i>	96
<i>Restore Memory</i>	89	<i>Speak with Rocks</i>	93	<i>Word of Recall</i>	99
<i>Retroscope</i>	89	<i>True Sight</i>	97		
<i>Speak in Tongues</i>	92	<i>Withstand Charm 10'r</i>	98		
<i>Speak with Plants</i>	93	<i>Write Magic</i>	99		
<i>Testify</i>	96				
<i>Trace Sending</i>	96				
Level VII		Level VIII		Level IX	
<i>Detect 10'r IV</i>	68	<i>Mass Cure Wounds IV</i>	81	<i>Divine Audience</i>	72
<i>Divine Guidance</i>	72	<i>Oracle</i>	83	<i>Mass Cure Wounds V</i>	81
<i>Extended Detect</i>	74	<i>Range Booster</i>	87	<i>Permanent</i>	84
<i>Foresight</i>	75	<i>Reveal the Truth</i>	89	<i>View Future</i>	97
<i>Mass Cure Wounds III</i>	81				
<i>View Past</i>	97				

CLERICS

Apostles of Peace

God: Isaiah Samwise -- Principle: Life/Peace -- Symbol: Cross

Armor/Weapons: Chain/Staff is the only weapon allowed

Special Powers: Apostles are immune to causes and save at +10% vs poison, disease and level drain. Apostles can tell whether a creature is injured at range touch. Also all Apostles cures roll double the normal number of dice. They may wear chain, but robes are considered to be the preferred attire.

Level I		Level II		Level III	
Consecrate Object	65	Consecrate Water	65	Continual Light	65
Cure Wounds I	67	Cure Deafness	67	Cure Blindness	67
De-were I	68	Cure Paralysis	67	Cure Disease	67
Detect Disease	69	Cure Wounds II	67	Cure Wounds III	67
Detect Evil	69	De-were II	68	De-were III	68
Detect Poisoning	70	Detect Hostility	69	Dispel Prayer	72
Detect Possession	70	Detect Poison	70	Dispel Undead III	72
Detect Prayer	70	Dispel Undead II	72	Empathic Cure	73
Detect Water	71	Hold Person	78	Life Force	80
Detect Were	71	Light	80	Mass Cure Wounds $\frac{1}{2}$	81
Dispel Undead I	72	Protection/Evil II	86	Neutralize Poison	82
Protection/Evil I	86	Resist Cause Wounds	88	Observe Prayer	83
Purify Food and Water	86	Resist Poison	89	Protection/Evil III	86
Sanctuary	90	Slow Disease	92	Silence 15'r	92
Step of Healing	92	Spiritwrack I	94	Spiritwrack II	94
Sterilize	94			Suspend Animation	95
				Withstand Disease	98
				Withstand Paralysis	98
				Word of Command I	99
Level IV		Level V		Level VI	
Analyze Prayer	58	Commune I	63	Consecration I	65
Create Water	66	Controlled Emp. Cure	66	Create Air	66
Cure Lycanthropy	67	Create Food	66	Cure Feeblemind	67
Cure All Wounds	67	Cure Insanity	67	Cure Wounds VI	67
Cure Wounds IV	67	Cure Wounds V	67	De-Were IX	68
Detect Food	69	De-were VII	68	Dispel Undead IX	72
De-were V	68	Dispel Evil	71	Mass Cure Wounds III	81
Dispel Undead V	72	Dispel Undead VII	72	Pax	84
Golden Rule	76	Immunity to Poison	78	Protection/Evil VI	86
Mass Cure Wounds I	81	Mass Cure Wounds II	81	Quest	87
Preservation	85	Protection/Evil V	86	Restoration	89
Protection/Evil IV	86	Raise Dead	87	Spiritwrack V	94
Remove Curse	88	Resist Poison 10'r	89	Swords to Plowshares	95
Resist Cause W. 10'r	88	Spiritwrack IV	94	Withstand Causes 10'r	98
Resuscitate	89	Toll	96	Withst. Lev. Dr. 10'r	98
Spiritwrack III	94	Withstand Paral. 10'r	98	Word of Recall	99
Withstand Causes	98				
Withstand Level Drain	98				
Level VII		Level VIII		Level IX	
Immune II	63	Aerial Servant	58	Astral Spell	59
De-were XII	68	Consecration II	65	De-were XX	68
Dispel Undead XII	72	De-were XV	68	Dispel Undead XX	72
Mass Cure All	81	Dispel Undead XV	72	Permanent	84
Protection/Evil VII	86	Protection/Evil VIII	86	Protection/Evil IX	86
Raise Dead Fully	87	Wind Walk	98		

CLERICS

Knights of the Crusade

God: Janda -- Principle: Truth & Justice -- Symbol: White rose

Armor/Weapons: Chain/Standard Clerical Weapons

Special Powers and Restrictions: Clerics of Janda are difficult to lie to (+20% chance that any lie will not be believed) and are less susceptible to illusions (+10% to save). Although they may act secretly and withhold information, they will not lie, nor permit their cause to be furthered by lies. They may throw either cures or causes, but the use of causes is limited to evil humanoids, as defined by the religion.

Level I		Level II		Level III	
<i>Augury</i>	59	<i>Bless II</i>	60	<i>Bless III</i>	60
<i>Bless I</i>	60	<i>Cause Wounds II</i>	62	<i>Cause Wounds III</i>	62
<i>Cause Wounds I</i>	62	<i>Cure Wounds II</i>	67	<i>Cure Wounds III</i>	67
<i>Cure Wounds I</i>	67	<i>Detect Intent</i>	69	<i>Detect Curse</i>	69
<i>Detect Evil</i>	69	<i>Dispel Undead I</i>	72	<i>Dispel Illusion</i>	71
<i>Detect Guilt</i>	69	<i>Light</i>	80	<i>Dispel Prayer</i>	72
<i>Detect Illusion</i>	69	<i>Locate Stolen Object</i>	80	<i>Dispel Undead II</i>	72
<i>Detect Lie</i>	70	<i>Observe Prayer</i>	83	<i>ESP</i>	74
<i>Detect Oathbreaker</i>	70	<i>Protection/Evil II</i>	86	<i>Inquisition</i>	79
<i>Detect Prayer</i>	70	<i>See Illusion</i>	90	<i>Locate Oathbreaker</i>	80
<i>Detect Religion</i>	70	<i>Testify</i>	96	<i>Locate Object</i>	80
<i>Protection/Evil I</i>	86	<i>Understand Speech</i>	97	<i>Mass Bless I</i>	81
<i>Read Languages</i>	88	<i>Word of Command I</i>	99	<i>Protection/Evil III</i>	86
				<i>Resist Cause Wounds</i>	88
				<i>Question Dead</i>	87
				<i>Withstand Charm</i>	98
				<i>Withstand Fear</i>	98
				<i>Write Languages</i>	99
Level IV		Level V		Level VI	
<i>Analyze Prayer</i>	58	<i>Bless V</i>	60	<i>Bless VI</i>	60
<i>Bless IV</i>	60	<i>Cause Wounds V</i>	62	<i>Cause All</i>	61
<i>Cause Wounds IV</i>	62	<i>Cure Wounds V</i>	67	<i>Consecration I</i>	65
<i>Cure Wounds IV</i>	67	<i>Dispel Evil</i>	71	<i>Cure All Wounds</i>	67
<i>Detect Poison</i>	70	<i>Dispel Undead V</i>	72	<i>Dispel Undead VII</i>	72
<i>Dispel Undead III</i>	72	<i>Investigation</i>	79	<i>Finger of Death</i>	75
<i>Hold Person</i>	78	<i>Lex Talionis</i>	80	<i>Mass Bless IV</i>	81
<i>Locate Person</i>	80	<i>Mass Bless III</i>	81	<i>Portal of Justice</i>	85
<i>Mass Bless II</i>	81	<i>Protection/Evil V</i>	86	<i>Protection/Evil VI</i>	86
<i>Neutralize Poison</i>	82	<i>Quest</i>	87	<i>Speak with Monsters</i>	93
<i>Oath</i>	83	<i>Resist Cause W. 10'r</i>	88	<i>True Sight</i>	97
<i>Protection/Evil IV</i>	86	<i>Sacred Room</i>	90	<i>Word of Command III</i>	99
<i>Remove Curse</i>	88	<i>Toll</i>	96		
<i>Repent</i>	88	<i>Track Oathbreaker</i>	96		
<i>See Invisible</i>	91	<i>Withstand Charm 10'r</i>	98		
<i>Speak Languages</i>	92	<i>Withstand Fear 10'r</i>	98		
<i>Word of Command II</i>	99				
Level VII		Level VIII		Level IX	
<i>Aerial Servant</i>	58	<i>Banish Demon</i>	60	<i>Conjure Servant</i>	64
<i>Blade Barrier</i>	60	<i>Consecration II</i>	65	<i>Dispel Undead XV</i>	72
<i>Commune II</i>	63	<i>Convert</i>	66	<i>Divine Guidance</i>	72
<i>Convert Weapon</i>	66	<i>Dispel Undead XII</i>	72	<i>Full Finger of Death</i>	76
<i>Dispel Undead IX</i>	72	<i>Mass Bless VI</i>	81	<i>Mass Bless VII</i>	81
<i>Mass Bless V</i>	81	<i>Protection/Evil VIII</i>	86	<i>Mass Hypnosis</i>	81
<i>Oath of Janda</i>	83	<i>Word of Command IV</i>	99	<i>Permanent</i>	84
<i>Protection/Evil VII</i>	86			<i>Protection/Evil IX</i>	86
<i>Word of Recall</i>	99				

CLERICS

Chosen Warriors of Leo

God: Leo -- *Principle:* Glory of Combat -- *Symbol:* Flaming Sword

Armor/Weapons: Chain/Clerical Weapons & One Handed Melee Weapons

Special Powers and Restrictions: Clerics of Leo hate the use of Cures, Causes or the Finger of Death in battle, and will be immediately aware of any such spells. Once the other side has "broken the rules" by so doing, Warrior-Priests will use their powers to even the score.

Level I		Level II		Level III	
<i>Bless I</i>	60	<i>Bless II</i>	60	<i>Bless III</i>	60
<i>Create Weapons</i>	66	<i>Clerics Shield</i>	63	<i>Cure Wounds III</i>	67
<i>Cure Wounds I</i>	67	<i>Consecrate Blood</i>	65	<i>Dispel Prayer</i>	72
<i>Detect Battle</i>	69	<i>Cure Wounds II</i>	67	<i>Enhance Weapons III</i>	73
<i>Detect Evil</i>	69	<i>Enhance Weapons II</i>	73	<i>Fight Like a Lion III</i>	75
<i>Detect Prayer</i>	70	<i>Fight Like a Lion II</i>	75	<i>Fight Like a Pride I</i>	75
<i>Enhance Weapons I</i>	73	<i>Resist Cause Wounds</i>	88	<i>Mass Bless I</i>	81
<i>Fight Like a Lion I</i>	75	<i>Resist Crushing</i>	89	<i>See Invisible</i>	91
<i>Toughness</i>	96	<i>Resist Cure Wounds</i>	89	<i>Withstand Paralysis</i>	98
		<i>Resist Poison</i>	89		
		<i>Withstand Fear</i>	98		
Level IV		Level V		Level VI	
<i>Bless IV</i>	60	<i>Bless V</i>	60	<i>Blade Barrier</i>	60
<i>Cure Paralysis</i>	67	<i>Cure Wounds V</i>	67	<i>Bless VI</i>	60
<i>Cure Wounds IV</i>	67	<i>Dispel Evil</i>	71	<i>Convert Weapon</i>	66
<i>Enhance Weapons IV</i>	73	<i>Enhance Weapons V</i>	73	<i>Cure All Wounds</i>	67
<i>Fair Fight</i>	75	<i>Fight Like a Lion V</i>	75	<i>Fight Like a Lion VI</i>	75
<i>Fight Like a Lion IV</i>	75	<i>Fight Like a Pride III</i>	75	<i>Fight Like a Pride IV</i>	75
<i>Fight Like a Pride II</i>	75	<i>Mass Bless III</i>	81	<i>Mass Bless IV</i>	81
<i>Mass Bless II</i>	81	<i>Negate Weapon Plus</i>	82	<i>Quest</i>	87
<i>Neutralize Poison</i>	82	<i>Remove Curse</i>	88	<i>Withstand Causes 10'r</i>	98
<i>Resist Crushing 10'r</i>	89	<i>Withstand Paral. 10'r</i>	98	<i>Withstand Cures 10'r</i>	98
<i>Resist Poison 10'r</i>	89			<i>Word of Command III</i>	99
<i>Withstand Causes</i>	98				
<i>Withstand Cures</i>	98				
<i>Withstand Fear 10'r</i>	98				
Level VII		Level VIII		Level IX	
<i>Bless VII</i>	60	<i>Bless VIII</i>	60	<i>Bless IX</i>	60
<i>Fight Like a Lion VII</i>	75	<i>Convert</i>	66	<i>Fight Like a Lion IX</i>	75
<i>Fight Like a Pride V</i>	75	<i>Fight Like a Lion VIII</i>	75	<i>Fight Like a Pride VII</i>	75
<i>Inhibit Magic</i>	79	<i>Fight Like a Pride VI</i>	75	<i>Great Prot./Cowards</i>	77
<i>Mass Bless V</i>	81	<i>Mass Bless VI</i>	81	<i>Mass Bless VII</i>	81
		<i>Word of Command IV</i>	99		

CLERICS

Walkers in the Afterworld

God: Samedhi -- Principle: Death -- Symbol: Golden Bough

Armor/Weapons: Leather/Normal Clerical Weapons & Dagger

Special Powers: Samedhi clerics will be able to tell if a body is dead and be able to determine the approximate cause and time of death.

Level I		Level II		Level III	
<i>Augury</i>	59	<i>Cause Wounds II</i>	62	<i>Cause Wounds III</i>	62
<i>Cause Wounds I</i>	62	<i>Darkness</i>	67	<i>Charm Undead</i>	62
<i>Consecrate Fetish</i>	65	<i>Detect Magic</i>	70	<i>Dispel Prayer</i>	72
<i>Detect Curse</i>	69	<i>Empathy with Dead</i>	73	<i>Imprison Spirit</i>	78
<i>Detect Person</i>	70	<i>Grave Touch</i>	77	<i>Pain</i>	83
<i>Detect Possession</i>	70	<i>Hide from Spirits</i>	77	<i>Prot./Spirits III</i>	86
<i>Detect Prayer</i>	70	<i>Hold Spirit</i>	78	<i>Question Dead</i>	87
<i>Detect Spirit</i>	70	<i>Prot./Spirits II</i>	86	<i>Remove Curse</i>	88
<i>Detect Undead</i>	71	<i>See Invisible</i>	91	<i>Shrink Head</i>	91
<i>Prot./Spirits I</i>	86	<i>Speak with Undead</i>	93	<i>Speak with Spirit</i>	93
<i>Spirit Watch</i>	94	<i>Spirit Vision</i>	94	<i>Spiritwrack II</i>	94
		<i>Spirit Guard</i>	94	<i>Suspend Animation</i>	95
		<i>Spiritwrack I</i>	94	<i>Withstand Level Drain</i>	98
		<i>Ward</i>	97		
Level IV		Level V		Level VI	
<i>Cause Paralysis</i>	62	<i>Animate Dead</i>	58	<i>Cause Level Drain</i>	62
<i>Cause Wounds IV</i>	62	<i>Animate Objects</i>	59	<i>Cause Wounds VI</i>	62
<i>Dominate Spirit</i>	72	<i>Banish Spirit</i>	60	<i>Commune I</i>	63
<i>Fear Foes</i>	75	<i>Cause Wounds V</i>	62	<i>Curse of Death</i>	67
<i>Feign Death</i>	75	<i>Coma</i>	63	<i>Destroy Spirit</i>	68
<i>Interrogate Dead</i>	79	<i>Finger of Death</i>	75	<i>Eyes of Spirits</i>	74
<i>Prot./Spirits V</i>	86	<i>Mass Cause I</i>	81	<i>Mass Cause II</i>	81
<i>Send Dreams</i>	91	<i>Possess</i>	85	<i>Prot./Spirits IX</i>	86
<i>Sleep of Death</i>	92	<i>Prot./Spirits VII</i>	86	<i>Spiritwalk</i>	94
<i>Soul Rider</i>	92	<i>Send Spirit</i>	91	<i>Spiritwrack V</i>	94
<i>Question Dead Monst.</i>	87	<i>Spiritwrack IV</i>	94	<i>Summon Spirit</i>	95
<i>Spiritwrack III</i>	94	<i>Summon Loa</i>	95		
<i>Trace Sending</i>	96	<i>Toll</i>	96		
		<i>Withst. Lev. Dr. 10'r</i>	98		
Level VII		Level VIII		Level IX	
<i>Aerial Servant</i>	58	<i>Astral Spell</i>	59	<i>Conjure Servant</i>	64
<i>Bind Spirit</i>	60	<i>Cause Perm. Paralysis</i>	62	<i>Full Hand of Death</i>	76
<i>Full Finger of Death</i>	76	<i>Commune II</i>	63	<i>Gate</i>	76
<i>Mass Cause III</i>	81	<i>Lich</i>	80	<i>Great Prot./Spirits</i>	77
<i>Prot./Spirits XII</i>	86	<i>Mass Cause Paralysis</i>	81	<i>High Curse of Death</i>	78
<i>Wind Walk</i>	98	<i>Prot./Spirits XV</i>	86	<i>Reincarnation</i>	88

CLERICS

Stewards of Nature

God: Alhazien -- *Principle:* The Natural Order -- *Symbol:* White Tree

Armor/Weapons: Leather with Wooden Shield/Non-Metal Weapons

Special Powers and Restrictions: Many of the Stewards' spells are based on natural components, which adventuring clerics will carry a supply of. Nature clerics will automatically detect all traps in a woodland setting, are aware of the presence or approach of creatures in a woodland setting, and track as thieves of their level.

Level I		Level II		Level III	
<i>Consecrate Object</i>	65	<i>Consecrate Water</i>	65	<i>Charm Animals</i>	62
<i>Cure with Herbs</i>	67	<i>Cure Wounds II</i>	67	<i>Create Water</i>	66
<i>Cure Wounds I</i>	67	<i>De-were II</i>	68	<i>Cure Wounds III</i>	67
<i>De-were I</i>	68	<i>Detect Animal</i>	69	<i>Cure Disease</i>	67
<i>Detect Magic</i>	70	<i>Dispel Undead II</i>	72	<i>De-were III</i>	68
<i>Detect North</i>	70	<i>Faerie Fire</i>	74	<i>Detect Food</i>	69
<i>Detect Plants</i>	70	<i>Hide Among Plants</i>	77	<i>Dispel Magic</i>	71
<i>Detect Water</i>	71	<i>Message via Trees</i>	82	<i>Dispel Prayer</i>	72
<i>Detect Were</i>	71	<i>Prot./Animals II</i>	86	<i>Dispel Undead III</i>	72
<i>Dispel Undead I</i>	72	<i>Prot./Elementals II</i>	86	<i>Entangle</i>	73
<i>Find Herbs</i>	75	<i>Resist Fire</i>	89	<i>Polymorph to Animal</i>	84
<i>Predict Weather</i>	85	<i>Resist Cold</i>	89	<i>Prot./Animals III</i>	86
<i>Prot./Animals I</i>	86	<i>Silence 15'r</i>	92	<i>Prot./Elementals III</i>	86
<i>Prot./Elementals I</i>	86	<i>Slow Poison</i>	92	<i>Rain Maker</i>	87
<i>Purify Food and Water</i>	86			<i>Resist Lightning</i>	89
<i>Speak with Animals</i>	93			<i>Speak with Plants</i>	93
<i>Wind Veer</i>	98			<i>Water Walking</i>	98
				<i>Wind Bringer</i>	98
Level IV		Level V		Level VI	
<i>Charm Plant</i>	62	<i>Commune I</i>	63	<i>Animate Plants</i>	59
<i>Cure Wounds IV</i>	67	<i>Create Air</i>	66	<i>Consecration I</i>	65
<i>De-were V</i>	68	<i>Cure Wounds V</i>	67	<i>Cure All Wounds</i>	67
<i>Dispel Undead V</i>	72	<i>Dawn</i>	68	<i>De-were IX</i>	68
<i>Enter Plant</i>	74	<i>De-were VII</i>	68	<i>Dispel Undead IX</i>	72
<i>Growth Plant</i>	77	<i>Dispel Undead VII</i>	72	<i>Eyes of Trees</i>	74
<i>Insect Plague</i>	79	<i>Growth Animals</i>	77	<i>Mass Cure Wounds III</i>	81
<i>Mass Cure Wounds I</i>	81	<i>Immunity to Fire</i>	78	<i>Prot./Animals IX</i>	86
<i>Massmorph</i>	81	<i>Mass Cure Wounds II</i>	81	<i>Prot./Elementals IX</i>	86
<i>Neutralize Poison</i>	82	<i>Polymorph to Plant</i>	85	<i>Raise Dead</i>	87
<i>Prot./Animals V</i>	86	<i>Prot./Animals VII</i>	86	<i>Speak with Rocks</i>	93
<i>Prot./Elementals V</i>	86	<i>Prot./Elementals VII</i>	86	<i>Storm Calm</i>	95
<i>Remove Curse</i>	88	<i>Raise Animal</i>	87		
<i>Resist Cold 10'r</i>	89	<i>Resist Lightning 10'r</i>	89		
<i>Resist Fire 10'r</i>	89	<i>Storm Bringer</i>	94		
<i>Sticks to Snakes</i>	94	<i>Toll</i>	96		
Level VII		Level VIII		Level IX	
<i>Commune II</i>	63	<i>Consecration II</i>	65	<i>Conjure Servant</i>	64
<i>Control Weather</i>	66	<i>Control Volcano</i>	65	<i>De-were XX</i>	68
<i>De-were XII</i>	68	<i>De-were XV</i>	68	<i>Dispel Permanence</i>	71
<i>Dispel Undead XII</i>	72	<i>Dispel Undead XV</i>	72	<i>Dispel Undead XX</i>	72
<i>Earthquake</i>	72	<i>Mass Cure Wounds V</i>	81	<i>Great Prot./Animals</i>	77
<i>Mass Cure Wounds IV</i>	81	<i>Raise Animal Fully</i>	87	<i>Great Prot./Elem.</i>	77
<i>Part Water</i>	83	<i>Prot./Animals XV</i>	86	<i>Mass Cure All</i>	81
<i>Prot./Animals XII</i>	86	<i>Prot./Elementals XV</i>	86		
<i>Prot./Elementals XII</i>	86	<i>Wind Walk</i>	98		

CLERICS

Masters of the Hunt

God: Carrunos -- *Principle:* Hunt, Wild Creatures -- *Symbol:* Wolf Tooth

Armor/Weapons: Chain/Standard Clerical

Special Powers and Restrictions: Clerics of Carrunos can find food if available in any familiar terrain. They can track as thieves of their level in wilderness.

Level I		Level II		Level III	
<i>Berserk I</i>	60	<i>Berserk II</i>	60	<i>Berserk III</i>	60
<i>Cat's Eye</i>	61	<i>Bloodcure</i>	60	<i>Bloodscent II</i>	61
<i>Cause Wounds I</i>	62	<i>Bloodhound</i>	60	<i>Cause Wounds III</i>	62
<i>Consecrate Fetish</i>	65	<i>Bloodscent I</i>	61	<i>Charm Animals</i>	62
<i>Detect Animal</i>	69	<i>Cause Wounds II</i>	62	<i>Detect Curse</i>	69
<i>Detect Food</i>	69	<i>Consecrate Blood</i>	65	<i>Dispel Prayer</i>	72
<i>Detect Prayer</i>	70	<i>Infra-vision</i>	78	<i>Fear Animals</i>	75
<i>Detect Water</i>	71	<i>Pack Scent</i>	83	<i>Locate Person</i>	80
<i>Detect Were</i>	71	<i>Pass Freely</i>	83	<i>Panther Senses</i>	84
<i>Life Sense</i>	80	<i>Pathfinder</i>	84	<i>Polymorph to Animal</i>	84
<i>Prot./Animals I</i>	86	<i>Prot./Animals II</i>	86	<i>Prot./Animals III</i>	86
<i>Purify Food and Water</i>	86	<i>Summon Animal II</i>	95	<i>Ride Animal</i>	90
<i>Speak with Animals</i>	93	<i>Transformation II</i>	96	<i>Run Like the Wolf</i>	90
<i>Summon Animal I</i>	95			<i>Summon Animal III</i>	95
<i>Transformation I</i>	96			<i>Transformation III</i>	96
Level IV		Level V		Level VI	
<i>Berserk IV</i>	60	<i>Berserk V</i>	60	<i>Berserk VI</i>	60
<i>Cause Wounds IV</i>	62	<i>Cause Wounds V</i>	62	<i>Cause All</i>	61
<i>Eyes of Animals</i>	74	<i>Growth Animals</i>	77	<i>Consecration I</i>	65
<i>Fear Foes</i>	75	<i>Mass Cause II</i>	81	<i>Mass Cause III</i>	81
<i>Insect Plague</i>	79	<i>Mass Transform II</i>	81	<i>Mass Transform III</i>	81
<i>Mass Cause I</i>	81	<i>Pack Berserk I</i>	83	<i>Pack Berserk II</i>	83
<i>Mass Pack Scent</i>	81	<i>Prot./Animals VII</i>	86	<i>Possess Animal</i>	85
<i>Mass Transform I</i>	81	<i>Summon Animal V</i>	95	<i>Prot./Animals IX</i>	86
<i>Prot./Animals V</i>	86	<i>Transformation V</i>	96	<i>Summon Animal VI</i>	95
<i>Summon Animal IV</i>	95				
<i>Transformation IV</i>	96				
Level VII		Level VIII		Level IX	
<i>Berserk VII</i>	60	<i>Berserk VIII</i>	60	<i>Berserk IX</i>	60
<i>Mass Cause IV</i>	81	<i>Consecration II</i>	65	<i>Conjure Servant</i>	64
<i>Mass Transform IV</i>	81	<i>Mass Cause V</i>	81	<i>Great Prot./Animals</i>	77
<i>Pack Berserk III</i>	83	<i>Mass Transform V</i>	81	<i>Mass Cause All</i>	81
<i>Prot./Animals XII</i>	86	<i>Pack Berserk IV</i>	83	<i>Pack Berserk V</i>	83
<i>Summon Animal VII</i>	95	<i>Prot./Animals XV</i>	86	<i>Summon Animal IX</i>	95
		<i>Summon Animal VIII</i>	95		
		<i>Wild Hunt</i>	98		

CLERICS

Shadows of Ratri

Cod: Ratri -- *Principle:* Darkness, Concealment -- *Symbol:* New Moon

Armor/Weapons: Leather/Standard Clerical Weapons plus Dagger

Special Powers and Restrictions: Clerics of Ratri can see in Darkness and Continual Darkness spells cast by Clerics of Ratri of equal or lower level. If more than one Darkness type spell is in effect in the same area, the cleric must be able to see through all of them in order to see at all. A Light spell cancels all Darknesses in its ZOE. Shadows of Ratri regain prayer points at sunset.

Level I		Level II		Level III	
Augury	59	Beneficence/Ratri II	60	Beneficence/Ratri III	60
Beneficence/Ratri I	60	Cause Deafness	61	Cause Blindness	61
Cat's Eye	61	Conceal Poison	64	Conceal Lie	63
Confuse	64	Consecrate Water	65	Conceal Object	64
Conceal Guilt	63	Cure Wounds II	67	Continual Darkness	65
Consecrate Object	65	Darkness	67	Cure Wounds III	67
Cure Wounds I	67	Infra-vision	78	Disguise	71
Detect Gold	69	Nullify Trap I	82	Dispel Prayer	72
Detect Magic	70	Pick Wizard Lock	84	Forewarning	76
Observe Prayer	83	Poison Weapon II	84	Forgery	76
Poison Weapon I	84	Read Languages	88	Invisibility	79
Range Loser	88	Slow Poison	92	Observe Prayer	83
Walk on Walls	97	Suffocate	95	Poison Weapon III	84
		Write Languages	99	Shadowform	91
				Silence 15'r	92
				Understand Speech	97
				Water Walking	98
Level IV		Level V		Level VI	
Anti-Scrying Shell I	59	Commune I	63	Anti-Scrying Shell II	59
Beneficence/Ratri IV	60	Cure Wounds V	67	Consecration I	65
Conceal Magic I	64	Invisibility 10'r	79	Cure All Wounds	67
Conceal Magic Item	64	Mass Benef./Ratri II	81	Dusk of Ratri	72
Cure Wounds IV	67	Mass Cause Deafness	81	Hypnosis	78
Detect Poison	70	Mass Cure Wounds I	81	Mass Benef./Ratri III	81
Enhance Poison	73	Poison Weapon V	84	Mass Cure Wounds II	81
Forget	76	Prevent Detection	86	Nullify Trap III	82
Hold Person	78	Walk Through Walls	97	Obscure Past	83
Mass Benef./Ratri I	81			Poisoned Weapon	84
Neutralize Poison	82				
Nullify Trap II	82				
Poison Weapon IV	84				
Prevent Location	85				
Shadow Walk	91				
Speak Languages	92				
Level VII		Level VIII		Level IX	
Commune II	63	Aerial Servant	58	Astral Spell	59
Conceal Magic	64	Anti-Scrying Shell III	59	Cloud of Ratri	63
Mass Benef./Ratri IV	81	Consecration II	65	Conjure Bob West	64
Mass Cause Blindness	81	Mass Cure Wounds V	81	Dispel Permanence	71
Mass Cure Wounds III	81	Wind Walk	98	Mass Cure All	81
Word of Recall	99			Mass Hypnosis	81

CLERICS

Brethren of the Stone

God: Daglir -- *Principle:* Stonework -- *Symbol:* Hammer and Anvil

Armor/Weapons: Plate/Standard Clerical Weapons

Special Powers and Restrictions: They may evaluate the worth of non-magical items, although with exceptional items they have only a 10%/level chance of being accurate.

Level I		Level II		Level III	
<i>Binding</i>	60	<i>Analyze Item</i>	58	<i>Analyze Structure</i>	58
<i>Color Change</i>	63	<i>Detect Metal</i>	70	<i>Dispel Magic</i>	71
<i>Detect Depth</i>	69	<i>Detect Secret Doors</i>	70	<i>Dispel Prayer</i>	72
<i>Detect Magic</i>	70	<i>Detect Traps</i>	71	<i>Enchant Armor II</i>	73
<i>Detect Mineral</i>	70	<i>Enchant Armor I</i>	73	<i>Enchant Weapon II</i>	73
<i>Detect Thickness</i>	71	<i>Enchant Weapon I</i>	73	<i>Magic Resistance III</i>	81
<i>Magic Resistance I</i>	81	<i>Magic Resistance II</i>	81	<i>Meld Metal</i>	81
<i>Sealing</i>	90	<i>Meld Stone</i>	81	<i>Message via Stone</i>	82
		<i>Resist Cold</i>	89	<i>Purify Metal</i>	87
		<i>Resist Crushing</i>	89	<i>Resist Poison</i>	89
		<i>Resist Fire</i>	89	<i>Shape Stone</i>	91
				<i>Stone Window</i>	94
Level IV		Level V		Level VI	
<i>Brittle</i>	61	<i>Enchant Armor IV</i>	73	<i>Assay Item</i>	59
<i>Enchant Armor III</i>	73	<i>Enchant Weapon IV</i>	73	<i>Disintegrate</i>	71
<i>Enchant Weapon III</i>	73	<i>Harden Stone</i>	77	<i>Enchant Armor V</i>	73
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Descriptions of Clerical Prayers

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

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

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

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

Scale distances: All figures given in inches (") are to be interpreted as scale distances. In cramped quarters underground or in substantial stone structures, 1" = 10 feet. Otherwise, 1" = 10 yards.

Duration: Most prayers have a limit to how long they work. **Standard Duration** is 6+level of caster turns. If the duration is given as "lasting", the prayer will last for a very long time, although it may be dispelled sooner. If "permanent", the prayer lasts until dispelled or countered. A creature may only have two spells of lasting or permanent duration on it.

Time: A turn is 10 minutes. A round, sometimes called a melee round, is defined as the correct amount of time for combat to make sense. For longer time periods, 50 rounds are in 1 turn. **Standard Duration** is 6+level of caster turns.

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

Generic Spell Description: This is a means of fitting all these prayers into a reasonable space. Many prayers take several similar forms (e.g. Resistance, Cause, etc.). Where these are similar enough to warrant, the reader is referred to a "Generic prayer description" which describes the basics of the prayer, usually including range, duration, saving throw, etc. Any particulars are given under the individual headings.

Abbreviations:

B	= Level at which the caster gets a prayer	
L	= Caster's Level	T = Target's Level
LOS	= Line of Sight	ZOE = Zone of Effect
ST	= Saving throw	

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Caveats

The following principles apply, unless specifically contradicted in a spell description.

Multi-Level spells don't sum. If two castings of a multi-level spell are in effect on one target, only the highest level will have effect.

Bless-type spells don't sum. If two or more of *Bless*, *Aura of Power*, *Fight Like a Lion*, *Beneficence of Ratri*, *Berserk*, and *Toughness* are in effect, the most favorable spell will apply for each sub-effect. Note that *Enchant Armor* and *Enchant Weapon* are not Bless-type spells.

GMs may prevent absurdities. No listing of spells can anticipate all the abuses which players may attempt to foist on a GM. If an attempted use of a spell is clearly against the spirit of the description, the GM may so inform the player and prevent the abuse.

Clerical Spell Descriptions

Aerial Servant: This prayer summons a creature somewhat like an Invisible Stalker. It cannot be seen by any creature below "name level", and they must save vs Spiritual to do so. It can carry up to 500 lbs., surprises anything on a 1-4, and moves at 48". It will fetch one person or thing clearly named when summoned, bring it to the caster and then vanish. Anyone who objects to this, and is in position to do so, may grapple the Servant, it has 16 hit dice and is larger than man size. If prevented from performing its task, it will return and attack the summoner as a double strength Invisible Stalker.

Analyze Item: This spell allows the cleric to determine the function of a non-magical item. This spell will only reveal function for which the item was designed. For example, if the spell was cast on a coat hanger, it would not list breaking into cars as a function, although people often use them for that purpose.

ZOE: one item; Range: touch; Duration: momentary; ST: none

Analyze Magic: It reveals the presence of all spells, items, and prayers, with a level-vs-level battle against Concealed spells. It completely analyzes all detected mage spells, telling base spells and modifiers. It also analyzes prayers as per *Analyze Prayer* (see page 58) Finally, in Breath Phase, the caster learns what mage base spells and master spells are being prepared in that round.

ZOE: self; Range: 6"; Duration: 6+L rounds; ST: none

Analyze Prayer: As *Observe Prayer* (see page 83) but it tells what the detected prayers actually are.

ZOE: self; Range: 6"; Duration: 6+L rounds; ST: none

Analyze Structure: This spell reveals the internal structure of a non-magical item or mechanism. It could be used to reveal internal working of traps and locks, the ingredients in mixtures or alloys, or flaws or weaknesses in a structure. Thieves will receive a +20% bonus to their open locks or find/remove traps rolls if the structure of the lock or trap is described to them by a cleric who has cast this spell. The item may not be of a volume greater than 6xL cubic feet.

ZOE: one item; Range: touch; Duration: momentary; ST: none

Animate Dead: Creates a low level undead. It requires a dead body. If the body is relatively intact, it becomes a zombie; otherwise, it becomes a skeleton. The caster has complete control over the resulting undead.

ZOE: Dead Body; Range: 6"; Duration: permanent; ST: none

Animate Objects: This prayer animates one or more inanimate objects. The objects will attack, defend, step or fetch as the caster dictates, each in a manner appropriate to the object: a chair will walk and kick with its legs, a broom might grow arms and carry pails of water, etc. The objects animated must not aggregate more than 20 cubic feet, more than 2000 lbs, nor more than L in number. A single large object might have 8 hit dice, and attack once for 2D8, hitting as an 8HD monster. Smaller objects would do less damage. Larger objects will be slower than small ones, and objects designed to move will be fastest of all. Draw analogies to monsters where possible.

ZOE: 6" radius; Range: 6"; Duration: standard; ST: none

Animate Plants: Similar to *Animate Objects*. The cleric may animate up to 40 tons of biomass within the ZOE. This is about one large tree, four medium trees, sixteen small trees, forty saplings or large shrubs, etc. Animated plants may uproot themselves and walk, but the speed will be slow. A tree might move 1/10", a small bush or a blade of grass 1".

ZOE: 6" radius; Range: 6"; Duration: standard; ST: none

Anti-Magic Shell: Forms an invisible shell around the caster. No mage or Magus spell or item will function inside the ZOE, nor will one cast or used from outside affect anything inside, with the exceptions listed for *Anti-Magic Shell* (see page 39) in the mage section.

ZOE: 3" radius sphere; Range: none; Duration: standard; ST: none

Anti-Scrying Shell N: This spell protects its ZOE from all form of Scrying and Locate spells and items, including Clairsentience, Crystal Balls, and Locate spells. Any such effect must win a level-vs-level battle to succeed, with the shell getting a +3 level bonus. Failure is not noticable for a Locate spell, but for a targeted spell, failure will result in a murky grey. This prayer is automatically Concealed. For Anti-Scrying Shell I, the ZOE is a 2" sphere and the duration is standard. For Shell II, the ZOE is a 4" sphere and the duration is 1 day. For Shell III, the ZOE is a 8" sphere and the duration is 1 week.

ZOE: see above; Range: zero; Duration: see above; ST: level-vs-level

Assay Item: The Cleric will know the powers and uses of one item. Artifacts, strongly cursed items and the like will receive a saving throw to conceal their more powerful/nastier aspects. Repeated castings by the same cleric will yield the same results.

ZOE: One item; Range: touch; Duration: momentary; ST: Spiritual

Astral Spell: The cleric's Astral Form may travel through the Astral Plane up to the prayer range. The Astral Form moves at 100 mph, can cast prayers as does the Cleric, and may be attacked by other Astral/Ethereal creatures. The cleric's body remains behind in a trance and may be reentered and left many times. If the Astral Form cannot return to the body for any reason (including death) the body lives on in a coma. If the Astral form has died, it cannot be raised until the body is slain. If the body is destroyed while the Astral Form is alive, the Astral form is permanently destroyed!

ZOE: self; Range: Lx100 mi; Duration: L hours; ST: none

Augury: The cleric uses one of the accepted 'mancies' (Necromancy, Cartomancy, etc) to foretell the likely outcome of a well-defined course of action. The GM should rule on the adequacy of preparations and require at least ten minutes to cast the prayer. The answer will be weal/woe, success/failure, etc. as appropriate. If the cleric makes his saving throw, he will get a correct answer. Otherwise roll a d6: 1-2: Correct, 3-4: incorrect, 5-6: No answer. The gamesmaster should make his best estimate of the situation and leave it at that. Answers should be based on data known at the time of casting. If there are too many variables for the GM to decide, the correct answer is "no answer." Repeated castings will not be helpful.

ZOE: self; Range: none; Duration: none; ST: Spiritual

Aura of Power N: This prayer increases the recipient's effective level by N for the following purposes only: attack, saving throw, level dependent immunities,

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level-vs-level battles, and level dependent spell effects. This can not be summed with other Bless-type spells. (see page 57)

ZOE: one person; Range: contact; Duration: standard; ST: none

Banish Demon: If the caster succeeds in a level-vs-level battle vs the Demonic being in question, the Demon is forced to return "whence he came." The demon should not be able to return for at least L years without help. If the caster fails, he may not cast the prayer again that month.

ZOE: one demonic being; Range: 12"; Duration: variable; ST: level-vs-level

Banish Spirit: If the caster succeeds in a level-vs-level battle against a spirit, the spirit will be forced to leave the area within L miles of the casting. The spirit may not return for at least L weeks. If the caster fails, he may not cast the prayer again that month.

ZOE: one spirit; Range: 12"; Duration: variable; ST: level-vs-level

Beneficence of Ratri N: Enhances any ONE of the following thieving abilities: Hide in Shadows, Move Silently, Traps, Open Locks, Pick Pockets, Spot Hidden, and Disguise. Thieves and Fighter-Thieves halve their chance of failure for each N; clerics of Ratri gain the chance of a N level thief; and others add 5N% to current ability. The Beneficence counts as a Bless-type spell. For example, if Beneficence of Ratri I for Open Locks were cast on a 7th level human thief, his chance of success would jump from 40% to 70%. Beneficence of Ratri II would raise it to 85%, etc. Round halves down.

ZOE: one creature; Range: touch; Duration: standard; ST: none

Binding: This spell may be used to mend or strengthen any inorganic structure. It will not render the structure water-tight.

ZOE: 2" by 2"; Range: touch; Duration: 6 hours; ST: none

Bind Spirit: This binds a spirit permanently into an item, shaping its power into the item and making it magical. The power of the new item corresponds to the power of the spirit. The spirit gets a level-vs-level battle in order to avoid the spell.

ZOE: one spirit; Range: 6"; Duration: permanent; ST: level-vs-level

Berserk N: This will increase the level of the recipient by N for purposes of save and to hit. It will increase damage for melee combat by $\frac{1}{2} \times N$ rounded down. Recipients will always do the equivalent of a "great swing" (-10 TACO, +4 damage, -3 AC). Recipients will not take prisoners, negotiate, cast spells, or use missile weapons.

ZOE: one creature; Range: contact; Duration: 6+L rounds; ST: none

Blade Barrier: The caster causes a wall of whirling, flashing blades to appear at the center of the ZOE with orientation chosen by the caster. All beings caught within the barrier as it appears may spiritual save to jump free. Otherwise, all beings passing through take 7D10 damage from the blades. The blades can hit all creatures vulnerable to +3 weapons.

ZOE: a circle up to 3" diameter; Range: 12"; Duration: standard; ST: none

Bless N: Cast on one humanoid not in combat, this prayer increases his level (for attack purposes only) by N. It also increases the recipient's damage bonus by $\frac{1}{2}N$ rounded down. Duration begins in one turn or the first melee round the recipient attacks, whichever comes first. This does not sum with other Bless-type spells. (see page 57)

*ZOE: one humanoid; Range: contact; Duration: 6+L melee rounds+delay;
ST: none*

Bloodcure: By drinking the blood of an killed animal, the recipient will be cured of 2d6 damage. It can only be cast on followers of Carrunos.

ZOE: one target; Range: touch; Duration: momentary; ST: none

Bloodhound: The recipient will have a greatly increased sense of smell. He will be able to detect many poisons, the presences of nearby smelly people, and be able to track at +40% if smell is important to the tracking.

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ZOE: one target; Range: touch; Duration: standard; ST: none

Bloodscent N: This prayer will cause one creature to smell of fresh blood, arousing the interest of any carnivore who scents them or their trail, the equivalent of dripping blood. The cleric must affect the victim within 6 rounds of casting. The victim will be unaware of the prayer. Bloodscent I has a range of touch and a duration of L hours. Bloodscent II has a range of 6" and a duration of L days.

ZOE: one creature; Range: see above; Duration: see above; ST: spiritual

Brittle: This spell allows the cleric to make one inorganic, solid object brittle and easy to break. Magic items are unaffected, but non-magical ones will be brittle as ice. Armor and weapons will have a chance of breaking upon a sharp blow of $5 \times D\%$ where D is the damage done by the blow.

ZOE: up to $10 \times L$ pounds; Range: touch; Duration: standard; ST: none

Cat's Eye: This prayer enhances vision in the absence of a strong light. Some light is still required, but it may be as weak as starshine or the moon on a cloudy night. Sources such as these will allow vision out to 6"; brighter sources allow the caster to see further. It will detect creatures hidden in shadows of this nature. Note that this will not negate the effects of the complete dark of an underground dungeon setting nor those of a magical darkness. There is no penalty for moving from a darkened area to a well lit one.

ZOE: self; Range: none; Duration: L turns; ST: none

Cause: Generally, causes of all kinds are 100% effective only if ten melee rounds are taken to cast the prayer. If less time than this is taken, the victim receives a Spiritual save with a -5% for every round taken over 1. The victim will not notice anything until the prayer is complete, unless magical means are employed. The caster must maintain LOS for the entire period, but if LOS is lost for less than one round of a multi-round casting, there is no penalty.

ZOE: one humanoid; Range: 6"; Duration: permanent; ST: spiritual/special

Cause All: Generic spell type *Cause* (p.61). This is the most powerful version of Cause Wounds. It will reduce the victim to zero hit points and render him unconscious.

Cause Blindness: Generic spell type *Cause* (p.61). The victim will lose his sight (roll for effect). P% loss of sight will cause -P% to combat and targeting rolls. (Assume most prayers start at a 100% target). Other duds can be estimated from this basis.

Cause Deafness: Generic spell type *Cause* (p.61). The victim will lose his hearing (roll for effect). P% loss of hearing will cause a -P% to hearing rolls and increase the change of surprise by $1/2$ P%. Combat will be at $-(P/10)\%$.

Cause Disease: Generic spell type *Cause* (p.61). Saving throw in this case is modified by the Constitution of the victim, using the combat modifiers for Strength. The chance of the disease's being terminal is $(5XL)\%$ less the above modifier. If not terminal, roll for effect to see how debilitating the disease is. The disease will take 2D6 days to incubate, during which time the victim is not apt to notice symptoms, and anyone in contact with him for eight hours must make a spell survival roll or catch the disease too. Those in contact for less time will receive a proportional chance to have come in contact with the virus. Those in constant or intimate contact will have to make multiple rolls. The disease will run its course in LD6 days. The characteristic period of the disease is 2 to the power of $(10-L)$ days. The victim's strength and constitution are reduced by one each period until they are reduced by the percentage of debilitation rolled above. If terminal, the victim is dead when constitution reaches zero.

Cause Insanity: Generic spell type *Cause* (p.61). This prayer gives the GM a chance to torture the player. Roll for effect to see what percentage of the time

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the insanity is in control. Insanity will take one of the following forms: (roll D6)

1 Paranoia: His friends will seem to conspire against him. He will see evidence of hidden powerful enemies.

2 Phobia: He will be unrealistically afraid of something (heights, open spaces, the color red, etc.). Be creative.

3 Mania: He will fly into uncontrollable rages in stressful situations. Allow a spiritual save.

4 Delusions: He will conceive an idea that he is someone or something else.

5 Depression: He will become very lethargic. There is a chance that he will react to any situation by staring off into space.

6 Aphasia: He will react as if Confused at all times this is in control.

This spell can also be used to create a different sort of insanity left up to the discretion of the GM.

Cause Level Drain: Generic spell type *Cause* (p.61). This will reduce the level or hit dice of the victim by one, affecting hit points, THACO, saving throws, and all other level dependent effects. Duration is 6 + L turns.

Cause Paralysis: Generic spell type *Cause* (p.61). Roll for effect. The victim will be paralysed over the appropriate percentage of his body. 100% = totally, 50% = waist down, 25% = one limb, etc. Duration is 6 + L rounds.

Cause Perm. Paralysis: Generic spell type *Cause* (p.61). As per the spell *Cause Paralysis* save that the effect will last until cured by the spell *Cure Paralysis* (see page 67).

Cause Wounds N: Generic spell type *Cause* (p.61). If effective, this prayer causes wounds to appear on the victim's body (or makes existing wounds worse). The damage is ND6.

Charm Animals: This prayer will allow the cleric to control the actions of L hit dice of animals. Animals are naturally occurring mammals, reptiles or fish which are not normally considered sentient. This would exclude all humanoids and cetaceans. It would include highly trained domestic animals. The animals will follow the cleric's verbal instructions without question, provided that he does not order them into needless danger. If the animals are trained, give two saving throws. If they are controlled, a level-vs-level battles will ensue. Additional attempts may be made if an attempt fails, and multiple level vs. level battles may ensue.

ZOE: 3" sphere; Range: 12"; Duration: 6xL turns; ST: mental

Charm Plant: This prayer will allow the cleric to control the actions of L hit dice of plants. The plants must be naturally occurring and non-sentient. This would include mutations if the strain is common and self-perpetuating in the area. (i.e. not the creation of the neighborhood mad wizard). Otherwise as Charm Animal.

Charm Undead: This prayer will allow the cleric to control the actions of L hit dice of undead. Sentient undead, such as vampires and liches, require a level versus level battle. Skeletons, zombies, and the like are not considered sentient. Otherwise, as Charm Animal.

Clairaudience: This prayer enables the caster to hear what another being is listening to. He will hear with the abilities of that being, but will not gain any control over what is being listened to. The ZOE will center on the intended target, if in LOS, or on a point in space otherwise. If the latter, a random being in the ZOE will be affected. The ZOE will center on the target thereafter, and the caster may switch to any other target within the ZOE. Of course, the new target gets a saving throw, which will end the prayer if successful. The caster's own hearing will be almost nil while employing the prayer, but he may turn it off and on at will.

ZOE: 3" Sphere; Range: 24" no LOS needed; Duration: standard; ST: mental

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Clairvoyance: Like Clairaudience above, but the caster sees instead of hearing.

ZOE: 3" Sphere; *Range:* 24" no LOS needed; *Duration:* standard; *ST:* mental

Clerics Shield: Creates a shield which gives the cleric the armor class that he would have if he were using a +1 shield. This shield will hover in front of the cleric, in the position a fighter would use his shield.

ZOE: self; *Range:* none; *Duration:* L hours; *ST:* none

Cloud of Ratri: This is an anti-spying magic of the upmost power. All forms of Locate, Detects, and Scrying targeted inside the ZOE will fail, revealing nothing. All such failures will be indistinguishable from normal, non-suspicious activity. For example, a Clairvoyance might see a textile warehouse rather than a thieves guild. Such details are at the discretion of the caster.

ZOE: 500 cubic inches; *Range:* zero; *Duration:* 1 week; *ST:* none

Color Change: As per the MU spell *Color Change* (see page 23), but L objects are affected.

ZOE: L objects; *Range:* 1"; *Duration:* momentary; *ST:* none

Coma: As per Suspend Animation, but may be cast on an unwilling target (who gets a spiritual save) at a range. Detect Person and Detect Injury will both reveal the condition of the target (so Good Samaritans automatically spot it), unless Conceal Injury is thrown to make the body seem dead even to these powers. If the target was unwilling, a Good Samaritan cleric will count 3 levels higher than he actually is in the level battle to awaken.

ZOE: One target; *Range:* 6"; *Duration:* L days; *ST:* spiritual

Commune N: This prayer enables the caster to ask questions of his god. The questions will normally be answered with complete truth, but certain prayers and circumstances may intervene. Questions involving things still in the freedom of fate will not be answered, and questions involving name level beings may initiate a level-vs-level battle. The caster may ask up to L÷3 (rounded up) questions and then may not cast either version for a week. *Commune I* will answer questions yes or no (with no answer a possibility); *Commune II* will give one word answers, and if no answer is forthcoming, it will give an indication of why. Each of the 32 compass points is one word, as are all numbers.

ZOE: self; *Range:* no limit to object of inquiry; *Duration:* L minutes;
ST: normally none

Comprehend Languages: The caster gains the ability to read, write, speak, and understand one language as would a native. Hermit clerics will gain a scholarly understanding. Some ancient or archane languages may not be accessible by this spell, and not all languages will have both written and spoken forms. This spell will not affect codes. The caster must be specific about the language he wishes to comprehend.

ZOE: self; *Range:* none; *Duration:* L hours; *ST:* none

Conceal Guilt: This prayer guarantees a negative result to the "Detect Guilt" prayer if the Ratri cleric is of equal or greater level. If the cleric casting "Detect Guilt" is of higher level, then a level-vs-level battle determines the prayer which succeeds. If the Ratri cleric loses the level-vs-level battle, he still gets a saving throw as noted in the Detect Guilt description.

ZOE: self; *Range:* none; *Duration:* L hours; *ST:* none

Conceal Lie: This prayer allows the recipient to lie undetected and will foil spells and abilities that detect lies or reveal truth. The lies will never be detected by common sense. Spells, such as Detect Lie, Testify, and Inquisition, and the Janda ability a level-vs-level battle in order to succeed.

ZOE: one creature; *Range:* 6"; *Duration:* L hours; *ST:* none

Conceal Lycanthropy: The recipient will not be detected as a lycanthrope unless a spell is cast and a level vs. level battle is won against the caster. This prayer is automatically concealed as per *Conceal Magic*.

ZOE: one creature; *Range:* 6"; *Duration:* L days; *ST:* none

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Conceal Magic N: This spell conceals a magical spell or prayer. This makes the magic difficult to Detect. Detect Magic will never succeed; Observe or Analyze Magic will force a level-vs-level battle. Conceal Magic I will only affect spells or prayers of up to 5th level. Conceal Magic II will conceal any spell. Janda prayers may never be concealed.

ZOE: one spell or prayer; *Range:* 6"; *Duration:* L days; *ST:* none

Conceal Magic Item: This makes a magic item appear non-magical as per *Conceal Magic* (see page 64)

Conceal Object: This renders an object unlikely to be noticed by normal means, and difficult to notice by magical means. It will not make the object invisible, but it will cause an object to be overlooked if there is any excuse to do so (and there usually is!) For example, players could be given false clues to lead them away. If it is necessary to overlook another object to overlook the concealed object, then that second object will be overlooked. Concerted efforts to look for the thing in question are doomed unless the area of search is quite restricted. Magical efforts and special abilities require a level-vs-level battle to have the normal chance for success. This prayer is automatically concealed as per *Conceal Magic*.

ZOE: one object or a group of related objects; *Range:* 12"; *Duration:* L days; *ST:* spiritual

Conceal Poison: This conceals poison as per *Conceal Object* (see page 64) This only renders the poison unlikely to be noticed beforehand.

ZOE: some poison; *Range:* 6"; *Duration:* L days; *ST:* none

Confuse: A confused creature will not be able to coordinate his actions with anyone else. (In the case of player characters, the players may not consult and must submit orders in writing.) In addition, there is a 1/3 chance each 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, unless the controlling force also fails to save or fails to make other relevant control checks. 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.

ZOE: one creature; *Range:* 12"; *Duration:* 12 melee rounds; *ST:* mental

Conjure Bob West: This prayer enables the cleric to summon an immensely powerful force of Brevity and Wit into the world. Assuming that the caster has no particularly good or bad cause to summon such a being, it will generally be willing to talk to him. It will not, however, be under his control. Bob Wests are more powerful than Angels and Demons, but they are less active in the realms of Men. Such powerful beings must be integrated into a campaign or scenario carefully, and we therefore hesitate to put forth a complete system of Bob Wests. The Bob West will remain until he stops talking. The Bob West only stops talking when he sleeps, usually. He is able to cause even the most uninterested to stop and listen to him, abandoning all other activities. Each creature gets a save every 3 hours at -20%, to say, "Bob, can we break for Chinese food?" Unfortunately, the Bob must then make a saving throw to see if he will allow this intrusion for food. In any of these events, Bob West is free to stay or go.

ZOE: GM Discretion; *Range:* proximity; *Duration:* L hours; *ST:* none

Conjure Servant: By means of this prayer, the cleric summons an immensely powerful servant of his religion into the world. Assuming that the caster has good cause to summon such a being, it will generally be willing to help him. It will not, however, be under his control. The form and powers of the servant depend upon the religion. For example, a Good Samaritan would summon an Angel, while a Leo might summon a great hero from the distant past. Such powerful beings must be integrated into a campaign or scenario carefully, and we therefore hesitate to put forth a complete system of servants. In general, more powerful clerics can summon more powerful minions. The servant will remain until the caster dismisses it or dies or until the prayer duration runs out. In any of these events, the servant is free to stay or go.

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ZOE: GM Discretion; Range: proximity; Duration: L hours; ST: none

Consecrate Blood: Identical to *Consecrate Water* (see page 65) but the medium is human blood, which has already been removed from its owner. Once consecrated, blood will not clot. This spell takes one hour to cast. Clerics of Leo require that the blood be from one who died honorably in combat.

ZOE: L pints; Range: touch; Duration: one day; ST: none

Consecrate Fetish: When cast on a shrunken head, holy symbol, or other appropriate medium, this prayer will prepare an object to serve as a fetish to imprison a spirit. The spirit may be merely imprisoned, as in *seepage us 'Imprison Spirit' c*, or it may be used to tap the power of the spirit as in *seepage us 'Bind Spirit' c*.

ZOE: one object; Range: touch; Duration: one hour to cast, effect permanent; ST: none

Consecrate Object: Every cleric must have a holy symbol with him in order to properly pray. This prayer is used to dedicate such a symbol. Additional such symbols may be consecrated and left as tokens of safe passage, or to dissuade certain monsters from passing. Clerics will instantly recognize a duly consecrated symbol.

ZOE: one object; Range: touch; Duration: one hour to cast, effect permanent; ST: none

Consecrate Water: This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Water hits all targets as AC:9, with missile modifiers. Pure, clean water must be used. All clerics will recognize Holy Water. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration. This spell requires one hour to cast.

ZOE: L pints; Range: touch; Duration: one day; ST: none

Consecration N: This prayer dedicates a room, temple, grove, alley, or the like to the cleric's god. Normally only one such area may be consecrated per cleric. Clerics of opposing gods are uncomfortable in a consecrated area. All nonfollowers have their saving throws reduced, while all followers have their saving throws improved. *Consecrate I* gives a 10% effect over an area of 1000 sq ft to a height of 10'. *Consecrate II* gives a 20% effect in a volume of 100000 cu ft, but to a height of no more than 100'.

ZOE: see above; Range: contact; Duration: one day to cast, effect permanent; ST: none

Continual Darkness: This causes complete and utter darkness within 2" of the center. Only the caster or a higher level of cleric of the same god can see in the darkness, and then only dimly. All infravision, x-ray vision, etc. are blocked. Outside of the 2" sphere, it will be dark, but only as a moonless night. A torch will provide light here. The ZOE is not affected by any material object, so if cast on a stick and brought up to a door, the room inside will get dark. If a *Continual Darkness* and a *Continual Light* come into contact, they cancel in the overlapping area.

ZOE: 4" radius sphere; Range: 36"; Duration: 1 day; ST: none

Continual Light: This causes light equivalent to full daylight throughout the ZOE. This light will dismay, but not seriously harm, creatures that cannot stand sunlight. The light comes from all directions, negating all shadows. The ZOE is not affected by any material object, so if cast on a stick and placed in a knapsack, it will still illuminate. If a *Continual Darkness* and a *Continual Light* come into contact, they cancel in the overlapping area.

ZOE: 2" radius sphere; Range: 36"; Duration: 1 day; ST: none

Control! Volcano: This prayer enables the cleric to control an active volcano. It will not bring an extinct one back to life, and a long series of spells are needed to waken a dormant one. Control is gained in 2D6 hours. Thereafter, minor changes to the volcano's temper will happen in a few minutes, and major ones in

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D6 hours. With practice, a cleric can be really artistic with this prayer. After control ends, natural processes take over gradually. If two clerics attempt to control the same volcano, a level-vs-level battle will ensue.

ZOE: one volcano; *Range:* L miles; *Duration:* One day; *ST:* none

Control Weather: The cleric can make major changes to the regional weather. He may create storms of major proportions where none existed, or cause sudden calm. Changes generally take about 8 hours. If two clerics attempt to control the same area, a level-vs-level battle will ensue.

ZOE: L miles radius; *Range:* centered on caster; *Duration:* one day; *ST:* none

Controlled Emp. Cure: Exactly like *Empathic Cure* (see page 73) but with the caster able to select the number of points transferred.

Convert: This may be thrown on any humanoid in an attempt to change his alignment and religion to that of the caster. If successful, the target will be a devoted follower of the cleric. If not, he will become a bitter enemy and any further attempts to convert him to the same religion will find him effectively ten levels higher. Clerics, paladins, rangers and the like may not be converted.

ZOE: one humanoid; *Range:* 4"; *Duration:* one hour to cast, effect permanent; *ST:* two level-vs-level, caster must win both

Convert Weapon: Cast on any aligned weapon, other than a mission sword, holy sword, etc. it will attempt to convert the sword to the cleric's god. Roll 2D6. If the result is greater than the weapon's ego, the weapon's ego is increased by one and the weapon is amenable to conversion. If not, the ego is increased by two, and the weapon is not amenable to conversion. The second success converts the weapon.

ZOE: one weapon; *Range:* contact; *Duration:* one day to cast, effects permanent; *ST:* special

Cooperation: The cleric may assist two mages, both in range, to cooperate. If one of them casts a spell and the other concentrates on cooperating, (i.e. acting as if he were casting a spell, but using no spell points) the level dependent effects of the spell are computed by summing the levels of the two MUs.

ZOE: two MUs; *Range:* 12"; *Duration:* 1 melee round; *ST:* none

Create Air: Creates enough pure air for L man hours of breathing. One man hour is about two cubic feet. The air appears slowly and nonviolently at a point of the caster's choosing.

ZOE: the vicinity of a point; *Range:* 6"; *Duration:* permanent; *ST:* none

Create Food: This prayer will cause food to appear in any reasonable form and manner specified by the cleric, enough to feed 30L men. The food may also be animal feed, one horse may be fed in place of three men.

ZOE: the vicinity of a point; *Range:* 6xL"; *Duration:* permanent; *ST:* none

Create Water: This prayer will cause water to appear in a convenient place or container specified by the cleric, enough for 8L men. A horse requires three times the water that a man does.

ZOE: the vicinity of a point; *Range:* 6"; *Duration:* permanent; *ST:* none

Create Weapons: This prayer will cause L weapons to appear in a convenient place or container specified by the cleric. The caster may choose the type of weapon, but all must be identical. The weapons cannot be silvered.

ZOE: the vicinity of a point; *Range:* 6"; *Duration:* one hour; *ST:* none

Cure: Generally speaking, a cure is a miraculous cessation of some illness or injury. Similarly to causes, these prayers are 100% effective if cast over 10 melee rounds. If less time is used to cast, the recipient must fail his spiritual saving throw in order for the prayer to be effective, with this chance improving by 5% for every round over one used. The saving throw does not apply if he has dropped all saves for the round. No effect will be noticeable until the cleric announces that the prayer is complete. If the condition was especially virulent

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(such as advanced leprosy, the terminal stages of a disease, or a magical disease) a spell survival roll will be needed to avoid permanent disability. If the disease was of an enchanted nature, a level-vs-level battle will be needed to cure it. Ordinary Causes will not require such treatment, however. Clerics of Alhazien may cure animals in addition to humanoids.

ZOE: one patient; Range: 6"; Duration: permanent; ST: special

Cure with Herbs: A nature cleric may prepare poultices from herbs which have wonderful curative powers. A poultice prepared via a Cure with Herbs will cure D6 hits when applied or consumed. These poultices only retain their potency until dawn. Their life cannot be extended in any way. It takes ten minutes to prepare a batch of any number of poultices. In lush woodlands, a Cleric of Alhazien can gather sufficient herbs in about an hour to cast his maximum number of potential cures for a day. Higher level spells and clerics do not need more herbs, they use them more efficiently. This increases to two hours for deep forest and meadowlands, more if the growth is dry, and can be a very chancy proposition in barren reaches and cultivated lands.

Cure All Wounds: Generic spell type *Cure* (p.66). This will cure all damage off a patient of the caster's religion, and two-thirds of it, rounded up, otherwise.

Cure Blindness: Generic spell type *Cure* (p.66). If there is major structural damage to the eye, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent spell survival roll will allow the patient to regain the percentage of sight rolled.

Cure Deafness: Generic spell type *Cure* (p.66). If major structural parts of the ear are missing, see *Cure Blindness* (above).

Cure Disease: Generic spell type *Cure* (p.66). This will cure all normal disease, and those Caused diseases which are not combined with a Curse, etc. If the patient had a terminal illness, and had lost over 50% of constitution, roll Spell Survival to see if he made a complete recovery. If not, he will permanently lose D6 of his constitution, dying if it falls to 0.

Cure Feeblemind: Generic spell type *Cure* (p.66). This will reverse a MU *Feeblemind* (see page 36) spell.

Cure Insanity: Generic spell type *Cure* (p.66).

Cure Lycanthropy: Generic spell type *Cure* (p.66). This spell will prevent the disease Lycanthropy from occurring in one who has been bitten by a were-creature. If a *Speed Lycanthropy* (see page 93) has been cast, a level vs. level battle results.

ZOE: one lycanthrope; Range: contact; Duration: permanent; ST: spiritual

Cure Paralysis: Generic spell type *Cure* (p.66).

Cure Undead N: Generic spell type *Cure* (p.66). Cures ND6 points of damage off the recipient Undead. If the recipient is not of the caster's religion modify by -1/die.

Cure Wounds N: Generic spell type *Cure* (p.66). Cures ND6 points of damage off the recipient. If the recipient is of the caster's religion modify by +1/die.

Curse of Death: The target, if living, is not killed or harmed, but 24 hours after the Curse is invoked will become totally irresurectable by any means whatsoever, including Clone and divine intervention. This can be cast on a dead body and the same time limit applies. The Curse can be lifted (by Remove Curse) either before or after the 24 hour limit passes and it will then be possible to restore the victim by any means that would otherwise work.

ZOE: one creature; Range: 6"; Duration: permanent; ST: spiritual

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Darkness: This prayer, cast upon some object, causes it to emanate darkness as a torch does light. The darkness will be total for about $\frac{1}{2}$ ", and then will thin out until it becomes only a greying effect at 1". In the region of totality, it can only be negated by magical means. The caster cannot see in it. A *Light* (see page 80) spell will negate Darkness in the overlapping area and vice-versa.

ZOE: 1" sphere; *Range:* 6"; *Duration:* standard; *ST:* none

Dawn: This prayer is identical to a *Continual Light* (see page 65) but with all the attributes of full daylight.

De-were N: This will compel lycanthropes of up to N+2 hit dice to return to their humanoid form for the duration of the spell. The lowest levels will be affected first, until (N+1)² hit dice total are affected (round down). Those of N hit dice and less do not get a saving throw, otherwise it is spiritual.

ZOE: 2" cone; *Range:* none; *Duration:* 6+L rounds; *ST:* special

Death Curse: This spell may only be cast as the Cleric is killed. It is cast in the instant of death if the Cleric has enough spell points to do so, with no other prerequisites: this is his parting gift as he joins his master, so normal restrictions do not apply. He may cast it thus even if he is bound and gagged, or has already acted the same round, or it is not the spell phase. Only if he is unconscious or lacks the prayer points will casting be prevented. He may afflict up to L beings in sight or earshot with one curse apiece, said curses being any curse of his choice from the *Princecon XII* item book curse table save those appearing on rolls of 96-00, or roll randomly ignoring 96-00 if desired. The level of the curse, for variable level curses, is 8. It is considered good form to afflict only those beings one considers responsible for one's demise, although this is by no means required. Alternatively it may be hurled upon any one entity the Cleric knows by name, no matter how far away or what barriers may be interposed. The victims must win a level vs level battle in order to get a saving throw. For purposes of this battle and the one in *Remove Curse*, the caster will count as 3 levels higher than his actual level due to the traumatic nature of the spell.

ZOE: see above; *Range:* see above; *Duration:* until removed; *ST:* level battle then spiritual

Destroy Spirit: If the target spirit fails a level-vs-level battle with the caster, it is destroyed.

ZOE: one spirit; *Range:* 12"; *Duration:* momentary; *ST:* level-vs-level

Detect: These prayers allow the caster to perceive objects hidden or distant, or to ascertain some quantity or fact. There are four different modes, and each of the Detect spells will specify which mode it can use. Some give the caster a choice.

Type I: Reveals information about the location of the recipient.

ZOE: one creature; *Range:* touch; *Duration:* standard; *ST:* none

Type II: Must be cast on a specific target, who gets a spiritual save. A successful save seems the same as if there was nothing to detect.

ZOE: one creature; *Range:* 6" LOS; *Duration:* momentary; *ST:* Spiritual

Type III: The caster picks a center for the ZOE (not necessarily in LOS) and gets a yes/no answer to the question, "Is X in the ZOE". There is no save. The ZOE is a sphere of up to 3" radius.

ZOE: see above; *Range:* 36"; *Duration:* momentary; *ST:* none

Type IV: The caster learns the direction to all sources of X within range, and also learns the direction to the largest source, if applicable. There is no save.

ZOE: self; *Range:* 6"; *Duration:* momentary; *ST:* none

Detect 10'r N: This prayer allows a caster to grant any Detect he can throw of level N to everyone within 10' of him at the time of casting. If the caster dies, the prayer ends. If a Detect has multiple modes, each recipient may choose which he wishes to use.

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Detect Altitude: Generic spell type *Detect* (p.68). Tells the caster the elevation above sea level at his present location. Type I. Outdoors only.

Detect Animal: Generic spell type *Detect* (p.68). The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom. Types III or IV.

Detect Battle: A Detect type spell. Gives the caster the direction to the nearest melee.

ZOE: self; Range: 24"; Duration: momentary; ST: none

Detect Curse: Generic spell type *Detect* (p.68). This prayer informs the caster what, if any, curses lie upon a person, place or thing. Curses are routinely concealed. In this case a level-vs-level battle is needed to determine if a curse exists, and a second to determine the curse. Type II, but can also be cast on objects or places.

Detect Depth: Tells the cleric the depth below ground level at his present position. Type I. Indoors only.

Detect Disease: Generic spell type *Detect* (p.68). Tells the cleric about the presence of disease in a person, and the nature of and prognosis for the disease. Type II. Only unwilling victims get a save.

Detect Evil: Generic spell type *Detect* (p.68). Type II, III, or IV. This will identify a target as evil or reveal the presence of evil. Evil will always include demons and undead, and is as defined by the religion. For example, a Good Sam will detect creatures of violence as evil, while Jandas will detect illusions as evil. However, the spell will only detect magical effects. A bunch of angry orcs, however unfortunate for the lone Good Sam, are not evil unless somehow enchanted.

Detect Food: Generic spell type *Detect* (p.68). Type III or IV.

Detect Gold: This prayer acts as a generic "Detect"-type prayer with the following caveats. The duration is 2 minutes, and the range 6". There is no saving throw. The cleric receives only the direction of gold, not its exact location. Type III or IV.

Detect Guilt: This will indicate if a person is guilty of a particular evil act. It will not work on a soulless or conscienceless being. A successful saving throw is indistinguishable from a negative result. Once a character has saved, he will continue to save vs all subsequent detects on the same subject. Type II.

Detect Hostility: This will reveal if a creature is willing to engage in combat at the time. It will not reveal who the creature wishes to fight. Creatures acting defensively are not generally hostile. Type II.

Detect Illusion: This will reveal if any particular thing is an illusion, magical or otherwise. If a magical illusion is involved, it gets a saving throw as the caster would have had at the time of casting. Type III.

Detect Intent: Generic spell type *Detect* (p.68). This will reveal if a being has a strong purpose at the moment, and if so, the general nature thereof. Type II.

Detect Level: Generic spell type *Detect* (p.68). This will reveal the level or hit dice of one creature in LOS. Type II.

Detect Library: A Detect-type spell. It gives the direction to the nearest collection of books, scrolls, or other documents within range.

ZOE: self; Range: 24"; Duration: momentary; ST: none

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Detect Lie: This will indicate if the target is telling a deliberate untruth. It will not reveal errors, omissions, or clever half-truths. A successful save is indistinguishable from a negative result. Type II.

Detect Magic: Detects magic in effect within range in LOS, be it spell or item or prayers. It does not detect Concealed Magic. Magic simply glows; the spell offers no analysis, although it will tell prayers and spirits from spells and items, and will reveal the religion of detected prayers. This spell will detect spirits.

ZOE: self; Range: 6"; Duration: 6+L rounds; ST: none

Detect Metal: Generic spell type *Detect* (p.68). The cleric must specify any one type of metal (e.g. Iron, Copper, Aluminum). Alloys may not be selected, but their component parts may. Enchanted metal will only be detected if the cleric wins a level-vs-level battle with the enchanter. Type III or IV.

Detect Mineral: Generic spell type *Detect* (p.68). The cleric must specify any one type of gem, mineral, or stone (e.g. Diamond, Granite, Marble, Ferrite). Type III or IV.

Detect North: The true direction of North is revealed. Type I.

Detect Oathbreaker: Generic spell type *Detect* (p.68). This prayer will reveal the presence of a perjurer, or anyone who has broken an oath and not expiated his sin. If cast at a target in contact with the cleric, saving throw is at -20%. Type II.

Detect Person: Generic spell type *Detect* (p.68). This will detect living humanoids. Type III or IV.

Detect Plants: Generic spell type *Detect* (p.68). Identical to Detect Animals (above) but detects plants instead. Type III or IV.

Detect Poison: Generic spell type *Detect* (p.68). This will reveal the presence of toxic substances not in a living being. Type III or IV.

Detect Poisoning: Generic spell type *Detect* (p.68). This will reveal if a living being is suffering from poison. Type II. Only unwilling victims get a save.

Detect Possession: Generic spell type *Detect* (p.68). This will reveal a second personality or influence in living being. Examples are Demonic Possession, Magic Jar, Charm, etc. Type II. The possessing being gets the saving throw, at -20%.

Detect Prayer: Detects prayers and spirits in effect within range in LOS. It does not detect Concealed prayers. Prayers simply glow; the spell offers no analysis, save that it will reveal the religion of detected prayers.

ZOE: self; Range: 6"; Duration: 6+L rounds; ST: none

Detect Protection: It will reveal all protection or resistance items or prayers presently in effect. Type II, but can also be cast on objects.

Detect Religion: Generic spell type *Detect* (p.68). This will reveal the subject's god. Type II.

Detect Secret Doors: If the caster looks at a secret door while this prayer is in effect, said door will be obvious to him and continue to be obvious thereafter. Type IV.

Detect Spirit: Generic spell type *Detect* (p.68) The caster will be able to identify approximate power and type of spirits detected by this prayer. Creatures which will be detected include Demons, Elementals, some Undead, Faeries, and Souls. Type III or IV.

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Detect Substance: Generic spell type *Detect* (p.68). The caster may pick one non-magical, non-living substance to detect. For example, one could look for wine, salt, meat, iron, rubies, or tin. One could not look for jewelry, living flesh, or an artifact. Type III or IV.

Detect Thickness: This tells the cleric the thickness of the object touched, up to 6".

ZOE: one object; *Range:* touch; *Duration:* momentary; *ST:* none

Detect Traps: Generic spell type *Detect* (p.68). This will reveal the presence of the trap nearest to the center of the ZOE and its general nature. Type III or IV.

Detect Undead: Generic spell type *Detect* (p.68). Type III or IV. Type IV will also indicate the type of the detected undead.

Detect Water: A Detect-type spell. It will reveal the presence of water as per a Type III or IV detect. If used outdoors, it can be used to locate the nearest potable supply, and it then has a range of L miles.

ZOE: self; *Range:* see above; *Duration:* momentary; *ST:* none

Detect Were: Generic spell type *Detect* (p.68). This will detect the condition of lycanthropy whether or not the disease is active. It will not indicate the type of lycanthrope. If used against a single target in LOS, there is no saving throw. Type III or IV

Disease Vulnerability: Generic spell type *Vulnerability* (p.97). Cause Disease is considered magical for this purpose.

Disguise: The cster 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.

ZOE: one creature; *Range:* 1"; *Duration:* 6xL hours; *ST:* none

Disintegrate: This will disintegrate an inorganic or dead wooden object. Magical objects get a saving throw. The object must be less than 50xL pounds.

ZOE: one object; *Range:* touch; *Duration:* instantaneous; *ST:* physical

Dispel Evil: The caster may attempt to dispel an evil enchantment, or to dismiss a summoned creature below the level of Demon. The standards for evil are those of the cleric's religion. The result is scored as a level vs level battle. Only one attempt may be made by any cleric to dispel one enchantment.

ZOE: one object, creature or enchantment; *Range:* 12"; *Duration:* permanent;
ST: level vs level

Dispel Illusion: The caster may attempt to dispel one illusion. If the caster has clearly identified the illusion, success is automatic.

ZOE: one object, creature or enchantment; *Range:* 12"; *Duration:* permanent;
ST: level vs level

Dispel Magic: This permanently breaks magical spells and prayers. It cannot be used on items. The chance of success is as per a level-vs-level battle. Attempts against clerical prayers take a -3 penalty to the caster level. If the cleric fails to dispel a spell, he does not get a second chance until higher level. This spell will exorcise possessions by spirits, but at a -3 level penalty.

ZOE: 10' sphere; *Range:* 6"; *Duration:* momentary; *ST:* level vs level

Dispel Permanence: This prayer negates the effect of a Permanent Spell. A level vs level battle is fought without the level boost of the permanent.

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ZOE: one object, creature or enchantment; *Range:* 12"; *Duration:* permanent;
ST: level vs level

Dispel Prayer: This spell will attempt to dispel all clerical prayers within the ZOE. Each prayer gets a level-vs-level battle. The caster has a -2 level penalty to dispel prayers of different religions. This spell will exorcise possessions by spirits, but at a -2 level penalty, except for Samedhi clerics, who get no penalty.

ZOE: 10' sphere; *Range:* 6"; *Duration:* momentary; *ST:* level-vs-level

Dispel Silence: This prayer ends a clerical *Silence 15'r* (see page 92). Success is automatic.

ZOE: one Silence; *Range:* 12"; *Duration:* permanent; *ST:* none

Dispel Undead N: This will destroy undead creatures of up to N-1 hit dice automatically and of N hit dice with a saving throw. At most 10×(N-1) total dice can be affected (minimum of 5), and if there are more undead than the prayer can handle, it starts with the lowest levels. Strongly controlled undead may benefit from their master's ST.

ZOE: Sphere up to 6"; *Range:* 12"; *Duration:* permanent; *ST:* Spiritual

Divine Audience: The character may have an audience with his deity. The awesome power of this prayer is easy to see, so it should be used with care. The form of the questions and answers are unlimited, but the god is under no compulsion to answer. Use of this prayer will cause a *Toll* (see page 96) with ten times normal range, and be otherwise detectable.

ZOE: one cleric and his god; *Range:* unlimited; *Duration:* 1 turn; *ST:* none

Divine Guidance: Similar to a *Commune* (see page 63), the caster may ask whether a course of action is advisable as stated. The gamesmaster should give a yes/no or a one word answer as appropriate, based on his full knowledge. "No answer" should be a rare event.

ZOE: any one question; *Range:* n/a; *Duration:* one minute; *ST:* none

Dominate Spirit: If the caster succeeds in a level versus level battle with a spirit, he may issue it a command as per the third level Mage spell *Suggestion*.

ZOE: one spirit; *Range:* 6"; *Duration:* two weeks; *ST:* level versus level

Drain Level: This spell allows the caster to drain a level from the next being he hits. The caster must hit the being in the Lx6 melee rounds after he casts the spell. The drain is permanent until a Restoration is cast upon the recipient.

ZOE: one creature; *Range:* contact; *Duration:* permanent; *ST:* spiritual

Dusk of Ratri: This creates a large field of darkness, as per the spell *Darkness*. All followers of Ratri can see normally.

ZOE: 12" sphere; *Range:* 12"; *Duration:* standard; *ST:* none

Ear of the Hermit: The caster touches a spot on a wall, floor, or object. The spot will hear and record all that the caster could hear and record if personally present. The Ear may be noticed by any Hermit cleric, and if he touches it, he may play back all or part of what has transpired, much as a player might use a tape recorder (including the fast forward, rewind, etc.).

ZOE: Earshot; *Range:* contact; *Duration:* One Month; *ST:* none

Earthquake: This prayer creates tremors over a wide area, which will measure $\frac{1}{2}$ L on the Richter scale. The central 6"×6" will be the epicenter, and such an area will develop cracks which will swallow 1 in 6 creatures under fourth level, and small buildings will be toppled. The rest of the ZOE will suffer glass breakage and a lot of scared animals and peasants. Underground complexes will be harder hit.

ZOE: L square miles; *Range:* 24" to epicenter; *Duration:* 1 turn; *ST:* none

Eidetic Memory: This prayer enables a cleric to recall exactly at a later time what transpired during the prayer duration. It is especially useful for reproducing documents. The memory is permanent.

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ZOE: self; Range: as senses; Duration: L minutes; ST: none

Empathic Cause: Generic spell type *cause* (p.61). The spell will do X points of damage to the target while curing X points on the caster, where X is either the total amount of damage on the caster or the total hit points of the target, whichever is less. Variable saving throw and other features are as per generic spell *Cause*.

Empathic Cure: Generic spell type *Cure* (p.66). Except that the range of this spell is touch. It will transfer points of damage from the target to the caster, curing three points of damage off the target for every two points transferred. Transfer continues until either the target is fully cured, or the caster is at 0 H.P. Only damage present on the target before the current clerical spell phase can be cured.

ZOE: one patient; Range: touch; Duration: momentary; ST: special.

Empathy with Dead: The caster may ask L/3 questions of the dead. The deceased may only answer yes or no. Their knowledge and inclination to tell the truth will be as it was at the time of death. The caster must be in the presence of the body, and the deceased cannot be dead for more than (L-B)-2 days, where B is the level at which the spell is first attained. Only humanoid dead may be affected by this spell.

ZOE: one dead body; Range: 1"; Duration: 10 minutes; ST: none

Enchant Armor N: Makes one piece of armor magical and +N in all respects. May only be cast on leather, chain, or plate armor or on shields. It will not work on more than one piece of armor per person. It will not work on already enchanted armor. The spell may, however, be cast on the non-magical shield of a person wearing magical armor, or vice versa. It will stack with Bless-type spells.

ZOE: one piece of armor; Range: touch; Duration: 6+L rounds; ST: none

Enchant Weapon N: Makes one weapon magical and +N in all respects. It will not work on weapons which are already enchanted, nor on weapons which have had the mage spell *Flame Weapon* (see page 26) cast on them. This spell will stack with Bless-type spells.

ZOE: one weapon; Range: touch; Duration: 6+L rounds; ST: none

Enhance Gem: By polishing, finishing, and removing flaws, this spell will double a gem's value. It may only be cast on a gem once ever. GM's option whether a given stone has already been enhanced or not. The spell has no effect on gems which are magical or are already perfect.

ZOE: one gem; Range: touch; Duration: momentary; ST: none

Enhance Hearing: This will greatly increase the hearing ability of the recipient. He will gain the non-surprise ability of thieves. It will add 25% to the Spot Hidden rolls for hearing.

ZOE: one target; Range: 1"; Duration: standard; ST: none

Enhance Poison: Cast on a poison weapon, needle, potion, etc. it makes the poison more difficult to save against. The first time that a saving throw is successfully made against such poison, roll again and use the new result. It will not work on magical poisons.

ZOE: one dose of poison; Range: 1"; Duration: L days; ST: none

Enhance Weapons N: This does not add to a weapon's chance to hit, but it allows a weapon to hit creatures which could only be hit by +(N-2) magical weapons. (N=-1 hits things vulnerable to non-magical silver weapons)

ZOE: all weapons in range; Range: 1"; Duration: standard; ST: none

Entangle: The caster causes plants in the ZOE to grow and attempt to grapple those within. Movement in the area will be difficult. Some plants are necessary, though anything from grass to a tree will work. During the first melee round the plants are growing, and no save need be made. From then on,

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the plants will attempt to grab one victim per round, in the Clerical Phase as long as the caster concentrates. A physical save must be rolled for each attempt. If the save is failed, the victim is immobilized and must be cut free or attempt to break free as per opening a door with strength. The latter may be attempted once per round. Verbal spells will not be disrupted. Damage to the caster negates the spell.

ZOE: 5' radius circle; Range: 12"; Duration: concentration; ST: Physical

Enter Plant: The cleric may merge his body and life force with that of a plant. He may end the prayer at any time by leaving the plant. The cleric shares the fate of the plant until he does so; if the plant takes damage, the cleric will receive proportional damage. He will retain his senses and sentience. Should he fail to leave by the end of prayer duration, he will be trapped until freed by an Alhazien cleric of higher level. Only one cleric may enter a given plant at a time. Other Alhazien clerics who have this spell will notice when this spell is in effect and may attempt to force the cleric out of the plant by entering it themselves, triggering a level-vs-level battle, unless the cleric in the plant concedes.

ZOE: one plant; Range: contact; Duration: standard; ST: none

Extended Detect: This prayer, cast at the same time as a Detect for the sum of the prayer point cost with no extra time spent, causes the duration to increase to one day. The caster may move around detecting everywhere.

Extension: This spell, cast at the same time an MU spell, or cast within the range and during the duration of such a spell, increases its duration by 50%. Commune cannot be extended.

Eye of the Hermit: Identical to *Ear of the Hermit* (see page 72) , except that sight is involved. The cleric must choose the eye's orientation.

ESP: This prayer allows the caster to perceive one target's surface thoughts clearly. He will not gain secret information unless it is being thought about at the time.

ZOE: one target; Range: 12"; Duration: standard; ST: spiritual

Eyes: This spell allows the caster to see from the position of the target. If the target is animate, then the caster can see out of its eyes as well as it can see. If the target is inanimate and does not have eyes, then the caster can see from the object in all directions as well as the caster can see. The target must be in range at the time of casting; afterwards the caster may move as far away as he wishes. The caster must decide each round whether he is seeing out of his own eyes or using the vision of the spell.

ZOE: one target; Range: 6"; Duration: standard; ST: none

Eyes of Animals: Generic spell type *Eyes* (p.74). The caster can see through the eyes of an animal.

Eyes of Spirits: Generic spell type *Eyes* (p.74). The caster can see through the eyes of a spirit.

Eyes of Stone: Generic spell type *Eyes* (p.74). The caster can designate a point in a stone that he will be able to see out of. However, the caster may only use the sight when he is touching stone that is connected to the ZOE.

ZOE: one point of stone; Range: touch; Duration: standard; ST: none

Eyes of Trees: Generic spell type *Eyes* (p.74). The caster may pick a tree to see from. He gains vision in all directions.

Faerie Fire: This prayer will cause all objects, including invisible ones, within the ZOE at the time of casting to glow with an eerie light. They will continue to glow after leaving the ZOE. The light is too dim for illumination, but it allows the objects to be seen.

ZOE: 3" sphere; Range: zero; Duration: standard; ST: none

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Fair Fight: This prayer combines the effects of *Resist Cure Wounds* (see page 89) and *Resist Cause Wounds* (see page 88) throughout the ZOE. It must be cast before the cleric enters melee.

ZOE: 3" sphere moving with cleric; *Range:* zero; *Duration:* one battle; *ST:* none

Fear Animals: As *Fear Foes*, but only non-sentient animals (not monsters) are affected.

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

ZOE: 60' cone; *Range:* none; *Duration:* until a successful save; *ST:* Mental

Feign Death: This spell places the caster in a death-like state. All life processes will appear to have ceased, and can only be detected by a cleric who wins a level-vs-level battle, or by undead controlled by such a cleric. The subject may live without food or water for the basic spell duration. Only the cleric placing the spell, or a cleric who knows the spell is in effect and wins a level-vs-level battle can awaken the subject.

ZOE: caster; *Range:* 0"; *Duration:* L days; *ST:* none

Fight Like a Lion N: This can be cast only on Leo followers before they go into battle. It cannot be cast if battle is not imminent, and the spell will be negated if the recipient does not enter battle at the first opportunity, or if the battle ends before he enters melee. It gives $+(5 \times N)\%$ to hit, $+N$ damage, and $+5\%$ to all ST.

ZOE: one person; *Range:* contact; *Duration:* one battle; *ST:* none

Fight Like a Pride N: This is identical to *Fight Like a Lion N*, but it will affect as many Leos as the caster can touch in ten melee rounds.

Find Herbs: This enables a cleric to find needed herbs in half the normal time.

ZOE: self; *Range:* very large; *Duration:* one day or until herbs are found;
ST: none

Finger of Death: This prayer is simple. The cleric points at a victim. He saves or dies.

ZOE: one victim; *Range:* 12"; *Duration:* permanent; *ST:* Spiritual

Flesh to Stone: This spell allows the cleric to turn a single living creature into stone. Larger than man-sized creatures get a $+10\%$ to their save.

ZOE: one creature; *Range:* touch; *Duration:* permanent; *ST:* Physical

Free Spirit: This prayer will free an imprisoned spirit. If the spirit is imprisoned by a spell or prayer, the cleric must win a level versus level battle against the caster. Otherwise, success is automatic. The spirit may or may not be grateful.

ZOE: one spirit; *Range:* 6"; *Duration:* momentary; *ST:* Special

Foresight: This prayer allows the cleric to foresee and forestall trouble. Once during the duration of the prayer, the cleric may "back up" the party by L melee rounds, but not earlier than the round after the spell was cast. The cleric may change his actions, but all other players' actions must remain the same unless there are clear grounds to change them. Unless the party takes a significantly different course of action all rolls will remain the same. This spell may not be used in concert with any type of divination spell.

ZOE: caster; *Range:* zero; *Duration:* standard; *ST:* none

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Forewarning: This prayer halves the caster's chance of being surprised. There is a 10% chance per turn that the caster will get a false alarm.

ZOE: self; *Range:* none; *Duration:* standard; *ST:* none

Forgery: This spell makes false documents. It has two modes. First, it can be used to make a perfect copy of a page that the caster has in front of him. Second, it can be used to make authentic-looking documents that say what the caster wants. The caster will not be able to make accurate copies of documents from memory unless magic such as *Total Recall* (see page 96) is used. The spell can make the document look old and worn if this is desired. Only 1 page can be made per spell. The spell requires proper materials and take 10 minutes to cast. The created documents are not magical, unless the materials were magical.

ZOE: one page; *Range:* touch; *Duration:* momentary; *ST:* none

Forget: This spell causes its victim to forget some 10 minute period, chosen by the caster, within the last 2 hours. The victim gets a Spiritual saving throw. This spell can be reversed by the *Restore Memory* (see page 89) or *Total Recall* (see page 96) spells.

ZOE: one creature; *Range:* touch; *Duration:* momentary; *ST:* Spiritual

Full Finger of Death: This prayer is very simple. The cleric points at a victim and he dies. The target must win a level vs. level battle to get a chance to save.

ZOE: one victim; *Range:* 24"; *Duration:* instant; *ST:* special spiritual

Full Hand of Death: This prayer is simply very powerful. The cleric waves goodbye at a number of people. They die. Victims must win a level versus level battle to get a chance to save.

ZOE: 3" radius; *Range:* 12"; *Duration:* instantaneous; *ST:* special spiritual

Gaseous Form: This spell allows the caster to assume the form of a misty vapor. While in this form the caster is immune to all spells and damage. The caster may move at 15" per round, and may seep through any crack that would allow air to pass through. While in gaseous form the cleric actually flies.

ZOE: self; *Range:* none; *Duration:* L; *ST:* hours

Gate: This prayer enables the caster to open portals to other realms and planes. The existence and nature of such planes is world/scenario dependent, but examples may include the elemental planes, "pocket universes" where physical and magical laws are changed, or a strange place called "Terra", where people fly faster than the wind, drive juggernauts routinely, yet magic only exists in books and some silly games. An object or creature native to the other realm is needed to open such a gate, unless the way has been prepared. Gates can generally be opened only at certain times and places. Once opened, the gate will look like a totally black surface. Any living being touching the gate will be drawn through. The gate will usually come out in a hidden place in the other realm, and a reverse path will also be opened. Either path may be closed early by the caster, and will close in between L turns (for a pocket universe) and L hours (for a world) of the caster's death.

ZOE: a portal, wall section, etc.; *Range:* contact; *Duration:* L Days; *ST:* none

Golden Rule: So long as the cleric refrains from offensive action, this prayer will cause any creature which does damage to the cleric to take an equal amount of damage. Similarly, causes and other prayers will affect the attacker equally as the victim. The equal amount of the damage may never exceed the hit points the cleric has remaining. Beneficial prayers cast on the cleric will also have a reciprocal effect. Thus, a cure cast on the cleric would cure both caster and target. The saving throw applies each time the caster is damaged.

ZOE: self; *Range:* none; *Duration:* standard; *ST:* Spiritual

Grand Patterning: This gives an object a permanent magical enchantment. The affected object cannot be broken by normal force, nor can it be affected by those spells which do not affect magical objects. This spell is necessary but not sufficient for enchanting magic items. Only 10xL pounds may be affected,

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although multiple castings of this spell can be used to enchant a larger object. The large object will only become enchanted when all the necessary spells have been cast.

ZOE: one object; Range: touch; Duration: permanent; ST: none

Grave Touch: Once cast, this will give the caster the ability to inflict terrible fear in one victim that he successfully hits by hand in melee phase. Victims will wish to flee. Sentient or trained creatures may stay and fight instead, but all rolls for the duration of the spell will be at -2% per hit point lost since the touch was inflicted. The cleric must touch the victim within 3 rounds after he casts. The victim gets a save to avoid the effects of the spell, which will last for d6 rounds after being touched.

ZOE: one creature; Range: touch; Duration: d6 rounds; ST: Spiritual

Great Protection: As *Protection* (see page 86), except that all creatures designated, regardless of hit dice, will be affected. The caster will be immune from all attacks from such creatures.

ZOE: 10' r; Range: none; Duration: standard; ST: none

Great Protection from Cowards: For those extra special cowards.

Growth Animals: It causes up to six ordinary animals (examples: cats, dogs, wolves, horses, weasels, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increase by a factor of two. Willing victims get no saving throw. The animals will revert to normal after the spell ends.

ZOE: 60' cone; Range: zero; Duration: standard; ST: Physical

Growth Plant: 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.

ZOE: up to 5"x5"; Range: 12"; Duration: L days; ST: none

Harden Metal: As per *Harden Stone*, but it only affects metal instead. It protects against spells that affect metal. The minimum thickness of the ZOE is 3 inches.

ZOE: L cubic feet; Range: touch; Duration: permanent; ST: none

Harden Stone: This spell makes stone harder to break. More importantly, it makes the stone partially resistant to spells that only affect non-magical stone. Spells such as *Manipulate Stone* (see page 81), *Brittle* (see page 61), or *Stone Window* (see page 94) must win a level-vs-level battle to succeed. The spell affects up to L cubic feet of stone per casting, with a minimum thickness of 1 foot.

ZOE: L cubic feet; Range: touch; Duration: permanent; ST: none

Hermit Writing: A pen will appear with which the cleric may write on any surface. This writing will be visible only to Hermit clerics and those employing special (nonstandard) detection devices.

ZOE: any surface; Range: contact; Duration: L melee rounds to write. L days before the writing fades; ST: none

Hide Among Plants: The recipient may hide in a thicket or woods with no normal chance to be spotted. He may hide anywhere there are plants as a thief of level L would hide in shadows.

ZOE: one person; Range: 6"; Duration: standard; ST: none

Hide from Spirits: This prayer makes the caster unnoticeable to spirits, if they fail a spiritual save. Otherwise, there is no effect. Actions that would break an *Invisibility* (see page 79) will void the spell.

ZOE: self; Range: none; Duration: standard; ST: Spiritual

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High Curse of Death: As per *Curse of Death* (see page 67) but once the curse falls (i.e. after the 24 hour grace period), the curse cannot be removed after death but only while the victim still lives.

ZOE: One target; *Range:* 6"; *Duration:* L days; *ST:* spiritual

Hold Person: The prayer will affect D4 persons in the ZOE, immobilizing them for as long as the cleric continues to concentrate. Should the caster take damage, the spell will be negated. Should a target take damage, he will be released from the spell. Alternatively, it may be thrown on a single target who suffers a 10% penalty to his saving throw. A Cleric of Isaiah Samwise is responsible for the safety of those he holds. If a second hold is thrown on a held target, a level vs level battle results.

ZOE: 3" sphere; *Range:* 12"; *Duration:* concentration; *ST:* Spiritual

Hold Spirit: As *Hold Person* (see page 78), except that only spirits may be affected.

ZOE: 3" sphere; *Range:* 12"; *Duration:* concentration; *ST:* Spiritual

Hose Keith: Protects the party from being deleted from the computer. Verbal components include chanting "0100100" and accusing the Keith of missing obvious puns. The Keith will grow angry and ineffective. This spell is most useful when the Keith uses his dreaded "pool face" attack.

ZOE: one Keith; *Range:* hearing; *Duration:* until he stops pouting; *ST:* none

Hypnosis: This prayer places the victim in an hypnotic state. He will be unable to remember what took place during that state, and will perform any or all actions specified by the caster, so long as they do not place him in obvious harm. The caster may leave a post-hypnotic suggestion, which will remain with the victim for one month. This suggestion may be one of fact, in which case it will be believed, or an action, in which case it will be obeyed. If the action is repugnant to the victim, a second saving throw will result.

ZOE: one target; *Range:* 6"; *Duration:* standard; *ST:* Spiritual

Immunity to Fire: This prayer provides immunity to all forms of fire, both ordinary and magical, including Red Dragon's breath and Balrog immolation. After contact with any magical fire, the prayer will end, except that it will continue to provide *Resist Fire* (see page 89) against one immolating opponent if the first magical fire was immolation.

ZOE: one person; *Range:* contact; *Duration:* one day; *ST:* none

Immunity to Magic: This prayer is the most powerful version of *Magic Resistance* (see page 81) It provides 100% protection.

ZOE: one creature; *Range:* touch; *Duration:* standard; *ST:* none

Immunity to Poison: This prayer provides immunity to all forms of poison, both ordinary and magical, including Green Dragon's breath and Phase Spider poison. After contact with any magical poison, the prayer will end.

ZOE: one person; *Range:* contact; *Duration:* one day; *ST:* none

Imprison Spirit: If the target spirit loses a level versus level battle, it will be imprisoned into a fetish. It may attempt a further level versus level battle every day. While Imprisoned, it may not act in any way, including communicating.

ZOE: one spirit; *Range:* 6"; *Duration:* L days; *ST:* level versus level

Infect: This prayer will reverse a *Sterilize* (see page 94) or cause L wounds on a body to fester. Festering wounds will heal at half normal rate, both for natural healing and curing.

ZOE: one person or object; *Range:* 6"; *Duration:* permanent; *ST:* Spiritual

Infravision: The cleric will have infravision, as does a Dwarf or Elf. He will be able to see in ordinary darkness by seeing infrared rays.

ZOE: self; *Range:* as sight; *Duration:* L hours; *ST:* none

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Inhibit Magic: Cast on a person or object, all MU spells cast from within the ZOE must undergo a level-vs-level battle to succeed. In addition, if cast on a person, he gets a ST, but if he fails, all spells he casts are doomed to failure. If he saves, the prayer has no effect whatsoever.

ZOE: 3" radius about a person or object; *Range:* 12"; *Duration:* standard; *ST:* Spiritual

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 prayer is broken if either the caster or the subject takes any damage. A subject who saves, is immune to further inquisition from that caster for the remainder of the day.

ZOE: one target; *Range:* 1"; *Duration:* 6+L melee rounds; *ST:* Spiritual

Insect Plague: - This prayer creates a horde of small flying insects. The cloud of bugs is stationary, filling the ZOE. The cloud limits visibility to 3" and causes great discomfort, although no actual damage, to those within it. Beings of 2 or fewer dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. spiritual). A cloudkill, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This prayer can only be cast outdoors.

ZOE: cloud 12" radius, 6" high; *Range:* 36"; *Duration:* L hours; *ST:* special

Interpret Tongues: The cleric will be able to simultaneously understand all the languages about him. The level of understanding will be that of a native speaker.

ZOE: self; *Range:* hearing; *Duration:* standard; *ST:* none

Interrogate Dead: As *Empathy with Dead* (see page 73), except that questions must be answered in full and truthfully.

ZOE: one dead body; *Range:* 1"; *Duration:* 10 minutes; *ST:* none

Investigation: The cleric will be able to, upon examining evidence of wrongdoing, be able to tell one of the following: The name(s) of the culprit(s), the method of the crime, the mode of escape, or the motive. This last is subject to the saving throws of the culprits. The investigation must proceed within (L-B) days of the event.

ZOE: vicinity; *Range:* zero; *Duration:* one hour; *ST:* Mental

Invisibility: It makes something not visible, including to those using Infravision. The spell will be broken the instant that the recipient: completes casting a spell, engages in melee, attempts to grapple, 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) then 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. If a being is made invisible, objects he is carrying at the time become invisible. A group of related objects (as a pile of coins) may be treated as one object, but the object, being, or objects must fit in the ZOE. An illusion, or an object concealed by an illusion cannot be made invisible.

ZOE: one man-sized being or L' cube; *Range:* 6"; *Duration:* L hours; *ST:* none

Invisibility 10'r: An expanded version of 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.)

ZOE: 10' radius; *Range:* zero; *Duration:* L hours; *ST:* none

Invulnerability: This spell makes the caster harder to hit by non-silver, non-magical weapons and monsters under 4 plus 1 hit dice using natural weaponry. Such weapons and monsters swing at -20% to hit and -1 to damage.

ZOE: follower; *Range:* none; *Duration:* Lx6 rounds; *ST:* none

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Lex Talionis: The caster accuses the victim of a crime while casting this prayer. He must be specific. This must be a dastardly deed. Attacking the party is not enough. If the target is guilty of said crime, he takes the full effect of all damage, causes, etc. which he has done in consequence thereof, subject to a ST. If the action is continuing, he will continue to take damage as he dishes it out. If he is not, the cleric takes the damage in question or six points, whichever is greater, no saving throw.

ZOE: one target; Range: 6"; Duration: one day; ST: Spiritual-20%

Lich: This spell is the spell used to create all forms of animate level-gaining undead. The body is drained of all bodily fluids, reminiscent of a grape transforming into a raisin in one second. The body becomes irresurrectable, but an Animate Dead Spell will restore a dead lich to its usual undead form. The undead created in this way are under the control of the caster. When the caster dies or enters "Lich-hood", the liches and/or skull warriors under his control become permanently self-willed. A lich and/or skull warrior will maintain all its memories and abilities it had while alive.

ZOE: one person; Range: 6"; Duration: permanent; ST: spiritual

Life Force: This enables a "cure in advance" to be cast on one recipient. The cure will take effect at the discretion of the recipient. If the cure is not used by the end of prayer duration, it is wasted. No more than one such prayer can be in effect on one person.

ZOE: one person; Range: 6"; Duration: One Day; ST: none

Life Sense: This spell allows the recipient to see as if he were an undead. He can sense any living being and swing at them with no penalty for darkness or invisibility.

ZOE: one being; Range: none; Duration: L hours, ST: none

Light: This casts light equivalent to lantern light. The prayer may be cast on an object, or in a place. Covering the object will block the light.

ZOE: 4" illumination; Range: 6"; Duration: standard; ST: none

Locate Oathbreaker: As Locate Person, but the person to be located must be a known perjurer, criminal or oathbreaker. The cleric must be convinced of the individual's guilt to a moral certainty before this spell will have any effect.

ZOE: self; Range: $\frac{1}{2}$ L mi; Duration: L hours; ST: none

Locate Object: The cleric is enabled to know the direction to an object of which he has a full and complete description, provided it is within range. Certain nondescript objects, as rough stone stairs leading down, can also be located using this prayer. The range can be found by triangulation. If the cleric moves in or out of range, he will gain/lose contact.

ZOE: self; Range: 6xL"; Duration: 1 turn; ST: none

Locate Person: Similar to a Locate Object, this allows the cleric to know the direction to a given person, provided the person fails his save. The ST need only be rolled once per casting.

ZOE: self; Range: $\frac{1}{2}$ L mi; Duration: L hours; ST: Spiritual

Locate Stolen Object: This Locate Object can only be used on "hot goods".

Lore: This is really an ability, rather than a spell. The cleric can recall a great volume of lore about the world. By expending the prayer points he will use a full set of lore on one ordinary subject of his own choosing for the duration of the prayer. Only one such prayer may be in effect at any one time on one character. This can include history, geography, botany, etc. It will not include arcane or peculiar subjects, and will never include anything which the character could not have found in a library somewhere.

ZOE: self; Range: n/a; Duration: standard; ST: none

Magical Gift N: This prayer requires a full hour to cast. The cleric may grant a mage the ability to throw one mage spell of level N, which he must select at

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the time of casting the Magical Gift, without using spell points. He will retain this ability until the spell is cast, or until dawn of the next day. The spell must be prepared and thrown normally. Level dependent effects will go by the higher of the cleric's or the mage's level.

ZOE: one MU; Range: 12"; Duration: one day or until used; ST: none

Magic Resistance N: This prayer makes the recipient resistant to magic. All magic that would affect him will fail $10 \times N\%$ of the time. Spells, either beneficial, harmful, or incidental, that are cast upon the recipient must make this roll to take effect. Spells that are of longer duration and that aren't focused on the recipient must make the roll every round in order to affect him that round. Magic items, either those of the recipient or another, must typically make the roll every round. The GM may opt, for his convenience, to make the rolls less frequent. Thus, an *Invisibility* spell cast upon the recipient would make the roll once and for all, an *Invisibility 10'r* would cause the recipient to blink in and out, while the recipient's magic armor would be rolled for each round. All magic, save perhaps divine magic, will be subject to this spell, including *Enchant Armor* and *Enchant Weapon*.

ZOE: one creature; Range: touch; Duration: standard; ST: none

Manipulate Metal: As per *Manipulate Stone* but the caster may shape metal instead.

ZOE: self; Range: touch; Duration: standard; ST: none

Manipulate Stone: When the cleric casts this spell, he may shape stone which comes in contact with his bare hands as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this spell. Changes worked by the cleric during the spell's duration are permanent.

ZOE: self; Range: touch; Duration: standard; ST: none

Mass Spells: These prayers act exactly like their more mundane counterparts, but they affect up to L beings within the ZOE. The closest subjects to the center of the ZOE are always affected first, with ties broken randomly. The caster has two choices for placing the ZOE. 1) He may center it on himself. The radius of the spell is chosen by the caster with no limitations. The caster may affect himself or not as he wishes. 2) The ZOE may be placed anywhere up to the range of the original spell. The ZOE is then a sphere of up to 3" radius. The caster cannot choose to be unaffected.

ZOE: see above; Range: see above; Duration: as prayer; ST: as prayer

Mass Bless: Generic spell type *Mass*. This spell may only be centered on the caster, as per choice 1 of the generic spell.

Massmorph: This prayer may only be thrown outdoors. It will conceal up to 100 persons as a woods or orchard. They may be moved through without being detected as anything but trees, and a Detect Magic will not work. Anyone taking any action that would break an Invisibility will no longer be concealed by this prayer. The persons to be concealed must remain within the ZOE.

ZOE: 12" radius; Range: zero; Duration: L hours; ST: none

Meld Metal: As per *Meld Stone*, but the cleric may shape metal instead.

ZOE: self; Range: touch; Duration: standard; ST: none

Meld Stone: When the cleric casts this spell, he may shape stone which comes in contact with his bare hands to a depth of 1/2 inch from its original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this spell. Changes worked by the cleric during the spell's duration are permanent.

ZOE: self; Range: touch; Duration: standard; ST: none

Memory Enhancer: This prayer will help to bring back the memory of something forgotten. This is useful when trying to reconstruct an event, and memory (especially player memory) is not reliable.

ZOE: one person; Range: contact; Duration: standard; ST: none

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Message: This will allow the caster to send a telepathic message of up to twenty-five words to any recipient in range. There is no saving throw unless the recipient is trying to avoid the message. The message cannot be overheard, and background noise and Silence have no effect on it, although they may prevent the prayer itself.

ZOE: one person; Range: 12"; Duration: one round; ST: Mental

Message via Metal: The caster touches a metal surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of metal connected to that touched by the caster in an unbroken circuit of metal, he will hear the message in the cleric's voice.

ZOE: special; Range: L-2 miles; Duration: until delivered; ST: none

Message via Stone: The caster touches a stone surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of stone connected to that touched by the caster in an unbroken circuit of stone, he will hear the message in the cleric's voice.

ZOE: special; Range: L-2 miles; Duration: until delivered; ST: none

Message via Trees: The caster whispers a message of up to twenty-five words in length to a tree, and names the intended recipient. As soon as the recipient is near a tree of that type, he will hear it whisper the message to him. Anyone in a line from caster's tree to recipient's may, if they listen closely, overhear the message rustling in the leaves of a similar tree.

ZOE: special; Range: L miles; Duration: until delivered; ST: none

Metal Window: As per *Stone Window* but the caster makes a volume of metal transparent instead. Stone in the ZOE will remain opaque.

ZOE: 4xL cubic feet; Range: touch; Duration: standard; ST: none

Mind Speech: The cleric may hold a telepathic conversation with the target. He gains no control over the recipient, and either party may hang up.

ZOE: one person; Range: 1 mile w/ LOS at time of casting; Duration: standard; ST: none

Minor Empathic Cause: Generic spell type *Cause* (p.61). If the target fails to save, 2D6 points of damage will be transferred from the caster to the target, healing the caster and injuring the target. If the caster has fewer points of damage on him than the 2D6 roll, only that much gets transferred. If the target has less than the 2D6 roll + 1 hit points, then only the target's hit points + 1 is transferred. This spell has the standard variable saving throw of generic causes.

ZOE: one target; Range: 6"; Duration: permanent; ST: spiritual/special

Move Earth: This spell allows the caster to slowly move great quantities of earth. Hills and ridges may be moved up to 3" per turn for 6 turns. Only protrusions of earth may be affected. Solid stone may only be moved half as fast. The resulting formations cannot be dispelled and do not detect as magical.

ZOE: 12" cube; Range: 12"; Duration: 6 turns; ST: none

Negate Weapon Plus: This prayer, thrown on a weapon, causes that weapon to lose its combat plusses for the duration of the prayer. The better of the wielder's ST and the weapon's ST will apply. Unless otherwise specified, a weapon saves as a fighter of its greatest plus squared.

ZOE: one weapon; Range: 6"; Duration: standard; ST: Physical

Neutralize Poison: This prayer stops all further deleterious effects of one poison in a living being. If multiple poisons are in effect, the most damaging will be neutralized.

ZOE: one person; Range: contact; Duration: permanent; ST: none

Nullify Trap N: This prayer prevents a detected trap from being sprung despite any action which would normally set it off. Only those traps which could be circumvented by a successful "Remove Traps" roll by a thief are

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affected by this prayer. For example, an illusion covering a pit could not be negated by this prayer. At the time of casting the cleric determines the duration of the prayer (up to the maximum listed below) after which the trap will function normally. Nullify Trap I has a duration is L+6 rounds and a range of 6". Nullify Trap II has a duration of L+3 turns and a range of 9". Nullify Trap III has a duration of L hours and a range of 12".

ZOE: One trap; Range: variable; Duration: variable; ST: Spiritual

Oath: The cleric hears a voluntarily sworn solemn oath. He will know if the oath is violated. Only a Remove Curse can prevent his knowing.

ZOE: one person; Range: contact; Duration: One year; ST: voluntary only

Oath of Janda: This prayer enables the cleric to take a binding oath from another person. This oath should be most solemn, for the person taking it is bound to performance on pain of a severe curse. Should he fail to perform for any reason, or attempt not to perform (the oath may be to avoid doing something, of course) the sworn task, all clerics of Janda will know him for an oathbreaker and will attempt to kill him. His saving throw will be -25% forever, vs. Janda spells. This prayer is +5 levels for level-vs-level purposes.

ZOE: one person; Range: contact; Duration: permanent; ST: voluntary only

Obscure Past: All events within 12" of the caster during the duration of this spell are hidden from the *View Past* (see page 97) and *Investigation* (see page 79) spells. These spells must win a level-vs-level battle in order to succeed. It does not cloud the memory of those who were at the place of the spell. Duration standard.

Observe Prayer: As *Detect Prayer* (see page 70) but it gets a level-vs-level chance to detect Concealed Prayers.

ZOE: self; Range: 6"; Duration: 6+L rounds; ST: none

Oracle: The caster will enter a trance and while in this trance will be able to answer questions about proper courses of action, the future, etc. His answers will be Delphic. Accuracy should be high, although there should be a lingering suspicion that any event would have fit as well.

ZOE: self; Range: n/a; Duration: Ten minutes; ST: none

Pack Berserk N: Up to L creatures within 1" of the caster will be affected by the spell *Berserk* (see page 60) The caster may include himself or not, as he chooses.

ZOE: see above; Range: self; Duration: 6+L rounds; ST: none

Pack Scent: The recipient takes on the smell of a specific pack of animals or an animal that identifies its friends and foes primarily by smell. He will be treated as friendly, but may only communicate with the animals by actions. This spell may alternatively be used to place a hostile pack scent on a creature, thus causing the pack to act adversely to the creature.

ZOE: one creature; Range: 1"; Duration: standard; ST: none

Pain: If the target fails his Spiritual save, he is wracked with pain, causing him to lose concentration and spellcasting ability. He will roll all attacks and saves at -25% for the duration of the spell. He will also lose benefits of dexterity or shield-based AC.

ZOE: one creature; Range: 12"; Duration: d4+1 rounds; ST: Spiritual

Part Water: The cleric may cause waters to part, allowing passage dryshod. The water may not be deeper nor wider than the ZOE. The prayer may be ended at the cleric's discretion, and will end with his death.

*ZOE: One body of water no more than L" across nor more than (L-B+1)" deep;
Range: L"; Duration: Standard; ST: none*

Pass Freely: Allows the recipient to move at full speed through obstructions such as heavy forest, underbrush, or swamps.

ZOE: one creature; Range: touch; Duration: standard; ST: none

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Panther Senses: Gives the recipient the combination of *Enhance Hearing* (see page 73), *Cat's Eye* (see page 61), and *Bloodhound* (see page 60).

ZOE: one creature; *Range:* 1"; *Duration:* standard; *ST:* none

Pathfinder: Allows the recipient to move through confusing terrain without getting lost. He will keep his bearings, have a general idea of time, know which way is north, and be able to find objectives if he knows where they are. This spell is of reduced effectiveness against magically confusing terrain and *Misdirection* spells.

ZOE: one creature; *Range:* touch; *Duration:* standard; *ST:* none

Pass Wall: This spell will open a hole in non-magical wood, stone, or earth. The hole is 6 feet wide by 8 feet high and is 10+5x(L-B) feet long. At the end of the spell, the hole closes from the center first, so there is a chance to jump out either side. The spell will not work on metal.

ZOE: see above; *Range:* touch; *Duration:* 6+L rounds; *ST:* none

Pax: All in the ZOE who fail to save will wish to lay down their arms and go home. They will not surrender, but both sides will wish to disengage. They will try to leave the field of battle, but will not leave their comrades behind to be slaughtered if unequal forces would remain. All prayers of discord, etc. will be negated automatically. Controlled beings will not be affected unless the caster wins his level-vs-level battle with the controller.

ZOE: L" radius; *Range:* L"; *Duration:* One Day; *ST:* Spiritual

Permanent: This prayer makes a prayer last until dispelled. Any number of prayers may be made permanent, but no permanent may be thrown on any creature save the caster, and then only one may be in effect at any one time. A permanent prayer is twice the caster's level for all level-vs-level battles.

Petrify: This spell allows the cleric to turn a single wooden object to stone. Magical items get a saving throw. This spell will affect a mass of wood of 10xL pounds or less. Living creature made of wood get a spiritual save for no effect.

ZOE: one object; *Range:* touch; *Duration:* instantaneous; *ST:* see above

Pick Wizard Lock: This prayer will dispel any one Wizard Lock or Hold Portal if the caster wins a level vs. level battle.

ZOE: one spell; *Range:* 6"; *Duration:* permanent; *ST:* none

Poison Vulnerability: Generic spell type *Vulnerability* (p.97). The subject is at a -10% to save, and the length of time between successive saves is doubled.

Poison Weapon N: Magically imbues the weapon, which must have a blade or a point, with N doses of poison. One dose will be injected each time the weapon hits. Each dose has a standard physical saving throw, does a d6 surge and 1 per round thereafter, with additional chances to save every (Level of caster) rounds. Save chances come twice as often for larger than man size targets. The spell cannot be cast on a weapon carried by someone already in melee. If the spell duration expires before all the poison is used, any remaining doses are lost.

ZOE: One bladed weapon; *Range:* 1"; *Duration:* Standard; *ST:* none vs spell, physical vs poison

Poisoned Weapon: Functions exactly as Poison Weapon N, save that the number of doses is unlimited.

ZOE: One bladed weapon; *Range:* 1"; *Duration:* Standard; *ST:* none vs spell, physical vs poison

Polymorph to Animal: The cleric may take the form of any animal he chooses which is native to the region, although his mass cannot increase. He will take on the abilities and weaknesses of his new form, but will retain his human intelligence. He may fight in animal form if necessary, but may not cast spells. The cleric must make system shock roll to return to human form, with at most one such attempt per day.

ZOE: self; *Range:* none; *Duration:* variable; *ST:* none

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Polymorph to Plant: The cleric takes on the form of any type of vegetation native to the area. He will have all the abilities, immunities and vulnerabilities of the plant, and he may not perform tasks impossible for the plant to perform. He retains his sentience and rudimentary forms of his senses. The cleric may end the spell at any time.

ZOE: self; Range: none; Duration: One Day; ST: none

Possess: The caster attempts to take control of the target's body. If he succeeds in a level versus level battle, he will gain control of the body, including access to all memories. The victim will be fully aware but unable to do anything. The caster may not use spell abilities of the victim, but may use his own, providing the host body has appropriate hands and speech ability. If the host body dies, the caster will return to his own body if it is within 10 miles. If not, then the caster will suffer a normal death. The caster may end the prayer at will.

ZOE: one humanoid; Range: 12"; Duration: indefinite; ST: level versus level

Possess Animal: As per *Possess* but it only affects animals.

ZOE: one animal; Range: 12"; Duration: indefinite; ST: level versus level

Portal of Justice: This prayer affects a doorway or gate so that it will indicate whether or not any person passing through is Evil by glowing red. The standards of the cleric's religion will be used to determine "evil" for this purpose. Unlike a *Detect Evil* (see page 69) an unexpiated evil history is sufficient. This prayer may not be made permanent.

ZOE: 2"x2" max.; Range: contact; Duration: ½L hours; ST: none

Pox: This prayer will cause a widespread outbreak of disease. The disease must already be present in the area, although a single case is sufficient. Contagion will proceed in a non-magical fashion, but with increased virulence. If player characters normally are free from disease rolls, they will nevertheless be subjected to the outbreak. As a guide, the disease should spread at 1/L normal time. The ZOE only limits the initial extent of the virulent strain, the disease will spread far beyond. After the duration, the unnatural rate of spread will cease, but normal spreading still applies.

ZOE: 12"x12"; Range: 18"; Duration: 4 days; ST: none, but ordinary disease rules apply

Prayer N: This prayer lowers the ST vs magic of all in the ZOE by 5xN%.

ZOE: 3" sphere; Range: 12"; Duration: concentration; ST: none

Predict Weather: The caster will be able to make a weather forecast at the time of casting which will be valid over the range for the duration given. Magical/Clerical means of modifying the weather are not taken into account, but the prediction is otherwise accurate.

ZOE: self; Range: 5xL mi; Duration: 6xL hours; ST: none

Preservation: This prayer will keep organic material fresh and unrotted/unwithered. It will extend the 'life' of a dead body being held pending a *Raise Dead* (see page 87) It will not reverse deterioration already present, but if used on an old book or scroll, it will prevent further damage if the item is carefully handled. One prayer will suffice for a group of similar objects, but dissimilar objects (a body and books) will require two castings.

ZOE: 20xL pounds in a mass; Range: 1"; Duration: ½L days; ST: none

Prevent Resuscitation: If thrown on a living being, it takes effect when that being dies. If thrown on a dead body, there is no saving throw. Any attempts to *Resuscitate* (see page 89) *Raise Dead* (see page 87) etc. will fail unless and until a successful *Remove Curse* (see page 88) is cast.

ZOE: one body; Range: 6"; Duration: permanent; ST: Spiritual

Prevent Location: This spell prevents either a creature or an object from being found by a *Locate* spell. Any such spell targeted on the recipient must win a level-vs-level battle in order to function correctly. If cast upon a creature,

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this spell will protect its non-magical possessions also. This spell is automatically Concealed as per *Conceal Magic* (see page 64) Objects must be smaller than 1" cubed.

ZOE: see above; *Range*: 1"; *Duration*: 1 day; *ST*: none

Prevent Detection: This spell is similar to *Prevent Location* (see page 85) but it prevents the operation of Detect spells. Any such spell that does not win a level-vs-level battle against the caster will yield a null result. This prayer is automatically Concealed as per *Conceal Magic* (see page 64) so one must win two level vs level battles to detect it. Objects must be smaller than 1" cubed.

ZOE: see above; *Range*: 1"; *Duration*: 1 day; *ST*: none

Prophecy: This allows the caster to receive visions of the fate of nations and races. The event foretold is under the complete discretion of the Gamesmaster, who should use the opportunity to give out information. If at a loss, the result can be something unintelligible, which will be made clear in time (when the GM figures it out.) The Gamesmaster should not feel compelled to give out any information which he would rather keep to himself, nor to speak on any particular subject. The character could easily foresee the fall of a kingdom which is a thousand miles away. Predictions should have a purpose, however. For example, the above mentioned kingdom may be able to repent and save itself. Generally, a prophecy entails an obligation to do something about it (e.g. to prophesy to the sinners). If this obligation is ignored, there is a 5% cumulative chance for each time that prophesy is used that the character will lose all clerical abilities until he meets it. Frequent use of this spell may result in the character's becoming a professional prophet -- the character thereupon becomes an NPC.

ZOE: self; *Range*: special; *Duration*: ten minutes; *ST*: none

Protection N: This spell allows the cleric to create a non-movable 1" radius circular zone of protection, centered on the caster. The specified creatures may not enter the zone if they have N or fewer hit dice. If they have N+1 or N+2 hit dice, they may enter if they make a spiritual save, and those of greater than N+2 hit dice may enter freely. Protected creatures get +5x(N/2)% to all saves vs. attacks from the specified creatures. All creatures engaging in melee with protected beings attack at -5x(N/2)% to hit. Note that no protection is extended vs. missile weapons or magical attacks initiated from devices.

ZOE: 1" radius; *Range*: zero; *Duration*: standard; *ST*: Spiritual

Protection from Animals N: Generic spell type *Protection* (p.86). The caster is protected from non-magic using, non-enchanted animals. This includes giant species, provided the giant species is not the product of enchantment. It does not include lycanthropes.

Protection from Elementals: Generic spell type *Protection* (p.86). Elementals include all creatures that are completely made from one of the elements and which draw their power from the element.

Protection from Evil N: Generic spell type *Protection* (p.86). Evil is as defined by religion, although Demons and Undead are usually evil. Good Sams will see violence and death as evil while Jandas will see illusions and traitors as evil. However, the evil must involve magic for the protection to function.

Protection from Lycanthropes N: Generic spell type *Protection* (p.86).

Protection from Spirits N: Generic spell type *Protection* (p.86).

Protection from Undead N: Generic spell type *Protection* (p.86).

Purify Food and Water: The cleric blesses a quantity of food and/or water, whereupon it becomes pure and wholesome. This blessing will render brackish water fresh. Otherwise it will only be effective on things which were once wholesome. It will unpoison food and/or water, but it will not render poison drinkable, nor render things edible which are intrinsically inedible.

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ZOE: 10xL pounds of food and water combined; **Range:** contact;
Duration: permanent; **ST:** none

Purify Metal: This spell will separate an ore into its elemental components. Up to 10xL pounds of ore can be affected. The spell will not work on magical ore or metal that has already been worked.

ZOE: up to 10xL of ore; **Range:** touch; **Duration:** instantaneous; **ST:** none

Putrefy Food and Water: This may be used to make water brackish and food putrid, or to protect poisoned food or water from a Purify Food and Water. In the former case, if the food is eaten, food poisoning will result, incapacitating the victim for D6-(Con. Bonus) days. In the latter case, the purify will merely negate one putrefy leaving the food poisoned.

ZOE: 10xL pounds of food and water combined; **Range:** contact;
Duration: permanent; **ST:** none

Quest: The victim of this spell must perform a task which the cleric names and return with proof that the quest was accomplished. The task must be possible and consonant with the aims of the cleric's religion, but may take much time and effort. The task need not be begun immediately, but failure to do so within a reasonable period will subject the victim to a curse, as will doing anything (such as attacking the caster) which would tend to make the quest impossible. Both the task and the curse must be named when the quest is cast. The curse should be something non-fatal, and appropriate either to the quest itself, or to some offense the victim has committed. Should the cleric die, the curse begins immediately unless the victim can find some way to fulfill the intent of the quest.

ZOE: one person; **Range:** contact; **Duration:** until fulfilled; **ST:** Spiritual

Question Dead: As *Empathy with Dead* (see page 73), except that any one word may be answered.

ZOE: one dead body; **Range:** 1"; **Duration:** 10 minutes; **ST:** none

Question Dead Monster: As *Question Dead*, but it may be used on non-humanoid as well. The dead monster will only answer as appropriate for its intelligence.

ZOE: one dead body; **Range:** 1"; **Duration:** 10 minutes; **ST:** none

Rain Maker: The cleric may cause rain or snow to fall, or a storm to cease, sooner than it would normally. He may not cause weather for which the conditions do not exist within 10xL miles, nor alter magical weather. The weather will take normal time to arrive and last for normal time.

ZOE: L mi radius; **Range:** $\frac{1}{2}$ L miles; **Duration:** One day; **ST:** none

Raise Animal: This is identical to *Raise Dead*, but it affects only animals as defined in *Charm Animals* (see page 62) The Resurrection roll for an animal is 90%.

Raise Animal Fully: Analogy test: *Raise Animal Fully* is to ? as *Raise Animal* is to *Raise Dead*.

Raise Dead: The cleric points his finger at a dead humanoid body and says "Arise!" If the body makes a successful Resurrection roll, the person is alive, at zero Hit Points. He is first level and will regain one level per day until the patient is at full strength. The body cannot have suffered more than $(L-B+1)^2$ days of decay, or the attempt is doomed. No more than one attempt may be made per body.

Raise Dead Fully: This prayer is identical to *Raise Dead*, except that the time to recover levels is measured in melee rounds instead of days. It is not possible to cast both spells within a week of one another.

ZOE: one body; **Range:** 1"; **Duration:** permanent; **ST:** none

Range Booster: This increases the range of any spell of detection to 10xnormal range. It may be cast at the same time as the detect, or at any time within its duration and normal range. This spell may not be compounded with itself.

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Range Finder: The caster will know the precise range and velocity of all objects which he can see. This gives +20% on all missile fire and targeting chances.

ZOE: self; Range: 5xL miles; Duration: one turn; ST: none

Range Loser: If the single victim fails to save, he will be unable to accurately gauge distances. He will not be aware of this fact. Give the victim an additional -20% to missile fire.

ZOE: one victim; Range: 36"; Duration: standard; ST: mental

Read Languages: This will give the caster the ability to read one language, with a native's command of the language. Hermit Clerics gain a scholarly knowledge. Some ancient or arcane languages may not be amenable to this spell. This does not give the ability to write or speak the tongue.

ZOE: self; Range: as sight; Duration: 10xL minutes; ST: none

Read Magic: This gives the ability to read the True Speech in which Magic is written. It is not necessary to use this spell to cast from a scroll, but it is necessary to know what spell the scroll contains. Without the use of this spell, True Speech will appear as meaningless blue waving lines.

ZOE: self; Range: as sight; Duration: 10xL minutes; ST: none

Reincarnation: When cast on a humanoid body dead for no longer than a day, the soul of that humanoid will be reincarnated in the body of creature either of the caster's choosing or appropriate to the nature of the target. The caster may cast this prayer on himself shortly before death. It is said that one so reincarnated may not be human until he has experienced the lives of a mouse, a rat, a snake, a fox, a lion a giant weasel, a tree, a cloud, and a teardrop.

ZOE: one; Range: target; Duration: touch; ST: NA

Remove Curse: The cleric may attempt to remove one curse from a person, place or thing. Success is determined by a level-vs-level battle. The removal of cursed objects, dud items, etc. falls under this category. It is not necessary for the Curse to be an Evil one, but the cleric should be careful about removing curses of his fellow clerics. If there are multiple curses, the weakest will be removed first.

ZOE: one curse; Range: 12"; Duration: permanent; ST: level-vs-level

Repent: The target is made aware of his sins. If he elects to repent of them, and takes some immediate action to cease and/or expiate them (such as following Janda), then the prayer will have no further effect. Otherwise, the target will react in terror of the caster, and will have no thought but to get as far away as possible. On any subsequent encounter, the effect may be renewed without further action on the part of the caster, but in this case the target gets two saving throws: Spiritual and Mental. The effect may be overcome by an even greater fear, in which case the target makes all rolls at -10% because of the strain. (level-vs-level is a good way to compare terrors)

ZOE: one humanoid; Range: 36"; Duration: lasting; ST: Spiritual and/or Mental

Resist: These spells give protection from some force (e.g. fire). Protected individuals will take half damage from extraordinary or magical manifestations of the force (e.g. fireball, lava, red dragon breath, wall of fire) and no damage from normal manifestations.

ZOE: one person or thing; Range: 1"; Duration: standard; ST: none

Resist 10'r: These prayers have the effect of casting the appropriate resistance on everyone within ten feet of the caster at the time of casting. The recipients need not remain within the ten foot radius. The spell ceases to function if the caster dies.

Resist Acid: Generic spell type *Resist* (p.88). Purple Worm digestion and certain extremely noxious substances qualify as magical acid.

Resist Cause Wounds: Generic spell type *Resist* (p.88). This spells protects against Cause Wounds and Cause All spells.

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Resist Cold: Generic spell type *Resist* (p.88).

Resist Crushing: Generic spell type *Resist* (p.88). Crushing includes being buried alive, constriction, bearhugs, implosions, etc. It does not include blunt weapons.

Resist Cure Wounds: Generic spell type *Resist* (p.88). Anyone affected by this prayer will be +10% to save and take -1/die from Cures Wounds and +10% to save against Cure All.

ZOE: one victim; *Range:* 6"; *Duration:* standard; *ST:* spiritual

Resist Fire: Generic spell type *Resist* (p.88).

Resist Lightning: Generic spell type *Resist* (p.88).

Resist Poison: The recipient gets an extra chance to save against all poisons. If there would normally be no saving throw, the subject gets the base saving throw for their level. It has no effect against poisons already in the target's body.

ZOE: one creature; *Range:* 1"; *Duration:* standard; *ST:* none

Restoration: Generic spell type *Cure* (p.66). This restores one drained life energy level to one recipient. The level cannot be increased above the value before the drain took place. Alternatively, this will grant the equivalent of one day's rest to anyone requiring it.

Restore Memory: This will automatically reverse spells of forgetfulness, possibly subject to a level-vs-level battle. Otherwise, it will restore full and vivid details of an event to the mind of the recipient. If the event is M months in the past, it will be recalled as if at only M hours after the event, and as if the event seemed important at the time. Memory will then fade as time progresses normally.

ZOE: one person; *Range:* contact; *Duration:* special; *ST:* none or level-vs-level

Restore Writing: The cleric passes his hands over writing or an inscription, and the writing is restored to its condition of some time ago. The amount of regression is limited to 2⁺L years. If the writing was made at different times, the caster may choose the point to which to regress, but once restored beyond the date a writing was made, that writing is lost forever. If the writing is on a fragile or decayed surface, duration is only a turn or two. If the inscription is carved in granite, the effect will be permanent.

ZOE: (L-B+1)² square feet; *Range:* contact; *Duration:* special; *ST:* none

Resuscitate: This prayer is cast at a recently dead body. It will bring the body back to life, subject to a resurrection roll, unconscious with negative hit points. The Gamesmaster should take note of any damage suffered after death, as well as any "overkill" the last round the body was alive. The person will remain in this coma until cured back to *positive* hit points, or until the spell ends. If hit points are less than or equal to zero at spell termination, the person dies again and cannot be resuscitated. The use of this prayer does not count against the resurrection limit.

ZOE: one body; *Range:* 6"; *Duration:* until 6⁺L rounds have transpired since death; *ST:* System Shock Roll to succeed

Retroscope: The caster can see into the past in a limited way. One object, chosen at the time of casting, may be viewed in pristine condition as when new. Events surrounding the object will not be viewed, but paint long missing would be seen. The object may not be regressed more than 2⁺L years, nor prior to the date of its last relevant deliberate alteration.

ZOE: one object; *Range:* 1"; *Duration:* standard; *ST:* Spiritual, if a magic item

Reveal the Truth: This spell dispels all illusions within the ZOE. The ZOE must be centered on the caster and moves with him. Only illusions made permanent receive a level-vs-level chance to remain, and the caster uses 2⁺xL in such cases.

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ZOE: L" radius; Range: zero; Duration: standard; ST: special

Reveal Magic: All objects in the ZOE are affected so that anyone in LOS will receive the same information as would be given by an *Observe Magic* (see page NA) cast on him. All level-vs-level effects use the caster's level.

ZOE: 12" radius; Range: 24"; Duration: standard; ST: level-vs-level if required

Ride Animal: This forces an animal to allow others to ride it. An unskilled rider will be able to ride in uneventful movement, but combat or difficult maneuvers require some skill at riding. The rider may control the animal. The animal must of course be able to bear the rider. The definition of an animal is as per *Charm Animals* (see page 62)

ZOE: one animal; Range: 3"; Duration: standard; ST: spiritual

Ritual Sacrifice N: This takes an hour to cast and involves the ritual death by torture of a living being. This being must be awake during the ritual, and must be a sentient (any race capable of language use) of at least Nth level or N hit dice, or a higher animal (mammal) of at least 2XN hit dice, or a lower animal (reptile) of at least 5XN hit dice: fish, insects, etc. are worthless. The subject need not be willing. While the ritual does not demand that he be helpless/restrained, it does make the practical side easier. The benefits accrued by the caster apply for the rest of the day (until next sunset). The caster benefits as though *Aura of Power N* were in effect upon himself. The dagger used for the sacrifice acts like a magic weapon: it is +2N% to hit, +N to damage, and can hit beings that require (N-2) magic weapons to hit, -1 being silver and 0 being magic but no bonus needed. Any *Finger of Death* or *Cause All* which he casts will have the save reduced by 2N%, excluding his own save against his own mass spell if relevant. Any *Cause Wounds* or *Mass Cause Wounds* he casts will do +N damage points if the save fails.

ZOE: self and own dagger only; Range: none; Duration: one day; ST: none

Rotting: The inverse of the spell *Preservation* (see page 85) this prayer causes any organic material affected to decay 100x the normal rate. Living beings cannot be affected. It will negate a *Preservation*, and vice-versa.

ZOE: 30xL pounds; Range: 6"; Duration: L days; ST: none

Run Like the Wolf: This spell allows the recipient to move at double speed. This works for ground movement via legs only.

ZOE: one creature; Range: 1"; Duration: standard; ST: none

Sacred Room: This must be cast in a substantial structure. Anyone who attempts to tell a lie within the ZOE must make a saving throw. If failed, the lie cannot be told and a second save must be rolled, this time vs Mental. If this is also failed, the would-be liar will blurt out the truth instead. No one is compelled to answer any questions.

ZOE: one room up to 400 sq ft.; Range: contact; Duration: L days; ST: first Spiritual, then Mental

Sanctuary: So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must save in order to attack to cleric with missile, melee, or targeted spells. The caster is fully vulnerable to area spells.

ZOE: self; Range: n/a; Duration: standard, or until first offensive action; ST: Spiritual

Sealing: This spell will make an inorganic structure water and air tight, even against extremely high pressures. The structure must be in otherwise good shape before the spell is cast, and though the seals will not break, if the pressure is sufficiently high the material the structure is made of may buckle or rupture.

ZOE: one structure fitting within a 10" cube; Range: touch; Duration: L days; ST: none

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See Illusion: This spell will allow the recipient to detect all illusions within 6" LOS. This does not allow him to see through the illusion; he will merely know that it is false.

ZOE: one creature; Range: 1"; Duration: standard; ST: none

See Invisible: This prayer negates the effect of Invisibility as regards being seen by the caster. If the invisible thing is in the dark or hidden, it must be spotted in the same manner as if it were visible.

ZOE: self; Range: as sight; Duration: L hours; ST: none

See Invisible 10'r: This prayer grants the power of a *See Invisible* to all within 10' of the caster. Wandering in and out of the ZOE will cause the power to appear and disappear. If the caster dies or stops the spell, all effect ceases.

ZOE: 10' radius moving w/caster; Range: zero; Duration: L hours; ST: none

See Through Rats: This spell allows the caster to see through rats as if they were invisible. It will work on normal rats, sewer rats, giant rats, you dirty rat, Mickey Rat, rattails, and others.

ZOE: Many rats; Range: 60"; Duration: L hours; ST: none

Send Dreams: When cast, this prayer will send disturbing nightmares to the victim. The caster must be familiar with the target, and can partially control the content, although no meaningful information can be passed. The target will be frightened and sleep poorly for days. If the target saves, he will not suffer ill effects. A second save will reveal that the dream was a sending.

ZOE: one target; Range: L; Duration: miles; ST: 1 night

Send Spirit: If the caster has a spirit imprisoned, he may cast this spell on it. The spirit will then pursue an indicated target and attempt to possess him. The spirit will continue to attempt possession until the duration runs out or the spirit is destroyed. To indicate a target, the caster must have some object associated with the victim, such as a lock of hair or article of clothing. At the end of the duration, the spirit will become free.

ZOE: one spirit; Range: none; Duration: L hours; ST: none

Shadow Walk: This allows the caster to teleport from one shadow to another. Both the origin and the destination must be dark; moonlight is enough to block this spell. The caster need not be able to see the destination, but must give the direction and distance. If the area is not sufficiently dark, the caster does not move and is stunned for D4 rounds.

ZOE: self; Range: none; Duration: 24"; ST: none

Shadowform: The recipient becomes a shadow. He becomes a dark, wraith-like form. He can fly at 6" and hides in shadows at 90%. He is still corporeal and can use his equipment as normal. He can still be hit by normal weapons, and in addition, strong light blinds him and causes him D4 points of damage per round.

ZOE: self; Range: none; Duration: Standard; ST: none

Shape Metal: As per *Shape Stone* but the caster may affect metal instead.

ZOE: self; Range: none; Duration: standard; ST: none

Shape Stone: When the cleric casts this spell, he may shape stone which comes in contact with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this spell. Changes worked by the cleric during the spell's duration are permanent.

ZOE: self; Range: none; Duration: standard; ST: none

Shatter: This spell causes one inorganic, rigid, non-magical object to shatter into tiny pieces. The object must be less than 20xL pounds.

ZOE: one object; Range: touch; Duration: instantaneous; ST: none

Shrink Head: When cast on a dead human, this will turn the targets head into a tiny, wizened, and frankly rather repulsive amulet. It can act as the cleric's

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holy symbol, as a fetish for imprisoning or binding spirits, and as icebreaker at roleplaying conventions. Shrunk heads have been known to bring great luck to those carrying them.

ZOE: one dead head; Range: 1"; Duration: one turn to cast; ST: none

Silence 15'r: Suppresses all sound within or travelling through the ZOE. The caster may end the spell early, and it will cease if he dies.

ZOE: 15' radius moving with caster; Range: zero; Duration: standard; ST: none

Sleep of Death: The single target, if he fails a spiritual save, will lapse into a deep but unpleasant sleep haunted by dreams of death. He cannot be awakened by normal means for L rounds, but will get an additional saving throw every round he takes damage. After this period he will be normally awakenable, but left to himself will sleep out the normal sleep duration of his species, whatever that is. If this spell is cast on a target of the cleric's own level or higher, the cleric must win a level vs. level battle for the spell to affect him (ST still applies even if the cleric wins).

ZOE: one living target of a race that normally sleeps; Range: 6"; Duration: special; ST: spiritual

Sleep of Healing: Generic spell type *Cure* (p.66). Cast on up to L recipients, this will cause them to sleep very soundly for eight hours, at the end of which time two points of damage will be cured on each. The slumberers cannot be wakened by ordinary means, and if they are wakened by magical means, all benefits are lost. The cleric must touch all recipients within 2 rounds of casting the spell. He is responsible for his charges' safety while asleep.

ZOE: L persons; Range: contact; Duration: 8 hours; ST: none

Slow Disease: Generic spell type *Cure* (p.66). Any disease(s) that the recipient has will progress at half rate.

ZOE: one person; Range: contact; Duration: one day; ST: none

Slow Poison: Any poison in effect in the recipient's body will do half damage for twice as long. (i.e. 1 pt/2 rds using standard poison) Non-damage poisons will progress at half rate.

ZOE: one person; Range: contact; Duration: one hour; ST: none

Snake Charm: Will affect LD4 hit dice of normal snakes. The snakes will be kept in a trance for as long as the caster maintains concentration or until they take damage. If the snakes are already controlled, run a level-vs-level battle.

ZOE: 3" radius; Range: 6"; Duration: 2 turns; ST: Mental-20%

Soul Rider: The caster places his awareness into a humanoid body. Although he will have no control over the host's body, he will receive all sensory input and have some idea of his thoughts and feelings. During the duration of this spell, the caster's body will be in a trance. The caster may end the prayer at will.

ZOE: one person; Range: 6" initially, infinite after casting; Duration: L days; ST: spiritual

Speak: The cleric will be able to converse with any creature or thing as defined by the specific prayer. To others, the cleric will appear to be making unintelligible noises. Although the targets may often give the cleric a hearing, they are under no compulsion not to attack.

ZOE: self; Range: as speech; Duration: standard; ST: none

Speak in Tongues: The cleric will speak in his own language, but all hearers in the spell range will hear him in their own native tongues. This is not an illusion.

ZOE: self; Range: 6"; Duration: standard; ST: none

Speak Languages: The caster may speak and understand (but not read nor write) one language used by humanoids as would a native. Hermit clerics will get a scholarly understanding. The caster must be specific about the language he wishes to speak.

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ZOE: self; *Range*: as hearing; *Duration*: standard; *ST*: none

Speak with Animals: Generic spell type *Speak* (p.92). The species of animals must be specified at the time of casting. Animal is as defined under *Charm Animals* (see page 62)). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. Add +2 to the caster's negotiation dice.

Speak with Books: Generic spell type *Speak* (p.92). The cleric will be able to converse with a book as if it were a sentient creature. Books take on the personality of the authorial voice used to write them. They are long on "book learning", basically their own contents, but are only minimally aware of what goes on around them when closed. When open, they are fully aware, although they may not wish to tell. Not all books like to be wakened.

Speak with Dead: Generic spell type *Speak* (p.92). The dead will have the knowledge and willingness to talk that they did at the time of death, although they will know events that happened to them since death. Note that the dead don't tell tales.

Speak with Monsters: Generic spell type *Speak* (p.92).

Speak with Plants: Generic spell type *Speak* (p.92). Plants tend not to be overly intelligent, and they tend not to notice a lot of things. Then again, they notice a lot that people miss.

Speak with Rocks: Generic spell type *Speak* (p.92). Yes, that's "Rocks". And you thought plants were dumb. The caster may speak with any form of unhewn stone. Rocks have a very long perspective on the world, and tend to learn things from the surrounding rocks by osmosis, as ground water seeps. Bedrock would be aware of more than a garden stone, but its knowledge may be a thousand years out of date.

Speak with Spirit: Generic spell type *Speak* (p.92). The caster can converse with both sentient and non-sentient spirits, although spirits tend to mostly say things like, "Get out of the house!"

Speak with Undead: Generic spell type *Speak* (p.92). Conversation with the undead can be rather skeletal, although if given a ghost of a chance, they just might be ghoul about it.

Speed Lycanthropy: The spell is effective only upon a person who has the disease Lycanthropy, as a result of suffering more than half their total hit points in combat with a were creature. If the spell takes affect the subject will immediately assume were form and lose control over their actions, regardless of whether the moon is full. The cleric will not gain control over the subject.

ZOE: one victim; *Range*: 6"; *Duration*: immediate; *ST*: Spiritual

Speed Disease: This will cancel a *Slow Disease* (see page 92) and vice versa. Otherwise, the progress of a disease named will progress at quadruple speed. If the disease runs its course and is non-fatal, the victim must make a spell survival roll, or he will succumb.

ZOE: one disease on one victim; *Range*: 6"; *Duration*: as disease; *ST*: Spiritual

Speed Poison: One Poison presently active in the victim's body, or becoming active within 10 melee rounds, will do its damage at double rate for half as long. If there are several poisons active, the one with the most damage to go is sped.

ZOE: one victim; *Range*: 6"; *Duration*: as poison sped; *ST*: Spiritual

Speed Reading: This prayer enables the caster to read, with the retention he would otherwise have had, at 20,000 words per minute.

ZOE: self; *Range*: as sight; *Duration*: $\frac{1}{4}$ standard; *ST*: none

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Spell Point: This prayer adds one spell point to the target's daily allotment. The spell may not be cast on an MU more than once/day.

ZOE: one MU; Range: 3"; Duration: current day; ST: none

Spirit Guard: If the caster has a spirit imprisoned, he may cast this spell on it. The spirit will then act as a guard to the caster, increasing his saves by 10% and improving his AC by 2. At the end of the duration, the spirit will be free and cannot be reimprisoned by the caster for 24 hours.

ZOE: one spirit; Range: touch; Duration: standard; ST: none

Spirit Vision: This prayer allows the caster to see all spirits in LOS. He will be able to tell the approximate power and type of these spirits. This includes Aerial Servents, Demons, Elementals, Souls, Totems, and many undead.

ZOE: self; Range: as sight; Duration: standard; ST: none

Spirit Watch: If the caster has a spirit imprisoned, he may cast this spell on it. The spirit will act as a watchman for a camp. If an intruder comes within a range defined by the caster at the time of casting, the spirit will wake the caster. The range can be up to 3". Although some rough outline is possible for what constitutes an intruder, spirits are sometimes unreliable. At dawn, the spirit will become free.

ZOE: one spirit; Range: up to 3"; Duration: until dawn; ST: none

Spiritwalk: The caster may enter the spirit plane. His body is left behind and if it is killed, the caster dies and becomes a spirit.

*ZOE: self; Range: none; Duration: L*2 hours; ST: none*

Spiritwrack N: When cast on a spirit which fails a spiritual save, the spirit will lose N hit dice. The spirit can regenerate the hit dice at a rate of one per day.

ZOE: one spirit; Range: 6"; Duration: instantaneous; ST: spiritual

Sterilize: Generic spell type *Cure* (p.66). This spell will immediately kill any germs in a wound and eliminate any other agents which might impede the process of healing. This can also be used to sterilize a surface.

ZOE: L wounds on one individual; Range: contact; Duration: permanent; ST: see cure

Sticks to Snakes: The caster may turn one or more sticks into snakes. The size of the snakes depends on the size of the sticks used, with a huge limb becoming an eight, ten, or even fifteen HD snake, or a myriad of sticks becoming half hit die snakes. No more than L hit dice of snakes may be created, and no snake of less than one hit die may attack. If N snakes are created, each snake has a 1 in (N+1) chance of being poisonous. Standard poison gives a D6 surge if ST is failed, and continues for 2D20 melee rounds (roll secretly) giving one point per round, after which the victim has an opportunity to save again. If he fails, roll the 2D20 again. The snakes are under the control of the caster and can receive orders telepathically. The snakes return to sticks at the end of the duration.

ZOE: one group of sticks; Range: contact; Duration: two turns; ST: none

Stone to Mud: This spell turns a large area of stone into mud. It will not affect magical stone. The resulting mud will not hold its old form for very long, although objects will not instantly sink into it.

ZOE: up to a 3" cube; Range: touch; Duration: standard; ST: none

Stone Window: This spell makes a volume of stone of up to 4 cubic feet per level completely transparent. Metal in the ZOE will remain opaque. The shape of the affected volume may be chosen by the caster as long as it falls within the above volume limitation. Magical stone will not be affected.

ZOE: 4xL cubic feet; Range: touch; Duration: standard; ST: none

Storm Bringer: The cleric may alter weather patterns so far as to summon a small storm out of a cloudless sky. The storm will have high winds and a

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random direction, and will hit peak force in one hour. Snow, rain or hail may accompany the storm.

ZOE: 1 mile radius; Range: 1 mile; Duration: 12 hours; ST: none

Storm Calm: Reduces the strength of a storm by 50%. Wind speed drops by 25%, precipitation by 50%, thunder and lightning by 75%. The ZOE may move with the caster.

ZOE: 1 mile radius; Range: 1 mile; Duration: 12 hours; ST: none

Suffocate: By means of this prayer, the cleric is able to cut off the target's air supply. The victim can make no vocal sounds. All verbal spell casting and command words are disrupted. In addition, the victim continues to take 1 pt. of damage (in the Breath phase of) each round that the caster continues to concentrate upon maintaining the prayer, although this damage does not disrupt non-vocal spell casting. In addition to the initial saving throw, a new save is granted every L melee rounds. If a save is made, the prayer no longer has any effect. If dragons try to use their breath weapon when under the influence of this prayer, they receive an additional saving throw against the prayer. If they make the saving throw, they can use their breath weapon in that round, and the prayer has no further effect. This prayer does not affect those creatures which do not need to breathe or that are non-corporeal.

ZOE: one creature; Range: 9"; Duration: special; ST: Spiritual

Summon Animal N: This spell summons animals from the mage *Monster Summoning Tables* (see page 44). Only those creatures marked as animals may be summoned from the lists. The caster may summon one Nth level animal, or may summon several lower level animals. Each level lower costs half as much. For example, the third level spell could summon one third, or two seconds, or four firsts, or one second and two firsts. The animals will appear due to their normal movement in Nd4 rounds. The caster may choose which animals are summoned, but only those animals appropriate to the terrain may be summoned. The animals have the equivalent of the mage spell *Suggestion* (see page 31) cast upon them, and will not do anything self-destructive. The animals will wander off at the end of the spell.

ZOE: one creature; Range: 1"; Duration: 12 rounds; ST: none

Summon Loa: The caster invites a (presumably friendly) spirit to possess his body. The spirit will control all actions of the caster, and will augment the powers of the caster enormously. The caster will awaken when the Loa decides to leave.

ZOE: self; Range: zero; Duration: indefinite; ST: none

Summon Spirit: This prayer will summon a spirit of at most L hit dice. The spirit will not be positively inclined towards the caster, and will not cooperate unless forced to do so. A spirit may be summoned into a closed *Ward* (see page 97).

ZOE: special; Range: none; Duration: L hours; ST: none

Summon Undead N: This spell summons an Undead of Level N, who will obey all orders of the cleric for Lx6 melee rounds. It will appear standing next to the cleric. Undead are in order of level: skeleton, zombie, ghoul, shadow, wight, wraith, mummy, spectre, and vampire.

ZOE: special; Range: none; Duration: Lx6 melee rounds; ST: none

Suspend Animation: This spell will automatically counteract an *Animate Objects* (see page 59), or it may be used to place a humanoid in a coma-like state. All life processes will appear to have ceased, and can only be detected by a cleric who wins a level-vs-level battle, or by undead controlled by such a cleric. The subject may live without food or water for the basic spell duration. Only the cleric placing the spell, or a cleric who knows the spell is in effect and wins a level-vs-level battle can awaken the subject.

ZOE: one humanoid; Range: 6"; Duration: L days; ST: voluntary only

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Swords to Plowshares: This spell operates exactly like a *Convert Weapon* (see page 66) spell, except that the weapon will be physically transformed into a non-weapon magical item appropriate to its powers. Agricultural implements are preferred.

Testify: The recipient of this spell cannot lie nor substantially distort the truth. He is under no compulsion to answer any questions and retains freedom of will.

ZOE: one person; *Range:* 3"; *Duration:* standard; *ST:* Spiritual

Toll: Produces a mystic disturbance within a range of (L-8)/2 miles. (Treat solid stone, earth, or metal as 10 times their actual dimension). It will be noticed by: Demons, Angels, Free-willed Elementals, Aerial Servants, Patrolling Invisible Stalkers, beings in the astral plane, and members of the spell casting races who are of at least 12th level or 12 hit dice. (A spell casting race is one 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.

Total Recall: This prayer is similar to a *Restore Memory* (see page 89) but is much stronger. An event or events of up to L hours duration, no more than L months in the past, will be recalled precisely and completely, as if by a camera and tape recorder.

ZOE: One person; *Range:* contact; *Duration:* permanent; *ST:* none

Touch: This generic spell allows the caster to bestow the specified spell onto the first L creatures that he touches within 6 rounds.

ZOE: L creatures; *Range:* touch; *Duration:* as spell; *ST:* as spell

Toughness: A cleric who casts this spell will gain 10% on his physical saving throw, making him the equal of a fighter.

ZOE: self; *Range:* none; *Duration:* L hours; *ST:* none

Trace Sending: This will help find the source of a phantasm, enchanted monster, projected image, etc. The target is the creature or phantasm. The caster of the sending may only prevent the trace by dismissing the sending within three melee rounds. Otherwise, the caster of the trace will get the direction to the caster of the sending for the entire spell duration without range restriction.

ZOE: one sending; *Range:* 24"; *Duration:* $\frac{1}{2}$ L days; *ST:* none

Trace Teleport: This prayer will give the direction, without range restriction, to the origins (destinations) of all *Teleports*, *Dimension Doors*, *Words of Recall*, etc. whether from a spell, prayer or item, which had destination (origin) within the ZOE within L melee rounds of casting the spell. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time.

ZOE: 3" radius; *Range:* 12"; *Duration:* $\frac{1}{2}$ L days; *ST:* none

Track Oathbreaker: A cleric who has personally heard the swearing of a solemn oath, or who possesses some witness or an object upon which the oath was sworn may obtain the direction, without range restriction, to the breaker of said oath. The spell must be cast within L years of the offense, and the spell will cease to function if the guilt has been duly expiated in accordance with applicable law and custom.

ZOE: the witness; *Range:* contact; *Duration:* $\frac{1}{2}$ L days; *ST:* none

Transformation N: This spell will transform one individual into an animal. There is no saving throw; however, it is only effective on followers of Carrunos. The subject takes on the form, attacks, abilities, and armor class of the animal. Chance to hit is the base for their class and level with a 12% bonus for natural weaponry. The target will also gain Nd4 hit points, which will be lost first. These hit points will disappear when the spell ends, if any remain. Of course animals are incapable of casting spells. The transformation lasts until

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sunset, but it may be terminated earlier by risking a spell survival roll. The type of form assumed depends on the level of the spell.

I Wolf, AC:6, 15", bite(d8)

II Boar, AC:4, 12", 2 tusks(d6)

III Panther, AC:4, 12", 2 claws(d4), bite (d10)

IV Tiger, AC:3, 15", 2 claws (d6), bite (d10)

IV Eagle, AC:5, 18" fly, 2 claws (d2), bite (d4)

V Bear, AC:2, 9", bite(2d6), 2 claws(d4)+hug 2d6 if both hit

V Shark, AC:4, 9" swim, bite (d12)

ZOE: one creature; Range: touch; Duration: special; ST: none

True Sight: All things will appear in their true form to the caster. This affects all senses, not just sight. Illusions, invisibility, phantasms, and the like are ineffective. The caster will not gain insight into the inner workings of persons or locked objects, but objects hidden will be perceived. No information which would not have been granted in the absence of deceit will be available to the caster. Naturally invisible objects, such as pixies and invisible stalkers, will remain invisible.

ZOE: self; Range: as senses; Duration: standard; ST: none

Understand Speech: The caster gains the ability to understand, but not to speak, one spoken tongue specified at the time of casting. The knowledge gained will be that of an educated native, except that Hermit clerics will gain a scholarly understanding.

ZOE: self; Range: as hearing; Duration: 2xL hours; ST: none

View Future: The caster may look into the future as seen from his present position. Only sight is granted, and the caster has only the faculties he would have if looking at an ordinary scene. As with all spell of prognostication, the utmost GM discretion is required. If the future in question is fairly deterministic, then fine. The spell will not take into account any modifications of behavior caused by attempts at prognostication. Precision in timing is also difficult. Normally, only events up to L days in the future may be seen, but there is a chance of getting L years instead (boxcars on 2D6) or L hours (snakeeyes). The caster will be unaware of the results of this roll.

ZOE: self; Range: as sight; Duration: standard; ST: none

View Past: Similar to View Future, the caster has the power to view what he would have seen from his present position at a point of his choosing up to L days ago. There is no chance of overshoot or undershoot.

ZOE: self; Range: as sight; Duration: 6 hours or until ended; ST: none

Vulnerability: This is the inverse of a *Resist* (see page 88) spell, and corresponding spells will negate one another. Otherwise, the prayer operates as follows: for non-magical effects, the target is treated exactly as if he had suffered two distinct exposures. For magical effects, the spell gives -10% on saves and +1 per die of damage.

ZOE: one target; Range: 6"; Duration: standard; ST: none

Walk on Walls: The recipient of this prayer may climb or cling to any relatively flat surface. Clinging requires the use of both hands and feet to support the recipient's weight, so striking in melee or shooting missiles is prohibited. The rate of movement is 3" regardless of armor type.

ZOE: One man-sized or smaller creature; Range: 3"; Duration: L+6 rounds; ST: Spiritual

Walk through Walls: The cleric can walk through walls up to L feet thick as if they were insubstantial. The walk must be voluntary and proceeds at 1 foot/round. The cleric cannot see through the wall, although he will not get lost. If the cleric is in a wall when the duration expires, he will instantly return to the last place where he was in air.

ZOE: self; Range: none; Duration: L rounds; ST: none

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Ward: The cleric may inscribe on the floor or ground a line of L feet in length which spirits, elementals, and demons may not pass without winning a level versus level battle. An active spirit can not be trapped by this spell, although one that was for some reason immobile would be. Spirits may be summoned into a closed ward. See also *Summon Spirit* (see page 95)

ZOE: L feet; *Range:* 6"; *Duration:* standard; *ST:* special

Water Walking: The caster may grant the recipient the power to walk on water, quicksand, or other liquids or flowing solids. He need not use this power if he does not wish to. The water walker may ignore normal flow and wave action, but may be impeded by storms. He could not walk on lava without a fire resistance.

ZOE: one creature; *Range:* contact; *Duration:* standard; *ST:* none

Wild Hunt: The cleric attracts a horde of animals. Lions and tigers and bears, Oh my! The animals arrive within a turn from within 2 miles. He may command them as he wishes and may ride on one that can support him. The wild hunt will follow the cleric faithfully, make lots of noise, and scare other creatures away.

ZOE: vicinity; *Range:* zero; *Duration:* L hours; *ST:* none

Withstand: This spell type protects the recipient from some phenomenon (eg. paralysis, level drain, fear), giving one additional saving throw vs. the phenomenon's effects. Note that this will give the recipient a single save against things which normally have no saving throw.

ZOE: one person; *Range:* 1"; *Duration:* standard; *ST:* none

Withstand 10'r: These prayers have the effect of casting the appropriate withstand on everyone within ten feet of the caster at the time of casting. The recipients need not remain within the ten foot radius. The spell ceases to function if the caster dies.

Withstand Causes: Generic spell type *Withstand* (p.98). This spell protects against all Cause spells (e.g. Cause Wounds N, Cause Blindness, Cause Fear).

Withstand Charm: Generic spell type *Withstand* (p.98). This spell protects against Charm, Hold, Hypnotism, Sleep, Suggestion, and Word of Command.

Withstand Cures: Generic spell type *Withstand* (p.98). This will protect against all Cure spells (e.g. Cure Wounds, Cure Blindness, Cure Disease).

ZOE: one creature; *Range:* 6"; *Duration:* standard; *ST:* spiritual

Withstand Curse: Generic spell type *Withstand* (p.98).

Withstand Disease: Generic spell type *Withstand* (p.98).

Withstand Fear: Generic spell type *Withstand* (p.98).

Withstand Level Drain: Generic spell type *Withstand* (p.98).

Withstand Paralysis: Generic spell type *Withstand* (p.98).

Wind Bringer: The cleric may summon a wind where there was none, or dismiss a wind where there was. The breeze is Ld3 mph and is sufficient to drive a ship. This spell may only be used above ground.

ZOE: 1 mile radius; *Range:* zero; *Duration:* 4xL hours; *ST:* none

Wind Veer: The caster may change the direction of an existing wind by up to 45 degrees as he desires. Repeated applications of this spell will be able to produce any desired direction. This will be ineffective against controlled weather.

ZOE: 1 mile radius above ground; *Range:* zero; *Duration:* 4xL hours; *ST:* none

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Wind Walk: The caster, his possessions, and at most one other person in contact with the caster are transformed into wind and may move at up to 48". Only the caster may choose the direction of travel, his passenger is just that, a passenger. While in the wind form, they are immune to most attack, but cannot get through air tight seals. *Control Weather* will make them fight a level-vs-level battle to go on their way.

ZOE: self; *Range:* none; *Duration:* up to one day; *ST:* none

Word of Command N: The cleric calls upon his god to grant him the leadership ability to guide the party through whatever straits it is in. It will raise his effective charisma by $3 \times N$, and will grant him leadership as follows: He may give a single command to those of similar aims (not just the same religion). The command will be obeyed if a "charisma battle" is won by the cleric. This chance is $(C-W)^2\%$, where C is the effective charisma of the cleric, and W is the wisdom of the person he is trying to command. Each person will get his own chance and roll. Once an attempt has been made, no further attempts on the same subject may be made that day. If obeyed, the command will be followed to the extent reason allows. Alternatively, the cleric may choose to use this spell to rally adventurers under the influence of a fear spell or the like. In this case, use the formula under *Fear* (see page 32).

ZOE: self; *Range:* LOS; *Duration:* standard or for one command; *ST:* special

Word of Recall: This is a flawless teleport spell, for the cleric and his inanimate possessions only, back to a predetermined haven. The haven must be known to the cleric, and he must consecrate it for this use. A cleric may have only one such haven, and should only be allowed to change it under circumstances which make it essential that he change it.

ZOE: self; *Range:* infinite; *Duration:* instantaneous; *ST:* none

Work Enchanted Object: This spell allows the cleric to work an object or section of stone or metal that has a permanent magical enchantment on it. The cleric must pick a certain object or area, the latter not to exceed 3" square, and win a level-vs-level battle with the original enchanter of the area. If successful, the cleric may then cast spells such as *Manipulate Stone* (see page 81), *Stone Window* (see page 94), or *Shatter* (see page 91) on the object as if it was non-magical.

ZOE: see above; *Range:* touch; *Duration:* L hours; *ST:* level-vs-level

Write Languages: As per *Read Languages* spell (see page 88) but it gives the ability to write fluently in the language also.

ZOE: self; *Range:* as sight; *Duration:* $10 \times L$ minutes; *ST:* none

Write Magic: As above, but the cleric gains the ability to write in the language of Magic. This is necessary, but not sufficient to write MU scrolls.

ZOE: self; *Range:* as sight; *Duration:* $10 \times L$ minutes; *ST:* none

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MIRELIA

The World of PrimeCom XVI

Key

- Capital
- City
- Province
- Desert
- Forest or Jungle

