

Princecon XXIII

Greetings Ghouls and Goblins,

Welcome to PrinceCon XXIII: MonsterCon II. This year, we offer a substantial twist on the usual fantasy genre. Rather than role-playing one of the standard humanoid races, this year you will get to see the adventuring world from a different perspective, that of any one of twenty-three different critters we have prepared for your enjoyment.

First, a few administrative details. Once you've arrive at the Convention, please fill out a character preference sheet and give it to someone at the Front Desk. This will allow us to start promptly. We will begin runs Friday at 5:00pm. There will be runs continuously until 3:00 pm Sunday afternoon; the awards ceremony will by back in Whig Hall at 3:30pm. Next, it is very important for our continued use of the Princeton University campus that you treat all of the rooms we are using with respect. Please deposit trash in the wastebaskets and make an effort to clean up a room after you finish a run in it.

We have made quite a few changes from previous PrinceCons. First of all, you will be playing Monsters rather than the standard PrinceCon races and classes. The monsters have a wide variety of combat, stealth, and magical abilities; there are even six new clerical religions from which to choose. You will find descriptions and rollups for each species in this book. Despite this detail, we urge you not to belabor the selection of a Monster; simply pick a monster that you would like to play!

As we would like you to experience several monsters so as to sample the variety of MonsterCon, we have granted each player ONE free monster switch. Hence should you survive a run and tire of the Monster you first picked, you are permitted to change Monsters at no EP penalty (only once!). Also, since life for most monsters tends to be brutish and short, we have dramatically decreased the EP penalty for dying. In light of this, awards will be given by player rather than by character class; all characters played by a given player will be added for award purposes.

Returning players will notice other changes to the game mechanics. While the basic combat system remains unchanged, we have modified our missile ranges and removed the weapon/armor interactions as well as the differences between weapon damage versus creatures smaller or larger than man-sized. The scale inch and turn have been removed in favor of feet and minutes. Finally, note changes in the Pain and Dispel Undead spells.

Without further ado, I will leave you to peruse the book and begin your journey into the Dark Lord's realm. I hope you enjoy the MonsterCon II as much as we've enjoyed bringing it to you.

Cheers,
Homayoun Saleh
Princeton XXIII Director

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 represents progress toward the long-term goals of the Con and the scenario, including gathering and passing along information. Tactics means using the resources at hand to deal with immediate puzzles and combats. Finally, role-playing is how well you play your persona and interact with other characters and NPCs. Each character, surviving or not, will be rated in these categories and receive an overall score for the convention.

Based on these total scores, an award will be given to the best Player (not character) in each category: strategy, tactics, roleplaying, and overall. All characters played by a given Player will be included in the scoring. Please be aware that players who run more than twice with any one GameMaster will not be eligible for awards.

A Note to All Participants

Please respect the Whig Hall building and the classrooms you will be using during the Convention. We are here as guests, and if the facilities are abused, we will not be able to hold PrinceCon here in the future. Sleeping in the building and shaving or washing up in the bathroom are not allowed. Please dispose of litter and soda cans in the containers provided.

Acknowledgements

We would like to take this opportunity to thank the many people who have made this convention possible. Daniel Eisenstein, York Dobyms, Tom Kinney, Mark Krumholz, Steve Martin, Aaron Mulder, Shantanu Saha, and Kevin White spent many hours writing and refining the PC monsters for your enjoyment. Tim Oliver took on the gargantuan task of reformatting the Conbook. Shantanu Saha prepared the prizes, and Aaron Mulder wrote the computer software. Finally, we would like to thank all the GM's who have volunteered their time to help bring you this convention.

What has gone on before

Once upon a dream, there existed the bountiful kingdom of Joysea. It was a peaceful realm. The kingdom had finally eliminated most elements of strife throughout their land, leaving its people to live a happy if simple existence working the land.

Twenty years ago, the Dark times fell. Monstrous hordes appeared from all sides. Trolls and ogres came down from the mountains, sea hags and nagas arose from the seas, the dead awoke from their graves, and the great drakes came back from legend. In a short and coordinated offensive, the armies of the Dark Lord crushed the standing army of the Joysea Kingdom. Monsters preyed upon the population, and with the central authority of the Kingdom in tatters, villages turned to desperate measures to protect themselves.

The marriage of the Dark Lord to the Dark Lady ten years ago promised to ensure this state of affairs for decades to come. Bolstered by the steady flow of precious items looted from the downtrodden demihumans, the Dark Couple and their Monstrous Court presided over this marvelous triumph of evil. All in all, it was a jolly good time to be a monster.

However, in the last month, a crisis has arisen that threatens all who benefit from this supremacy. First, the Dark Lord and Lady are apparently no longer on speaking terms with each other. In fact, the Dark Lady has removed herself from the Monstrous Court so as to avoid any contact with the Dark Lord; only her closest handmaidens have seen her.

To make matters worse, the kingdom of Joysea has picked this moment to renew their offensive against the monstrous hordes. With the recent declaration of a Jihad from the Leo High Priest, combined with a strengthened presence of the Order of the Red Sword, and more aggressive patrols by the Kingdom itself, Monster casualties have increased twentyfold over the last month! With the Dark Lord and Lady distracted, the response to this uprising has been slow and ineffective.

Clearly this is unacceptable, and so the Monstrous Court has volunteered you to put an end to it. You must resolve the differences between the Dark Couple and crush the new human insurgency, else the prosperity of the past twenty years will not be renewed. Emissaries of the court will instruct you on the ways to begin your task.

Good luck and good eating!

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Player Characters

Character Generation

Players must specify the species of their monsters. All monster rollups are generated by the computer. Substandard rollups are rejected by the computer and the monster is re-rolled. Players may not play humanoid at PrinceCon XXIII. Rules for demihumans have been included in the Conbook for completeness, GM reference, and to represent the knowledge that monsters have gained from interaction (eating, torturing, killing, dissecting, etc) with humanoids.

The following chart summarizes the monsters that are available to play. There are many special powers, attacks, defenses, restrictions, etc that could not be listed in this chart so it is necessary to check the detailed monster descriptions once players have narrowed down the list of monsters they might want to play.

| Monster Type | Hit Dice | TACO | AC | Special Senses | EP Track | Spell Use |
|--------------------|----------|------|--------|--------------------------------------|---------------|---------------|
| Beholder | d8 | 4L | 3 | Infravision, omni-directional vision | Elven Mage | Limited Mage |
| Bughieman | d6 | 3L | 9 | Dark Sense | Scout | |
| Cyclops | d8 | 4L | 4 | | Fighter | |
| Djinni | d4 | 2L | 9 | Dark Sense | Mage | Mage |
| Doppelganger | d6 | 3L | 9 | Infravision | Scout | |
| Drake | d8 | 4L | Varies | Varies | Mage | |
| Fey | d4 | 2L | 9 | Infravision, Detect Magic Touch | Mage | Mage |
| Gargoyle | d8 | 4L | 0 | Infravision | Cleric | Cleric |
| Lich | d6 | 3L | 4 | Infravision, Life Sense | Mage | Mage |
| Manticore | d8 | 4L | 5 | Panther Senses | Fighter | |
| Mindflayer | d6 | 3L | 7 | Infravision | Scout | Limited Mage |
| Naga | d8 | 4L | 5 / 4 | | Fighter | L cures / day |
| Ogre Mage | d8 | 4L | 6 | | Twice fighter | Mage |
| Rock Troll | d8 | 4L | 0 | Infravision | Fighter | |
| Sea Hag | d6 | 3L | 6 | Infravision, Dark Sight | Cleric | Cleric |
| Skull Warrior | d8 | 4L | 4 | Infravision, Dark Sight | Elven fighter | |
| Spectre | d6 | 3L | 5 | Infravision, Dark Sight | Scout | |
| Sphinx | d8 | 4L | 5 | Panther Senses | Cleric | Cleric |
| Succubus / Incubus | d6 | 3L | 6 | Infravision | Cleric | Cleric |
| Umber Hulk | d8 | 4L | 3 | Infravision, See through stone | Fighter | |
| Vaikral | d6 | 3L | 4 | Infravision, Life Sense, See Undead | Cleric | Cleric |
| Vampire | d8 | 4L | 5 | Infravision, Life Sense | Fighter | |
| Werewolf | d8 | 4L | Varies | Panther Senses | Cleric | Cleric |

General Monster Rules

In the following pages, we will describe in detail each of the 23 types of monsters available to players. As an introduction to this, we will first present the rules held in common amongst many or all of the monsters.

Innate Abilities

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

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

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

Innate Spells

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

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

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

Religions

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

Throwing Rocks

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

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

Flight

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

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

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

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

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

Undead Abilities

Undead are immune to disease, poison, Sleep, Charm, and Hold; they have no need to sleep, breathe, or eat. They are immune to cold damage but are -10% to save and +1/die of damage versus fire, whether magical or normal. They have infravision and Life Sense. In daylight, undead are -10% to hit, +10% to be hit, and move at half speed; however, they do not take any actual damage. Cures do not affect undead, but Cure Undead does. Causes do affect undead. Consecrated water does d6 damage per pint to undead. Normal hit point recovery is 1/2 their maximum hit points every midnight, although the GM is free to prorata this as desired.

Special Senses:

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

Cat's Eye: The possessor has enhanced normal vision, sufficient for low-light situations. Some light is still required, but even starlight or the moon on a cloudy night allow vision out to 60'. Unlike the spell, the innate ability of Cat's Eye does not protect against being momentarily blinded by sharp changes in light levels.

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

Enhanced Hearing: The possessor has extremely keen hearing.

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

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

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

There are various reasons why a monster may not be able to use a particular item. Many items are subject to class restrictions; the PC monsters have been classified according to the usual types. Magical armor and weapons can only be used by characters which could use the mundane version. Finally, some monsters are simply too large or lack the opposable digits to wear or wield certain items.

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

In the monster descriptions, we have listed the class, weapon, and armor restrictions of each monster and also noted those cases where the sheer size or physiology of the monster prevents the use of "standard" items. Please ask your GM or the desk if you have concerns about a particular item.

An item card may specifically override these defaults.

Monster Attacks

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

All melee attacks get the Strength "to hit" and "damage" bonuses. Magical attacks at range touch (e.g. the Skull Warrior's chill aura) generally do not get the "damage" bonus.

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

Notes to returning players

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

1. PC monsters do not get a +12% natural weapon attack bonus; they get Strength to hit bonuses instead.
2. PC monsters never get fighter maneuvers or the fighter 1/3 of movement combat step. All monsters get a combat step of 1/6th of their movement. Those monsters that get a free weapon switch in item phase have it explicitly noted.
3. PC monsters never get the scout Dodge ability.
4. Saving throws for monsters and humans no longer carry class or race bonuses, but instead are modified by requisites.

Notes on the Monster Descriptions

We have provided the requisite rollups for each species. For convenience in selecting a monster, the XP: field contains a qualitative rating of the experience track of that monster. This duplicates the information in the Experience Point chart on page 39.

Monster Species

Beholder: Death is in the eye of the Beholder.

Specialists in keeping an eye on the opposition.

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| <p>Hit Dice: d8 TAC0: 4L AC: 3 Attack: bite d10 Armor: none Shield: none Weapons: none Move: 60' fly Senses: Infravision; can see in all directions save underneath. EP: Elven MU</p> <p>Rollup: STR: 3d4+6 INT: 3d3+9 WIS: 3d6 DEX: 3d4 CON: 3d5+3 CHR: 3d3</p> |
|--|

Description: While the gaping maw and armored skin of the beholder give it a considerable presence in melee, it is the myriad of eyes that carry the power for which it is truly feared. The small eyes (L in total) on top of the beholder project potent magical effects, while the large central eye absorbs incoming spells. The main body measures 2+L/3 feet in diameter and weighs 150 pounds.

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

Special Powers: Beholders have a minor telekinesis (50 pounds, 10' range) that they can use at will.

Special Rules: Unlike other monsters, the Beholder may move its full amount (60') after using an Innate Spell.

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

Allowed Items: As mages, but only Eyes and Lens may be used.

Spells: Beholders can cast the mage spells listed below as a level L mage. All the spells must be cast as Innate Spells projected through the smaller eyes. Spell modifiers may be added, as described on page 54. A beholder's spell points are equal to its Intelligence. Only if all of the smaller eyes are lost does the Beholder lose spell casting ability.

| Morphic Spells | pg. | Level 1 Spells | pg. | Level 2 Spells | pg. |
|-----------------------|-----|-----------------------|-----|---------------------------------|-----|
| Illusion | 61 | Confuse | 66 | Infravision | 68 |
| | | Lightning Lance | 66 | Knock | 69 |
| | | Shield | 67 | See Invisible | 70 |
| | | Sleep | 67 | Combat Slow | 71 |
| | | Telescopic Vision | 67 | Pain | 69 |
| Level 3 Spells | pg. | Level 4 Spells | pg. | Level 5 Spells | pg. |
| Dimension Door | 73 | Charm Monster | 77 | Death Spell | 80 |
| Fear | 73 | Cold Cone | 73 | Phase In | 78 |
| Implosion | 72 | Feeblemind | 77 | Protection from Normal Missiles | 72 |
| Suggestion | 73 | Levitate 10'r | 74 | True Sight | 82 |
| Telekinesis | 79 | Second Sight | 72 | | |

Bughieman: Death lurks in the shadows.

Specialists in shadow operations.

Hit Dice: d6

TAC0: 3L

AC: 9

Attack: as weapon

Armor: leather

Shield: none

Weapons:

one-handed, non-blunt

Move: 120' + shadow walk

Senses: Dark Sight.

EP: Scout

Rollup:

STR: 3d4+6

INT: 3d5+3

WIS: 3d6

DEX: 3d3+9

CON: 3d5+3

CHR: 3d3

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

Special Attacks: When striking from behind with a piercing melee weapon (spear, short sword, or dagger), bughiemen automatically do maximum damage (i.e. the damage die rolls maximum), in addition to any bonuses for surprise (usually +20% to hit, +4 damage).

Special Powers: Bughiemen have a form of teleportation called shadow walking that they can perform once per round. The bughieman walks into an area of shadow (large enough to cover him completely) and emerges from a similar area of shadow up to 100 + 20*L feet away. This may occur either in Movement Phase or as part of a combat step; in the former case, the bughieman is limited to 60' of movement aside from the shadow walk. Line of sight is not strictly required, but the bughieman must have seen the target location within the last minute. Over unfamiliar terrain, where the bughieman must constantly search for new shadows to land in, it will typically average a shadow walk every other round.

Bughiemen have the scouting abilities of a level L scout.

Allowed Items: Any items usable by scouts.

Cyclops: Death is certain.

Specialists in kinetic energy poisoning.

Hit Dice: d8
TAC0: 4L
AC: 4 (with hides)
Attack: club 2d8
Armor: hides
Shield: none
Weapons: giant club
Move: 150'
Senses: nothing unusual.
EP: Fighter

Rollup:
STR: 21+3d3
INT: 3d4
WIS: 3d4
DEX: 1d6+2
CON: 3d3+9
CHR: 3d4

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

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

Cyclopi may throw rocks as missile weapons. See page 2

The Cyclops also has several other maneuvers available:

Stomp: If the Cyclops hits, the target takes 2d4+(STR damage bonus) damage and must make a physical save or be stunned. Stunned opponents may do nothing until the next Movement phase in which they can act, at which point they stand up. If the victim made its save, it may stand up as a free action in Movement phase (of the current round).

Pick Up: If the Cyclops hits (usual AC), the target is picked up in both hands. If the target inflicted damage on the Cyclops in melee phase, then the Cyclops must make a physical save to successfully pick up the target. The victim takes d4 damage and is held above the Cyclops's head, perhaps to be thrown the next round. The victim gets a physical save to have its arms free; if successful, it may use 1-handed melee weapons but may not cast gesture spells. The Cyclops must make a physical save to avoid dropping its club during this maneuver; if dropped, the Cyclops must wait until item phase to pick up the club.

Throw: The target is thrown. The Cyclops must make a missile attack to aim the victim. Range is 30' for humans in plate, 40' for humans in chain, 50' otherwise. Elves fly 10' further, hobbits 20'. Damage is as per Impact.

Kick: If the Cyclops hits, the target is kicked and knocked back. The target may not be aimed. Range is half that of Throw, damage is as per Impact.

Impact: d10+(STR damage bonus) damage, save to half. If save is failed, victim is stunned (as described in Stomp). The save is always failed if the target hit a solid, unyielding object. The save is always made if the victim flew horizontally into an object (or person) that broke his/her fall. The victim inflicts equal damage on the landing site. Falling damage (if the victim is thrown off a wall, for example) may subsequently add d6 per 10' fallen.

Special Defenses: The Cyclops has a natural AC of 6 due to its sturdy skin, but it usually wears layers of toughened hides and leathers that reduce its AC to 4.

Allowed Items: As fighters, but no standard item will fit.

Djinni: You'll wish you were dead.

Specialists in the art of magic, flight.

| |
|---|
| <p>Hit Dice: d4 TAC0: 2L AC: 9 Attack: fists d4 Armor: none Shield: none Weapons: none Move: 120' run; 180' fly in mist form. Senses: Dark Sight. EP: Mage</p> <p>Rollup: STR: 3d4+3 INT: 3d3+9 WIS: 3d5+3 DEX: 3d5+3 CON: 3d5+3 CHR: 3d6</p> |
|---|

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

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

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

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

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

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

Allowed Items: Any items usable by mages, including the non-weapon functions of magical staves and daggers.

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

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

| Djinn may cast the following spells as Innate Spells: | Djinn CANNOT cast the following spells: |
|--|--|
| Morphic: Illusion, Skylore Level 1: Ventriloquism Level 2: Air Blast, Levitate (self only) Level 3: Fly Self (self only) Level 4: Size Change Self (self only) | Level 5: Conjure Earth Elemental, Stone Walking, Wall of Stone Level 6: Move Earth, Tremor |

Doppelganger: Death comes in many forms. Specialists in infiltration, assassination, sabotage, creating paranoia.

Hit Dice: d6

TAC0: 3L

AC: 9

Attack: as weapon

Armor: any

Shield: any

Weapons:

any one-handed or missile

Move: 120'

Senses: Infravision.

EP: Scout

Rollup:

STR: 3d5+3

INT: 3d5+3

WIS: 3d6

DEX: 3d3+9

CON: 3d5+3

CHR: 3d4+6

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

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

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

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

Doppelgangers have the scouting abilities of a level L scout. Moreover, they get an additional +15% to any scouting ability if they change into an optimal form before making the check. They may not try again after a shape change, regardless of the initial form or success.

Allowed Items: Any item usable by scouts.

Drake: You will know **Fear** then you will know **Fire** then you will know **Death**. Combat, flight, senses and greed.

| |
|---|
| <p>Hit Dice: d8 TAC0: 4L AC: see chart Attack: see chart Armor: none Shield: none Weapons: none Move: 90' run, 240' fly Senses: See chart. EP: Mage</p> <p>Rollup: STR: 2d3+18 INT: 3d4+6 WIS: 3d6 DEX: 3d6 CON: 3d4+6 CHA: 3d5</p> |
|---|

Description: A drake is a young dragon, not yet possessed of its full powers, but more than a match for most opponents. The drake measures about 25' head to tail, with a similar wingspan, and weighs about 2 tons.

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

Special Defenses: Resistant to Fire.

Special Powers: Drakes are strong fliers and can carry up to 500 pounds.

Special Rules: Drakes get 1000 EP for each magic item they add to their hoard; in game terms, players turn items in to the Hireling Hole desk. Truly trivial magic items give no experience. Drakes need more sleep than other monsters, typically 8-10 hours a day.

Allowed Items: As fighters, but no standard items will fit.

| Level | Senses | Bite / Claw | AC |
|-------|--|-------------|----|
| 1 | Cat's Eye | d6 | 5 |
| 2 | Telescopic Vision | 2d3 | 5 |
| 3 | Detect Magic, 5' range | d8 | 4 |
| 4 | Enhanced Hearing | 2d4 | 4 |
| 5 | See Invisible, 30' range | d10 | 3 |
| 6 | Detect Magic, 30' range | d12 | 3 |
| 7 | See Invisible, 120' range | 2d6 | 2 |
| 8 | Observe Magic, 30' range; Detect Magic, 120' range | 3d4 | 2 |
| 9 | Observe Magic, 120' range | 2d8 | 1 |
| 10 | | 4d4 | 1 |

Fey: Death comes silently on silky wings.

Specialists in power magic and flight in a small package.

Hit Dice: d4

TAC0: 2L

AC: 9

Attack: as weapon

Armor: none

Shield: none

Weapons: Dagger, tiny bow

Move: 90' run, 180' fly

Senses:

Infravision.

Can Detect Magic at range

touch as an item phase

action (no spell cost).

EP: Mage

Rollup:

STR: 3d4

INT: 3d3+9

WIS: 3d5+3

DEX: 3d4+6

CON: 3d4+3

CHR: 3d5+3

Description: Although similar in appearance to the gentle and isolationist faerie folk, the fey are malevolent and cruel by nature. Unfortunately for the civilized demihumans, they have chosen to use their considerable and versatile magical abilities towards the ill purposes of the Dark Lords. Fey are 4' tall, thin, winged humanoids with delicate features and weighing perhaps 50 pounds.

Special Attacks: Fey can use tiny bows (treat as slings).

Special Defenses: Fey are -20% to be hit by missiles, due to their small size and agility.

Special Powers: Fey are extremely agile fliers and are capable of hovering and extremely tight turns. They may only carry 20 pounds while flying.

Allowed Items: Any item usable by mages, save that cloaks and robes won't fit due to the fey's wings.

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

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

In addition to mage spells, the Fey may cast Cure Wounds N as a Nth level spell. This will cure Nd6 damage from the target if it fails a Spiritual saving throw. Range: 60', extendible by Extra Range.

Gargoyle: Death between a rock and a hard fist. Specialists in clerical prayers and pounding enemies to dust.

| | |
|--|--|
| <p>Hit Dice: d8 TAC0: 4L AC: 0 Attack: fists d10 Armor: none Shield: none Weapons: none Move: 90' run, 120' fly Senses: Infravision. EP: Cleric</p> <p>Rollup: STR: 3d4+6 INT: 3d5 WIS: 3d3+9 DEX: 3d5 CON: 3d5+3 CHR: 3d6</p> | <p>Description: These living winged statues can often be found as the guardians of temples, castles, and the like. Gargoyles are extremely difficult to injure, being immune to normal weapons and rock hard even to magical ones. Moreover, they are capable of casting a wide variety of clerical magic towards the task of safeguarding the location or objects under their protection. Gargoyles are 5' tall and weigh 400 pounds.</p> <p>Special Defenses: Non-magical weapons do not harm gargoyles. Gargoyles are immune to crushing damage (Implosion, Ice Storm) and resistant to fire and cold. They are immune to poison and disease.</p> <p>Special Powers: Gargoyles cannot eat, drink, or breathe. They do sleep, in which form they resemble an inanimate statue. Gargoyles can fly, carrying up to 50 pounds.</p> <p>Allowed Items: Any items usable by clerics, save that robes and cloaks won't fit due to the gargoyle's wings.</p> |
|--|--|

Spells: Gargoyles can cast the spells below as level L clerics. They regain their prayer points at dusk.

Sphere of clerical influence: Guardianship, Stonework

| Level I | Pg. | ST | ZOE | Range | Duration |
|-------------------------|-----|-----------|-------------------|--------|-----------------------|
| Consecrate Object | 100 | none | 1 object | touch | permanent* |
| Detect Mineral | 104 | none | varies | varies | momentary |
| Detect Magic [M] | 104 | none | self | 120' | 6 + L rounds |
| Detect Thickness | 105 | none | 1 object | touch | momentary |
| Rune of Warning | 117 | as spell | shape ≤ 5L' r | touch | see description |
| Statue | 120 | none | self | touch | 60 + 10L minutes [R] |
| Stone Blow N I | 120 | spiritual | 1 being | touch | N rounds |
| Stone Skin N I [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |
| Level II | Pg. | ST | ZOE | Range | Duration |
| Analyze Item | 94 | none | 1 item | touch | momentary |
| Detect Hole [M] | 104 | none | varies | varies | momentary |
| Detect Secret Doors [M] | 105 | none | self | 120' | momentary |
| Detect Traps [M] | 105 | none | varies | varies | momentary |
| Meld Stone | 112 | none | self | touch | 60 + 10L minutes [R] |
| Observe Prayer [M] | 112 | none | self | 120' | 6 + L rounds |
| Resist Acid [M] | 115 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Crushing [M] | 115 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Fire [M] | 116 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Poison [M] | 116 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Rune of Holding | 117 | as spell | shape ≤ 5L' r | touch | see description |
| Sanctuary | 117 | spiritual | self | n/a | 60 + 10L minutes [R]* |
| Statue Other [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |
| Stone Blow N II | 120 | spiritual | 1 being | touch | N rounds |
| Stone Skin N II [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |

| Level III | Pg. | ST | ZOE | Range | Duration |
|--------------------------|------------|-----------------|---------------------------|----------------------|-----------------------|
| Analyze Structure | 95 | none | 1 item | touch | momentary |
| Animate Statue | 95 | none | 60' r sphere | 120' | 60 + 10L minutes [R] |
| Detect Presence | 104 | none | 10L' r | none | momentary |
| Dig | 105 | none. | 200/100 feet ³ | touch | momentary |
| Dispel Prayer | 106 | level-vs-level | 10' r sphere | 60' | momentary |
| Forewarning [M] | 108 | none | self | 10L feet | 60 + 10L minutes [R] |
| Message via Stone [M] | 112 | none | special | L ² miles | until delivered |
| Prot/Normal Missiles [M] | 114 | none | 1 being | touch | 60 + 10L minutes [R]. |
| Regeneration [M] | 115 | none | 1 being | touch | 60 + 10L minutes [R] |
| Rune of the Elements | 117 | as spell | shape ≤ 5L' r | touch | see description |
| See Invisible [M] | 117 | none | self | as sight | L hours [R] |
| Shape Stone | 118 | none | self | none | 60 + 10L minutes [R] |
| Speak with Statues | 119 | none | 1 statue | 120' | 60 + 10L minutes [R] |
| Stoneform [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |
| Stone Blow N III | 120 | spiritual | 1 being | touch | N rounds |
| Stone Skin N III [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |
| Stone Window | 120 | none | 4L cubic feet | touch | 60 + 10L minutes [R] |
| Level IV | Pg. | ST | ZOE | Range | Duration |
| Broadcast via Stone | 96 | none | 1 mile r sphere | none | 1 minute |
| Conceal Magic [M] | 99 | none | 1 spell | 20' | L Days |
| Eyes of Stone [M] | 107 | none | 1 point of stone | touch | 60 + 10L minutes [R] |
| Gargoyle's Statue | 109 | none | Earshot/LOS | contact | one month |
| Manipulate Stone | 112 | none | self | touch | 60 + 10L minutes [R] |
| Neutralize Poison [M] | 112 | none | 1 being | touch | momentary |
| Petrify [T] | 113 | see description | 1 object | touch | instantaneous |
| Rune of Blasting | 117 | physical* | shape ≤ 5L' r | touch | see description |
| Sense Intruder [M] | 118 | none | 20L' r sphere | none | until caster moves |
| Shatter Stone | 118 | none | 1 object | touch | instantaneous |
| Speak with Rocks [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Stone Blow N IV | 120 | spiritual | 1 being | touch | N rounds |
| Stone Skin N IV [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |
| Stone Wizard Eye | 120 | none | not applicable | quarter mile | 10 minutes |
| Level V | Pg. | ST | ZOE | Range | Duration |
| Animate Stone | 95 | none | 60' r sphere | 120' | 60 + 10L minutes [R] |
| Harden Stone | 109 | none | 1 cubic feet | touch | permanent |
| Merge with Stone [M] | 112 | none | 1 stone | none | 60 + 10L minutes [R] |
| Prot/Normal Weapons [M] | 115 | none | 1 being | touch | 60 + 10L minutes [R]. |
| Rune of Holding | 117 | as spell | shape ≤ 5L' r | touch | see description |
| Stone Blow N V | 120 | spiritual | 1 being | touch | N rounds |
| Stone Skin N V [M] | 120 | none | 1 being | touch | 60 + 10L minutes [R] |
| Stone to Mud | 120 | none | up to a 30' cube | touch | 60 + 10L minutes [R] |
| Wall of Stone | 125 | none | see description | 120' | L days |
| Level VI | Pg. | ST | ZOE | Range | Duration |
| Consecration N I | 100 | none | see description | touch | permanent* |
| Flesh to Stone [M] | 108 | physical | 1 being | touch | momentary |
| Phase In [M] | 113 | none | 1 creature | 120' | 10 minutes |
| Rune of Petrification | 117 | as spell | shape ≤ 5L' r | touch | permanent |
| Level VII | Pg. | ST | ZOE | Range | Duration |
| Permanent | 113 | none | same | same | Permanent |
| Word of Recall | 127 | none | self | infinite | instantaneous |

| | | | | | |
|--|-------------------|-----------------------|-------------------------------|-----------------------|-------------------------------|
| Level VIII Consecration N II | Pg. 100 | ST none | ZOE see description | Range touch | Duration permanent* |
| Level IX Touch of Stone | Pg. 123 | ST physical | ZOE self | Range touch | Duration 10 minutes |

Lich: Death, plain and simple.

Specializing in magic for more than a lifetime.

Hit Dice: d6
TAC0: 3L
AC: 4
Attack: claws 2d4
Armor: none
Shield: none
Weapons: none
Move: 90'
Senses:
 Infravision, Life Sense.
EP: Mage

Rollup:
STR: 3d5+3
INT: 3d3+9
WIS: 3d6
DEX: 3d6
CON: 3d5+3
CHR: 3d5

Description: Liches are the undead skeletal remains of human mages who dedicated themselves to the service of necromancy. Now corrupted and given completely to evil, the lich seeks to punish the living by its magic. Liches are man-sized and weigh about 125 pounds.

Special Defenses: Liches takes only half damage from non-magical, non-flaming, edged weapons.

Special Powers: Liches are undead and therefore have all the Undead Abilities listed on page 3.

Liches cannot eat, breathe, or drink.

Allowed Items: Any items usable by mages.

Spells: Liches cast spells as level L mages. They need not sleep to regain spell points, and instead simply regain one point per hour.

Manticore: A thousand points of death.

Specialist in both missile and melee combat.

Hit Dice: d8
TAC0: 4L
AC: 5
Attack:
 Claws 2d8, see below
Armor: none
Shield: none
Weapons: none
Move: 120' (run) / 180' (fly)
Senses: Panther Senses.
EP: Fighter

Rollup:
STR: 3d3+12
INT: 3d6
WIS: 3d6
DEX: 3d3+9
CON: 3d4+6
CHR: 2d6

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

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

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

Special Powers: A manticore may carry 300 pounds while flying.

Allowed Items: As fighters, but all standard items won't fit.

Mind Flayer: Death begins and ends in the mind.

Specialists in magic with a quick EP track.

| |
|--|
| <p>Hit Dice: d6 TAC0: 3L AC: 7 Attack: claws d6 Armor: none Shield: none Weapons: daggers Move: 120' Senses: Infravision. EP: Scout</p> <p>Rollup: STR: 3d6 INT: 3d3+9 WIS: 3d6 DEX: 3d5+3 CON: 3d5+3 CHR: 3d5+3</p> |
|--|

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

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

Allowed Items: Any item usable by mages, but they may not cast spells from scrolls.

Spells: Mind Flayers can cast the spells listed below as level L mages. All the spells must be cast as Innate Spells (psychic attacks). Spell modifiers may be added, as described on page 54. A mind flayer's spell points are equal to its Intelligence. They regain spell points by sleeping, as usual.

The two following spells are available only to Mind Flayers:

Stun: The target must make a Mental saving throw at -30% or take no action for the remainder of the round. The target retains its defenses. Modifiers: Extra Duration (+1 round) +1.
ZOE: 1 being; **Range:** 60'; **Duration:** 1 round; **ST:** Mental-30%

Cone of Pain: All within the 60' cone must make a Mental save or take 4d6 of damage as the Pain spell.
 Modifiers: Extra Damage (+3d6) +1.
ZOE: 60' cone; **Range:** always zero; **Duration:** momentary; **ST:** mental

| Morphic Spells | pg. | Level 1 Spells | pg. | Level 2 Spells | pg. |
|----------------|-----|----------------|-----|----------------|-----|
| | | Confuse | 66 | ESP | 68 |
| | | Range Loser | 67 | Pain | 69 |
| | | Sleep | 67 | | |
| | | Stun | 16 | | |
| Level 3 Spells | pg. | Level 4 Spells | pg. | Level 5 Spells | pg. |
| Clairsentience | 70 | Fear | 73 | Charm Monster | 77 |
| Cone of Pain | 16 | Telepathy | 75 | Feeblemind | 77 |
| Suggestion | 73 | | | Mind Blast | 78 |
| | | | | Mind Shield | 78 |
| | | | | Mind Link | 78 |
| | | | | Misdirection | 78 |

Naga: Death is in the coils.

Specialists in melee combat with some curing.

| |
|--|
| <p>Hit Dice: d8 TAC0: 4L AC: 5 torso, 4 tail Attack: weapons, see below Armor: any on torso, none on tail Shield: any, only protects torso Weapons: any Move: 90' ground, 60' swim, unimpeded by torso armor. Senses: nothing unusual. EP: Fighter</p> <p>Rollup: STR: 3d3+9 INT: 3d4+6 WIS: 3d6 DEX: 3d4+6 CON: 3d4+6 CHR: 3d4</p> |
|--|

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

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

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

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

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

Special Maneuvers: Nagas have several special combat abilities:

Coil: If the Naga does nothing else in a round, it may coil its body under the torso. This prevents attacks to the more vulnerable parts and allows the Spring. Coiling takes place in movement phase.

Spring: The Naga leaps up to 180' either as a regular move or a combat step. It must be coiled to spring, and it may not make a constriction attack in the same round.

Constrict: On a successful attack roll, the Naga wraps an opponent in its coils and constricts for d6+(STR damage bonus) damage the first round and each round thereafter. Each subsequent Breath Phase, roll a Contest of Attributes (Strength-vs.-Strength) to see if the opponent can break out.

If the opponent succeeds:

He has broken out

He suffers no damage for that round

Neither he nor Naga may take any other actions that round.

Otherwise, during Constriction:

The Naga may act normally (except for movement)

No one may strike at the victim, not even the Naga

The Naga loses all DEX bonuses to its AC.

Ogre Mage: Choose your death carefully, magic or melee.

Specialists in both magic and melee combat.

Hit Dice: d8
TAC0: 4L
AC: 6
Attack: weapon
Armor: none
Shield: any
Weapons: any
Move: 120'
Senses: nothing unusual.
EP: 2 x Fighter

Rollup:
STR: 2d3+18
INT: 3d3+9
WIS: 3d5
DEX: 3d5
CON: 3d4+6
CHR: 3d5

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

Special Attacks: Ogre Mages may wield human-sized two-handed weapons with a single hand. Ogre Mages may throw rocks as missile weapons. See page 2.

Special Powers: During item phase, an Ogre Mage may switch weapons or ready a shield in addition to any other action that round. The weapon or shield must be immediately at hand.

Allowed Items: Items usable by fighters or mages, but rings don't fit their fingers.

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

Rock Troll: death.

Specialists in combat.

Hit Dice: d8
TAC0: 4L
AC: 0
Attack: 2d6 or as weapon
Armor: none
Shield: none
Weapons: any
Move: 120'
Senses: Infravision.
EP: Fighter

Rollup:
STR: 2d3+18
INT: 3d4
WIS: 3d4
DEX: 3d6
CON: 2d3+13
CHR: 3d4

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

Special Attacks: Rock Trolls normally wield giant axes and hammers which do 2d6 damage. They can also wield normal 2-handed weapons with one hand (doing normal damage). Normal 1-handed weapons are useful only for cleaning their teeth.

Rock Trolls may throw rocks as missile weapons. See page 2.

During item phase, they may switch weapons in addition to any other action that round. The weapon must be immediately at hand.

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

Special Rules: Rock trolls do not float in water.

Allowed Items: Any item usable by fighters, but anything intended to be worn will be too small.

Sea Hag: Looks that can kill.

High priestess's of destruction.

| |
|---|
| <p>Hit Dice: d6 TAC0: 3L AC: 6 Attack: claws d8 Armor: none Shield: none Weapons: none Move: 120' (run or swim) Senses: Infravision on land. Dark Sight underwater. EP: Cleric</p> <p>Rollup: STR: 3d4+6 INT: 3d6 WIS: 3d3+9 DEX: 3d6 CON: 3d4+6 CHR: 3d3</p> |
|---|

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

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

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

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

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

Sea Hags will detect as demons.

Allowed Items: Any item usable by clerics.

Spells: Sea Hags cast prayers as level L clerics from the list below. They regain prayer points at dusk.

Damage inflicted by the Cause Wounds prayer of a Sea Hag cannot be healed by a Cure Wounds spell and is regained only one point per day.

Sphere of clerical influence: Decay, Disease, Destruction

| Level I | Pg. | ST | ZOE | Range | Duration |
|---------------------------|-----|--------------|-------------------|----------|----------------------|
| Burnout | 96 | none | 1 object | 120' | momentary |
| Cause Wounds N I [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Conceal Disease [M] | 99 | none | 1 being, etc* | 10' | L Days |
| Conceal Poisoning [M] | 99 | none | 1 being | 10' | L Days |
| Curse Armor N I [M] | 102 | none | 1 piece of armor | 120' | 10 minutes |
| Curse Weapon N I [M] | 102 | none | 1 weapon | 120' | 10 minutes |
| Detect Disease [M] | 103 | spiritual | 1 being | 120' LOS | momentary |
| Detect Magic [M] | 104 | none | self | 120' | 6 + L rounds |
| Detect Poison [M] | 104 | none | varies | varies | momentary |
| Infect | 109 | spiritual | 1 being or object | 120' | permanent |
| Poison Weapon N I | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Putrefy Food & Water | 115 | none | 10L pounds | touch | momentary |
| Rot [M] | 117 | none | 10L pounds | 120' | momentary |
| Troubled Sleep | 124 | spiritual | L persons | contact | upon awakening |
| Vulnerability Causes [M] | 125 | spiritual | 1 being | 120' | 60 + 10L minutes [R] |
| Vulnerability Disease [M] | 125 | spiritual | 1 being | 120' | 60 + 10L minutes [R] |
| Vulnerability Poison [M] | 125 | spiritual | 1 being | 120' | 60 + 10L minutes [R] |

| Level II | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|-----------------|--------------------|--------------|----------------------|
| Blight | 96 | see description | 20' cube | 120' | momentary |
| Cause Disease [M] | 97 | spiritual | 1 humanoid | 120' | see description |
| Cause Weakness [M] | 97 | spiritual | 1 humanoid | 120' | 60 + 10L minutes [R] |
| Cause Wounds N II [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Conceal Poison [M] | 99 | none | 10L Lbs. poison | 10' | L Days |
| Conceal Weakness [M] | 100 | none | 1 being | 10' | L Days |
| Curse Armor N II [M] | 102 | none | 1 piece of armor | 120' | 10 minutes |
| Curse Weapon N II [M] | 102 | none | 1 weapon | 120' | 10 minutes |
| Darkness | 102 | none | 10' r sphere | 120' | 60 + 10L minutes [R] |
| Disfigure [M] | 105 | spiritual | 1 being | 120' | L days |
| Poison Potion [M] | 113 | none | 1 quart of liquid | 120' | Renewable |
| Poison Weapon N II | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Resist Cure Wounds [M] | 115 | spiritual | 1 victim | 60' | 60 + 10L minutes [R] |
| Resist Patterning | 116 | none | 100L pounds | touch | lasting |
| Rust [M] | 117 | none | 10L pounds | 120' | momentary |
| Vulnerability Elements [M] | 125 | spiritual | 1 being | 120' | 60 + 10L minutes [R] |
| Level III | Pg. | ST | ZOE | Range | Duration |
| Cause Severe Disease [M] | 97 | spiritual | one humanoid | 120' | see description |
| Cause Wounds N III [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Cripple [M] | 101 | spiritual | 1 being | 120' | d4+2 rounds |
| Crumble | 101 | none | 5L cubic feet | 120' | momentary |
| Curse Armor N III [M] | 102 | none | 1 piece of armor | 120' | 10 minutes |
| Curse Weapon N III [M] | 102 | none | 1 weapon | 120' | 10 minutes |
| Dispel Magic | 106 | level-vs-level | 10' r sphere | 120' | momentary |
| Kudzu | 111 | physical | 20' radius | 120' | concentration |
| Maggots | 111 | none | 50L lbs. in a mass | 10' | permanent |
| Miasma | 112 | none | 20' sphere | 120' | 60 + 10L minutes [R] |
| Poison Weapon N III | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Summon Plague Rats | 121 | none | ¼ mile sphere | none | 60 + 10L minutes [R] |
| Level IV | Pg. | ST | ZOE | Range | Duration |
| Cause Affliction [M] | 96 | spiritual | 1 humanoid | 120' | momentary |
| Cause Terminal Disease [M] | 97 | spiritual | 1 being | 120' | see description |
| Cause Wounds N IV [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Curse Armor N IV [M] | 102 | none | 1 piece of armor | 120' | 10 minutes |
| Curse Weapon N IV [M] | 102 | none | 1 weapon | 120' | 10 minutes |
| Disease Carrier [M] | 105 | spiritual | 1 mammal | 120' | L days |
| Insect Plague | 110 | special | see description | 480' | L hours [R] |
| Poison Weapon N IV | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Level V | Pg. | ST | ZOE | Range | Duration |
| Cause Wounds N V [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Curse Armor N V [M] | 102 | none | 1 piece of armor | 120' | 10 minutes |
| Curse Weapon N V [M] | 102 | none | 1 weapon | 120' | 10 minutes |
| Defoliation | 103 | spiritual | 30' sphere | 120' | momentary |
| Finger of Death | 108 | spiritual | 1 being | 120' | momentary |
| Influenza Outbreak [M] | 110 | spiritual | 1 humanoid | 120' | see description |
| Poison Weapon N V | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Stone to Mud | 120 | none | up to a 30' cube | touch | 60 + 10L minutes [R] |
| Level VI | Pg. | ST | ZOE | Range | Duration |
| Cause All [M] | 96 | spiritual* | 1 being | 120' | momentary |
| Poisoned Weapon | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Shatter Storm | 118 | none | 30' radius | 120' | momentary |
| Typhoid Outbreak [M] | 124 | spiritual | 1 humanoid | 120' | see description |

| Level VII | Pg. | ST | ZOE | Range | Duration |
|----------------------------|-----|----------------|----------------|-------------------|-----------------|
| Full Finger of Death | 108 | spiritual* | 1 being | 120' | instant |
| Plague [M] | 113 | spiritual | 1 humanoid | 120' | see description |
| Level VIII | Pg. | ST | ZOE | Range | Duration |
| Earthquake | 107 | none | L square miles | 480' to epicenter | 1 minute |
| Warp Enchantment | 125 | level-vs-level | 1 object | 10' | momentary |
| Level IX | Pg. | ST | ZOE | Range | Duration |
| Full Hand of Death | 109 | spiritual* | 30' r sphere | 120' | instantaneous |
| Heat Death of the Universe | 109 | none | Universe | none | Eternity |
| Summon Horseman | 121 | none | 1 Apocalypse | proximity | L hours [R] |

Skull Warriors: Death is my ally, ... soon it will be yours.

Specializing in combat for many lifetimes.

| |
|---|
| <p>Hit Dice: d8 TACO: 4L AC: 4 Attack: as weapon Chill Aura Armor: any Shield: any Weapons: any Move: 120' Senses: Infravision Dark Sight. EP: Elven Fighter</p> <p>Rollup: STR: 9+3d3 INT: 3d6 WIS: 3d6 DEX: 3d6 CON: 3d4+6 CHR: 3d4+3</p> |
|---|

Description: Skull warriors are tall (6'-7', 150 pounds) robed figures. They have large hoods, which are supernaturally dark and conceal all facial features. A very close look will reveal glowing red eyes. Skull warriors wear dark clothes and boots. Underneath, the skull warrior is, of course, skeletal.

Special Attacks: Skull Warriors produce an Chill Aura about them (similar to an Immolate spell but with a cold effect). Activation and de-activation of the Chill Aura both require a full action in Breath phase, but there is no limit on the frequency or duration of use. This field does damage to a melee opponent, no saving throw, each time one of the following occurs:

- 2d6 damage -- an opponent strikes the skull warrior with a natural weapon
- 2d6 damage -- the skull warrior makes a successful grappling attack.
- 1d6 damage -- an opponent strikes the skull warrior with a melee weapon
- 1d6 damage -- the skull warrior hits with its own weapon.

The Strength damage bonus does not add to the Chill Aura.

Special Defenses: Skull warriors take 1/10 (round up) damage from impaling weapons, and ½ damage from cutting weapons. Against Flaming Swords, the damage reduction applies only to the blade and not to the +3 bonus nor the 1 pt/die undead vulnerability to fire.

Special Powers: Skull Warriors are undead and have all the Undead Abilities listed on page 3.

Skull Warriors cannot eat, drink, or breathe.

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

Allowed Items: Any item usable by fighters.

Spectre: Reach out and Death touch someone.

Specializing in the big chill.

| |
|---|
| <p>Hit Dice: d6 TAC0: 3L AC: 5 Attack: chill touch Armor: none Shield: none Weapons: none Move: 120' limited fly Senses: Infravision, Dark Sight. EP: Scout</p> <p>Rollup: STR: 10 INT: 3d6 WIS: 3d5+3 DEX: 3d3+9 CON: 3d4+6 CHR: 3d6</p> |
|---|

Description: Spectres are the incorporeal spirits of humans corrupted into the ways of undeath. Their very touch is damaging to flesh, yet they themselves are nearly impossible to damage. Spectres speak in a moaning, distant voice.

Special Attacks: Spectres can inflict cold damage by simply touching their opponent. They need only hit AC 9 and inflict damage as per the chart below.

| | | | |
|---------|----|-------------|-----|
| Lvl 1-4 | d4 | Lvl 9-10 | d10 |
| Lvl 5-6 | d6 | Lvl 11-12 | d12 |
| Lvl 7-8 | d8 | level 13-14 | d14 |

L times per day, the Spectre may attempt to increase the power of its melee attack. If the touch is successful, the target takes damage as usual but must also make a Spiritual save or be affected by a Combat Slow (see page 71). The latter effect is not affected by Resist Cold.

Special Defenses: Spectres can only be hit by +2 magical weapons.

Spectres can be affected by spells but are immune to spells that rely on physical contact (e.g. Magic Missile, Implosion, Ice Storm, Blade Barrier).

Special Powers: Spectres are undead and have the Undead Abilities listed on page 3.

Spectres fly up to 120' per round but must remain within 5' of a large solid object. They may move at 10' per round through solid objects, but cannot move through consecrated walls.

Spectres have a limited form of telekinesis whereby it can move objects (less than 20 pounds) and manipulate items (locks, traps, switches, buttons, etc...) at range touch. No effective attack can be launched by this power.

Spectres cannot eat, drink, or breathe.

Special Rules: The spectre has strength of 10 and will not improve this by gaining experience levels.

Allowed Items: As scouts, but severely limited by the fact that they are incorporeal.

Sphinx: Death is the final riddle.

Specializing in confounding good with clerical riddle prayers.

| |
|---|
| <p>Hit Dice: d8 TAC0: 4L AC: 5 Attack: claws d10 Armor: none Shield: none Weapons: none Move: 150' run or fly Senses: Panther Senses. EP: Cleric</p> <p>Rollup: STR: 3d3+9 INT: 3d4+6 WIS: 3d3+9 DEX: 3d6 CON: 3d4+6 CHR: 3d5+3</p> |
|---|

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

Special Powers: Sphinxes can carry 300 pounds while flying.

A sphinx has excellent memory and can make use of effects equivalent to the Clerical prayers Lore (see page **Error! Bookmark not defined.**) and Memory Enhancer (self only) (see page **Error! Bookmark not defined.**) at will, without expending spell points.

Allowed Items: As clerics, but only items intended for a humanoid's head can be worn, e.g. helms, medallions, amulets, eyes.

Spells: Sphinxes can cast the prayers listed below as level L clerics. They regain prayer points at dusk. As non-tool users, they do not need a consecrated object to employ their clerical prayers.

Sphere of clerical influence: Knowledge, Riddles, Investigation.

| Level I | Pg. | ST | ZOE | Range | Duration |
|----------------------|-----|------------|-------------------|-----------------|----------------------|
| Augury | 95 | spiritual | self | none | none |
| Bless N I [M] | 96 | none | 1 person | contact | 6 + L + delay rounds |
| Cat's Eye [M] | 96 | none | self | none | 60 + 10L minutes [R] |
| Cure Wounds N I [M] | 102 | spiritual* | 1 being | 120' | momentary |
| Detect Altitude [M] | 103 | none | 1 being | none | 60 + 10L minutes [R] |
| Detect Edibility [M] | 103 | spiritual* | 1 being or object | 120' LOS | momentary |
| Detect Food [M] | 103 | none | varies | varies | momentary |
| Detect Lie [M] | 104 | spiritual | 1 being | 120' LOS | momentary |
| Detect Magic [M] | 104 | none | self | 120' | 6 + L rounds |
| Detect North [M] | 104 | none | 1 being | touch | 60 + 10L minutes [R] |
| Detect Poison [M] | 104 | none | varies | varies | momentary |
| Detect Water | 105 | none | self | see description | momentary |
| Paradox N I | 113 | mental | 1 being* | as speech | instant |
| Predict Weather | 114 | none | self | 5L miles | 6L hours |
| Speak Languages [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Trapped Speech N I | 124 | mental | 1 target | earshot | N rounds |

| Level II | Pg. | ST | ZOE | Range | Duration |
|--------------------------|------------|--------------|----------------------|--------------|----------------------|
| Bless N II [M] | 96 | none | 1 person | contact | 6 + L + delay rounds |
| Clue | 98 | none | self | none | momentary |
| Cure Wounds N II [M] | 102 | spiritual* | 1 being | 120' | momentary |
| Detect Depth [M] | 103 | none | 1 being | touch | 60 + 10L minutes [R] |
| Detect Intent [M] | 104 | none | 1 being | 480' | momentary |
| Detect Possession [M] | 104 | spiritual* | 1 being | 120' LOS | momentary |
| Detect Secret Doors [M] | 105 | none | self | 120' | momentary |
| Detect Substance [M] | 105 | none | varies | varies | momentary |
| Detect Traps [M] | 105 | none | varies | varies | momentary |
| Eidetic Memory | 107 | none | self | as senses | L minutes |
| Locate Object | 111 | none | self | 60L' | 10 Min. |
| Observe Prayer [M] | 112 | none | self | 120' | 6 + L rounds |
| Paradox N II | 113 | mental | 1 being* | as speech | instant |
| Read Languages [M] | 115 | none | self | as sight | 60 + 10L minutes [R] |
| Riddle N II | 116 | mental -10N% | 1 being* | 120' | special |
| See Illusion [M] | 117 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Silence 15'r | 118 | none | 15' r moving sphere* | zero | 60 + 10L minutes [R] |
| Speak with Animals [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Speak with Monsters [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Trapped Speech N II | 124 | mental | 1 target | earshot | N rounds |
| Withstand Charm [M] | 126 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Withstand Fear [M] | 126 | none | 1 being | 120' | 60 + 10L minutes [R] |
| Level III | Pg. | ST | ZOE | Range | Duration |
| Analyze Prayer | 95 | none | self | 120' | 6 + L rounds |
| Bless N III [M] | 96 | none | 1 person | contact | 6 + L + delay rounds |
| Comprehend Languages [M] | 99 | none | self | none | L hours [R] |
| Conceal Magic [M] | 99 | none | 1 spell | 20' | L Days |
| Darkness | 102 | none | 10' r sphere | 120' | 60 + 10L minutes [R] |
| Detect Curse [M] | 103 | spiritual | 1 being, etc. * | 120' LOS | momentary |
| Detect Protection [M] | 104 | spiritual | 1 being or object | 120' LOS | momentary |
| Detect Religion [M] | 105 | spiritual | 1 being | 120' LOS | momentary |
| ESP | 107 | spiritual | 1 being | 240'* | 60 + 10L minutes [R] |
| Cure Wounds N III [M] | 102 | spiritual* | 1 being | 120' | momentary |
| Locate Person | 111 | spiritual | self | ½L miles | L hours [R] |
| Paradox N III | 113 | mental | 1 being* | as speech | instant |
| Riddle N III | 116 | mental -10N% | 1 being* | 120' | special |
| See Invisible [M] | 117 | none | self | as sight | L hours [R] |
| Speak with Dead | 119 | none | 1 dead body | 10' | 10 minutes |
| Speak with Plants [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Speak with Rocks [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Trapped Speech N III | 124 | mental | 1 target | earshot | N rounds |
| Withstand Detection [M] | 126 | none | 1 being | 10' | 60 + 10L minutes [R] |

| Level IV | Pg. | ST | ZOE | Range | Duration |
|-----------------------|------------|-----------------|-----------------|-----------------|----------------------|
| Analyze Magic | 94 | none | self | 120' | 6 + L rounds |
| Bless N IV [M] | 96 | none | 1 person | contact | 6 + L + delay rounds |
| Commune N I | 99 | none | self | see description | L minutes |
| Continual Darkness | 101 | none | 40' r sphere | 360' | 1 day [R] |
| Devour Book | 105 | none | 1 document* | touch | momentary |
| Paradox N IV | 113 | mental | 1 being* | as speech | instant |
| Question Dead | 115 | none | 1 dead body | 10' | 10 minutes |
| Retroscope | 116 | none* | 1 object | 10' | 60 + 10L minutes [R] |
| Riddle N IV | 116 | mental -10N% | 1 being* | 120' | special |
| Speak in Tongues [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Total Recall [M] | 123 | none | 1 being | touch | permanent |
| Trace Sending | 123 | none | 1 sending | 240' | ½ L days |
| Track | 123 | spiritual -30% | 1 being | 480' | 60 + 10L minutes [R] |
| Trapped Speech N IV | 124 | mental | 1 target | earshot | N rounds |
| Unriddling | 124 | special | 1 spell | 120' | Instant |
| Withstand Inquiry [M] | 126 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Level V | Pg. | ST | ZOE | Range | Duration |
| Bless N V [M] | 96 | none | 1 person | contact | 6 + L + delay rounds |
| Clairaudience | 98 | mental | 30' r sphere | 240' no LOS | 60 + 10L minutes [R] |
| Clairvoyance | 98 | mental | 30' r sphere | 240' no LOS | 60 + 10L minutes [R] |
| Commune N II | 99 | none | self | see description | L minutes |
| Cure Wounds N V [M] | 102 | spiritual* | 1 being | 120' | momentary |
| Interpret Tongues [M] | 110 | none | self | hearing | 60 + 10L minutes [R] |
| Magic Trail | 112 | none | 1 trail | LOS | 60 + 10L minutes [R] |
| Paradox N V | 113 | mental | 1 being* | as speech | instant |
| Toll | 123 | none | (L - 8)/2 miles | none | momentary |
| Trapped Speech N V | 124 | mental | 1 target | earshot | N rounds |
| True Sight | 124 | none | self | as senses | 60 + 10L minutes [R] |
| Level VI | Pg. | ST | ZOE | Range | Duration |
| Assay Item | 95 | Spiritual | 1 item | touch | momentary |
| Death's Riddle | 102 | special | 1 dead body | 10' | instant |
| Fatal Question | 107 | mental | 1 target | 120' | instant |
| Reveal Magic | 116 | level-vs-level* | 120' r | 240' | 60 + 10L minutes [R] |
| Prophecy | 114 | none | self | special | 10 minutes |
| Trace Teleport | 123 | none | 30' r | 240' | ½ L days |
| Level VII | Pg. | ST | ZOE | Range | Duration |
| Divine Guidance | 106 | none | 1 question | N/A | 10 Min. |
| View Past | 125 | none | self | as sight | 6 hours* |
| Word of Recall | 127 | none | self | infinite | instantaneous |
| Level VIII | Pg. | ST | ZOE | Range | Duration |
| Foresight | 108 | none | self | zero | 60 + 10L minutes [R] |
| Level IX | Pg. | ST | ZOE | Range | Duration |
| Conjure Bob West | 100 | none | GM discretion | proximity | L hours [R] |

Succubus/Incubus: To die for; Death be a lady tonight. Specializing in seduction, corruption and betrayal.

Hit Dice: d6

TAC0: 3L

AC: 6

Attack: as weapon

Armor: leather

Shield: none

Weapons:

dagger,

whips

Move: 120'

Senses: Infravision.

EP: Cleric

Rollup:

STR: 3d6

INT: 3d5+3

WIS: 3d3+9

DEX: 3d6

CON: 3d5+3

CHR: 3d3+9

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

Special Defenses: Succubi and Incubi have special powers against those who are sexually attracted to them. Such humanoids must win a Contest of Attributes (Succubus's Charisma vs. Target's Wisdom) or be affected as the Sanctuary spell, unless they witness an offensive action by the demon. Moreover, humanoids so attracted will not notice spell casting by the succubus, instead interpreting it as normal speech or gestures.

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

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

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

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

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

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

Allowed Items: Any item usable by clerics.

Spells: Succubi & incubi cast the prayer below as level L clerics. They regain prayer points at dusk.

The demon may at their option use the following as Innate Spells: Pause, Suggest, Charm, Distress Cry.

Sphere of clerical influence: Seduction, Temptation, Corruption

| Level I | Pg. | ST | ZOE | Range | Duration |
|-----------------------|------------|--------------------|----------------------|--------------|-----------------------|
| Beauty [M] | 95 | none | 1 being | touch | 60 + 10L minutes [R] |
| Conceal Lies [M] | 99 | none | 1 being | 120' | 60 + 10L minutes [R] |
| Consecrate Object | 100 | none | 1 object | touch | permanent* |
| Curse N I [M] | 102 | spiritual-5N% | 1 being | 120' | 6+L rounds |
| Detect Hostility [M] | 104 | spiritual | 1 being | 120' LOS | momentary |
| Detect Lie [M] | 104 | spiritual | 1 being | 120' LOS | momentary |
| Detect Magic [M] | 104 | none | self | 120' | 6 + L rounds |
| Detect Religion [M] | 105 | spiritual | 1 being | 120' LOS | momentary |
| Detect Undead [M] | 105 | none | varies | varies | momentary |
| Pause | 113 | spiritual | 1 being | 120' | 1 round |
| Poison Weapon N I | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Sanctuary | 117 | spiritual | self | n/a | 60 + 10L minutes [R]* |
| Surprise Attack N I | 122 | none | 1 being | touch | 6+L rounds |
| Transfer N I | 123 | spiritual for both | 2 beings | 120' | momentary |
| Understand Speech [M] | 124 | none | self | as hearing | L hours [R] |
| Level II | | | | | |
| Level II | Pg. | ST | ZOE | Range | Duration |
| Allure | 94 | none | caster | none | 60 + 10L minutes [R] |
| Blind Stroke | 96 | spiritual | 1 being | 120' | 1 round |
| Conceal Intent [M] | 99 | none | 1 being | 120' | 60 + 10L minutes [R] |
| Curse N II [M] | 102 | spiritual-5N% | 1 being | 120' | 6+L rounds |
| Darkness | 102 | none | 10' r sphere | 120' | 60 + 10L minutes [R] |
| Detect Intent [M] | 104 | none | 1 being | 480' | momentary |
| Detect Possession [M] | 104 | spiritual* | 1 being | 120' LOS | momentary |
| Observe Prayer [M] | 112 | none | self | 120' | 6 + L rounds |
| Poison Weapon N II | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Silence 15'r | 118 | none | 15' r moving sphere* | zero | 60 + 10L minutes [R] |
| Sleep | 118 | spiritual | 60' cone | 0 | 1 Hour* |
| Suggest [M] | 121 | spiritual | 1 being | 120' | 2 weeks |
| Surprise Attack N II | 122 | none | 1 being | touch | 6+L rounds |
| Transfer N II | 123 | spiritual for both | 2 beings | 120' | momentary |
| Ventriloquism [M] | 124 | none | self | 120' | 60 + 10L minutes [R] |
| Withstand Charm [M] | 126 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Withstand Causes [M] | 126 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Level III | | | | | |
| Level III | Pg. | ST | ZOE | Range | Duration |
| Conceal Magic [M] | 99 | none | 1 spell | 20' | L Days |
| Curse N III [M] | 102 | spiritual-5N% | 1 being | 120' | 6+L rounds |
| Demonic Embrace | 103 | see description | 1 being | 10' | concentration |
| Detect Curse [M] | 103 | spiritual | 1 being, etc. * | 120' LOS | momentary |
| Detect Level [M] | 104 | spiritual | 1 being | 120' LOS | momentary |
| Disguise [M] | 106 | none | 1 being | 10' | 6L hours |
| Dispel Magic | 106 | level-vs-level | 10' r sphere | 120' | momentary |
| ESP | 107 | spiritual | 1 being | 240'* | 60 + 10L minutes [R] |
| Forewarning [M] | 108 | none | self | 10L feet | 60 + 10L minutes [R] |
| Invisibility [M] | 110 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Poison Weapon N III | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Seeming Innocence | 118 | none | self | none | 60 + 10L minutes [R] |
| Send Dream [M] | 118 | spiritual | 1 being | 10L miles | L hours [R] |
| Speak Languages [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Surprise Attack N III | 122 | none | 1 being | touch | 6+L rounds |
| Testify [M] | 122 | spiritual | 1 being | 30' | 60 + 10L minutes [R] |
| Transfer N III | 123 | spiritual for both | 2 beings | 120' | momentary |

| Level IV | Pg. | ST | ZOE | Range | Duration |
|-----------------------|------------|--------------------|-----------------|----------------|----------------------|
| Charm [M] | 98 | spiritual | 1 being | 120' | special |
| Command [M] | 99 | spiritual | 1 being | 120' | two weeks |
| Curse N IV [M] | 102 | spiritual-5N% | 1 being | 120' | 6+L rounds |
| Distraction | 106 | spiritual | 120' r sphere* | self | 12 rounds |
| Distress Cry | 106 | spiritual | 1 being | LOS | 6 rounds |
| Forget [M] | 108 | spiritual | 1 being | 120' | permanent |
| Inquisition | 110 | spiritual | 1 being | 10' | 6 + L rounds |
| Hold Person | 109 | spiritual | 30' r sphere | 240' | concentration |
| Mind Speech [M] | 112 | none | 1 being | 1 mile LOS* | 60 + 10L minutes [R] |
| Poison Weapon N IV | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Somnambulist [M] | 119 | spiritual | 1 being | 120' | 2 weeks |
| Surprise Attack N IV | 122 | none | 1 being | touch | 6+L rounds |
| Trance [M] | 123 | spiritual | 1 being | 120' | 12 rounds |
| Transfer N IV | 123 | spiritual for both | 2 beings | 120' | momentary |
| Level V | Pg. | ST | ZOE | Range | Duration |
| Alter Personality [M] | 94 | spiritual | 1 being | 120' | permanent |
| Curse N V [M] | 102 | spiritual-5N% | 1 being | 120' | 6+L rounds |
| False Memory [M] | 107 | spiritual | 1 being | 60' | permanent |
| Kiss of Death | 110 | spiritual | 1 being | 10' | momentary |
| Poison Weapon N V | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Siren Song | 118 | spiritual | earshot | earshot | two weeks |
| Soul Rider | 119 | spiritual | 1 being | 120' initially | Renewable |
| Speak in Tongues [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Surprise Attack N V | 122 | none | 1 being | touch | 6+L rounds |
| Transfer N V | 123 | spiritual for both | 2 beings | 120' | momentary |
| Level VI | Pg. | ST | ZOE | Range | Duration |
| Domination [M] | 106 | spiritual | 1 being | 120' | special |
| Poisoned Weapon | 113 | none to cast | caster's weapon | touch | 60 + 10L minutes [R] |
| Level VII | Pg. | ST | ZOE | Range | Duration |
| Influence [M] | 109 | spiritual | 1 being | 120' | special |
| Level VIII | Pg. | ST | ZOE | Range | Duration |
| Permanent | 113 | none | same | same | Permanent |
| Level IX | Pg. | ST | ZOE | Range | Duration |
| Conjure Servant | 100 | none | GM discretion | proximity | L hours [R] |

Umber Hulk: Death from below.

Specializing in undermining the enemies defenses.

Hit Dice: d8

TAC0: 4L

AC: 3

Attack: claws 2d6

Armor: none

Shield: none

Weapons: none

Move: 90' run + tunneling

Senses:

Infravision.

Umber Hulks can see through stone (and loose earth) For a distance up to 5L feet.

EP: Fighter

Rollup:

STR: 3d3+15

INT: 3d6

WIS: 3d6

DEX: 3d6

CON: 3d4+6

CHR: 3d4

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

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

They are Resistant to Crushing.

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

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

They need only eat once per week.

Allowed Items: As fighters, but no standard items will fit.

Vaikral: Death is only the beginning.

Specializing as undead warrior priests.

Hit Dice: d6
TAC0: 3L
AC: 4
Attack: as weapon
Armor: chain
Shield: any
Weapons:
 any one-handed, but prefers long curved swords.
Move: 120'
Senses:
 Infravision, Life Sense. Vaikral can automatically tell if a Creature within 30' LOS is undead.
EP: Cleric

Rollup:
STR: 3d4+6
INT: 3d6
WIS: 3d3+9
DEX: 3d6
CON: 3d4+6
CHR: 3d5+3

Description: Although vaikral have a demonic air about them, these 7' tall, black-skinned sword-wielders are actually undead priests. The living fear these foci of undeath, as they seem to suck life from their surroundings, calling forth minions and even stealing health with their unholy blades. Vaikral weigh 250 pounds.

Special Attacks: A vaikral has a single personal melee weapon, so chosen by the Consecrate Object prayer (but not subject to Dispel Prayer). When the Vaikral uses this weapon, it acts as a Vampiric blade, curing the Vaikral an amount equal to half the damage inflicted with it (round down), not to exceed the Vaikral's maximum hit points. A Vaikral may only have one consecrated weapon at a time, but may fashion a new one if it is lost.

Special Powers: Vaikral are undead and have the Undead Abilities listed on page 3.

Vaikral need not eat, sleep, or breathe.

Allowed Items: Any item usable by clerics.

Spells: Vaikral cast the prayers below as level L clerics. They regain prayer points at dusk.

Sphere of clerical influence: Undeath

| Level I | Pg. | ST | ZOE | Range | Duration |
|-------------------------|-----|-----------|-------------------|-----------|----------------------|
| Aura of Corruption N I | 95 | none | 60' r sphere | none | 60 + 10L minutes [R] |
| Consecrate Object | 100 | none | 1 object | touch | permanent* |
| Cure Undead N I [M] | 102 | spiritual | 1 patient | 120' | permanent |
| Detect Magic [M] | 104 | none | self | 120' | 6 + L rounds |
| Detect Undead [M] | 105 | none | varies | varies | momentary |
| Empathic Cause N I [M] | 107 | spiritual | 1 humanoid | 120' | permanent |
| Infect | 109 | spiritual | 1 being or object | 120' | permanent |
| Putrefy Food & Water | 115 | none | 10L pounds | touch | momentary |
| Speak With Undead [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Summon Undead N I | 121 | none | 1 or more undead | none | 12 rounds* |
| Unholy Strength N I [M] | 124 | physical | 1 being | touch | 60 + 10L minutes [R] |

| Level II | Pg. | ST | ZOE | Range | Duration |
|---------------------------|------------|----------------|----------------------|--------------|----------------------|
| Aura of Corruption N II | 95 | none | 60' r sphere | none | 60 + 10L minutes [R] |
| Cure Undead N II [M] | 102 | spiritual | 1 patient | 120' | permanent |
| Darkness | 102 | none | 10' r sphere | 120' | 60 + 10L minutes [R] |
| Empathic Cause N II [M] | 107 | spiritual | 1 humanoid | 120' | permanent |
| Feign Death [M] | 108 | none | caster | none | L days |
| Infravision [M] | 110 | none | self | LOS | L hours [R] |
| Invulnerability [M] | 110 | none | one being | none | 10 minutes |
| Life Sense [M] | 111 | none | 1 being | none | L hours [R] |
| Observe Magic [M] | 112 | none | self | 60' | 12 rounds |
| Prevent Resuscitation [M] | 114 | spiritual | 1 body | 120' | permanent |
| Resist Cold [M] | 115 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Cure Wounds [M] | 115 | spiritual | 1 victim | 60' | 60 + 10L minutes [R] |
| Speak with Dead | 119 | none | 1 dead body | 10' | 10 minutes |
| Summon Undead N II | 121 | none | 1 or more undead | none | 12 rounds* |
| Unholy Strength N II [M] | 124 | physical | 1 being | touch | 60 + 10L minutes [R] |
| Vulnerability Fear [M] | 125 | none | 1 target | 120' | 60 + 10L minutes [R] |
| Withstand Fear [M] | 126 | none | 1 being | 120' | 60 + 10L minutes [R] |
| Level III | Pg. | ST | ZOE | Range | Duration |
| Aura of Corruption N III | 95 | none | 60' r sphere | none | 60 + 10L minutes [R] |
| Cause Disease [M] | 97 | spiritual | 1 humanoid | 120' | see description |
| Conceal Undead [M] | 100 | none | 1 being | 120' | L days |
| Continual Darkness | 101 | none | 40' r sphere | 360' | 1 day [R] |
| Cure Undead N III [M] | 102 | spiritual | 1 patient | 120' | permanent |
| Dispel Prayer | 106 | level-vs-level | 10' r sphere | 60' | momentary |
| Empathic Cause N III [M] | 107 | spiritual | 1 humanoid | 120' | permanent |
| Question Dead | 115 | none | 1 dead body | 10' | 10 minutes |
| Silence 15'r | 118 | none | 15' r moving sphere* | zero | 60 + 10L minutes [R] |
| Temporary Drain Level [M] | 122 | spiritual | 1 being | touch | 1 hour |
| Summon Undead N III | 121 | none | 1 or more undead | none | 12 rounds* |
| Unholy Strength N III [M] | 124 | physical | 1 being | touch | 60 + 10L minutes [R] |
| Withstand Cures [M] | 126 | spiritual | 1 being | 60' | 60 + 10L minutes [R] |
| Level IV | Pg. | ST | ZOE | Range | Duration |
| Aura of Corruption N IV | 95 | none | 60' r sphere | none | 60 + 10L minutes [R] |
| Cause Paralysis [M] | 97 | spiritual | 1 humanoid | 120' | 60 + 10L minutes [R] |
| Cause Severe Disease [M] | 97 | spiritual | one humanoid | 120' | see description |
| Cure Undead N IV [M] | 102 | spiritual | 1 patient | 120' | permanent |
| Desuscitate | 103 | none | 1 body | 10' | L rounds |
| Drain Level [M] | 106 | spiritual | 1 being | touch | permanent |
| Empathic Cause N IV [M] | 107 | spiritual | 1 humanoid | 120' | permanent |
| Fear Foes | 108 | mental | 60' cone | none | until saves |
| Remove Curse [M] | 115 | level-vs-level | 1 curse | 240' | permanent |
| Maggots | 111 | none | 50L lbs. in a mass | 10' | permanent |
| Summon Undead N IV | 121 | none | 1 or more undead | none | 12 rounds* |
| Unholy Strength N IV [M] | 124 | physical | 1 being | touch | 60 + 10L minutes [R] |

| Level V | Pg. | ST | ZOE | Range | Duration |
|-------------------------|------------|------------|------------------|-----------------|----------------------|
| Animate Dead [M] | 95 | none | 1 body | 120' | permanent |
| Aura of Corruption N V | 95 | none | 60' r sphere | none | 60 + 10L minutes [R] |
| Cause Insanity [M] | 97 | spiritual | 1 humanoid | 120' | permanent |
| Coma [M] | 99 | spiritual | 1 being | 120' | L days |
| Commune N I | 99 | none | self | see description | L minutes |
| Cure Undead N V [M] | 102 | spiritual | 1 patient | 120' | permanent |
| Draining Touch | 106 | spiritual | self | none | 10 minutes |
| Finger of Death | 108 | spiritual | 1 being | 120' | momentary |
| Interrogate Dead | 110 | none | 1 dead body | 10' | 10 minutes |
| Summon Undead N V | 121 | none | 1 or more undead | none | 12 rounds* |
| Unholy Strength N V [M] | 124 | physical | 1 being | touch | 60 + 10L minutes [R] |
| Level VI | Pg. | ST | ZOE | Range | Duration |
| Consecration N I | 100 | none | see description | touch | permanent* |
| Cure Undead All [M] | 102 | spiritual | 1 undead | 120' | permanent |
| Empathic Cause All [M] | 107 | spiritual | 1 humanoid | 120' | permanent |
| Summon Undead N VI | 121 | none | 1 or more undead | none | 12 rounds* |
| Level VII | Pg. | ST | ZOE | Range | Duration |
| Commune N II | 99 | none | self | see description | L minutes |
| Gaseous Form [M] | 109 | none | self | none | L hours [R] |
| Summon Undead N VII | 121 | none | 1 or more undead | none | 12 rounds* |
| Level VIII | Pg. | ST | ZOE | Range | Duration |
| Consecration N II | 100 | none | see description | touch | permanent* |
| Full Finger of Death | 108 | spiritual* | 1 being | 120' | instant |
| Permanent | 113 | none | same | same | Permanent |
| Summon Undead N VIII | 121 | none | 1 or more undead | none | 12 rounds* |
| Level IX | Pg. | ST | ZOE | Range | Duration |
| Full Hand of Death | 109 | spiritual* | 30' r sphere | 120' | instantaneous |
| Lich | 111 | spiritual | 1 person | 120' | permanent |
| Summon Undead N IX | 121 | none | 1 or more undead | none | 12 rounds* |

Vampire: The Princes of Death.

Specialists in combat and scouting.

| |
|---|
| <p>Hit Dice: d8 TAC0: 4L AC: 5 Attack: fist d10 or weapon Armor: any Shield: any Weapons: any one-handed or missile Move: 150' Senses: Infravision, Life Sense. EP: Fighter Rollup: STR: 3d3+12 INT: 3d3+9 WIS: 3d5 DEX: 3d4+6 CON: 3d4+6 CHR: 3d4+6</p> |
|---|

Description: Vampires appear as slightly languid people; however, they are extremely strong and have a variety of magical abilities. They are powerful in combat, yet more disturbing is their ability to exert their will over the weak-minded by simply focusing their gaze. Vampires are extremely difficult to kill, as they simply turn to mist when severely damaged! Vampires are man-sized, 6' tall weighing 175 pounds.

Special Attacks: As an Innate Ability, a vampire may initiate a Gaze attack by staring at one being within 30 feet that meets its gaze. If the target loses a level-vs-level battle, it will take no action until the gaze is broken. New level-vs-level battles are fought at the beginning of each subsequent round. Damage to either party breaks the gaze for the rest of the round. No target remembers a successful gaze. A Combat Hasted vampire may not gaze in consecutive actions (i.e. in the regular round and again in the Haste phase).

When successfully gazing, the vampire may attempt the following in item phase (one attempt per target per day, renews at midnight). The target gets a Spiritual save.

- On humans -- Suggestion (as mage spell)
- On undead, bats, rats, wolves, reptiles -- Charm animal/undead (as cleric spell, may control max L total hit dice at any time)
- On other animals -- Fear (as single-target cleric spell Fear Foes)

During item phase, the vampire may automatically bite the neck of a passive (asleep, held, or gazed) fresh-blooded victim. The vampire does L points per round (no STR damage bonus), gaining the half of the points (round up) itself if it is below maximum. The victim gets a level-vs-level battle at the end of each round to break the bite. If either the vampire or the victim takes damage (save that of the bite), the bite is broken and both parties take no further action in that round. No target remembers a successful bite.

The vampire will be aware when it comes within 240 feet of the last victim it has bitten. Once per day, within this range, the vampire may 'call' the victim. The victim must make a spiritual save or try to sneak out and meet the vampire. This calling detects as concealed magic and may be cured as possession.

Special Defenses: If a vampire of any level goes below 1 hit point, it is only killed if it took damage from fire, wooden stakes (treat as dagger), or clerical spells in the phase that it died. If not, it becomes a 1 hit point Mist (see below) and may not reassume solid form until it goes to sleep at dawn.

Special Powers: Vampires are undead and have the Undead Abilities listed on page 3. Vampires have the scouting abilities of a level L-2 scout.

The vampire may transform, along with all carried items (magical or not, 50 pounds max), to one of the forms below. This occurs as if casting a clerical spell (and thus is prevented by damage). Returning to vampire form is a free action in Declaration phase. These forms detect as magical and may gaze or scout, but do not gain the vampiric bite attack.

- Bat: Move 120' flight, including hovering. AC 6, Damage 1 pip, no STR damage bonus. Sonar, 60 feet range.
- Hound: Available at level 4. Move 180'. AC 7, Damage d6 + STR damage bonus. Immune to the effects of daylight but not the need for sleep. Gains Enhanced Hearing and Bloodhound.
- Formless Gray Mist: Available at level 7. Human volume. Move 60' flying, no gaze ability, no attacks. The mist can only be hit by spells, but is immune to any spell that does damage by physical impact (e.g. Magic Missile, Ice Storm, Implosion, Blade Barrier).

Vampires cast no reflection and take no damage from falling.

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

Special Rules: Vampires are -3 levels for all purposes except hit points when they are in direct sunlight.

All vampires go to sleep at dawn. It takes 5 hit points of damage to wake a vampire before dusk. If awakened, the vampire can stay awake but risks sleep deprivation as a human would.

Any creature may concentrate on holding forth a consecrated symbol of their religion towards a vampire within 60 ft. Each declaration phase, if the vampire fails a level-vs-level battle with that person, the vampire may not move towards, strike, or use its gaze on that person. Clerics and Sam followers count as +3 levels each.

Allowed Items: Any item, even mage and clerical scrolls, except those restricted to a particular religion.

Werewolf: Only Death can quench the Beast within.

Specialists in combat and clerical prayers.

Hit Dice: d8
TAC0: 4L
AC: as form
Attack: as form
Armor: leather
Shield: none
Weapons:
 Hand Axe, Club, Dagger,
 Spear, all Bows and
 Crossbows
Move: as form
Senses:
 Panther Senses in wolfman
 or wolf form.
EP: Cleric

Rollup:
STR: 3d4+6
INT: 3d5
WIS: 3d3+9
DEX: 3d4+6
CON: 3d4+6
CHR: 3d5

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

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

Special Powers: Werewolves have the scouting abilities of Hide, Move Silently, Awareness, and Tracking as a level L scout.

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

Human form: AC 9, Move 120'. May wear leather armor and use weapons. At night, the werewolf must make a Spiritual save every hour to remain in this form.

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

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

Allowed Items: Any item usable by clerics. Wolf form may not use items.

Spells: In human or wolfman form, the werewolf may cast the prayers below as a level L cleric. Prayer points are regained at dusk.

Sphere of clerical influence: Rage, Violence, Predation

| Level I | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|-----|------------|--------------|-----------|----------------------|
| Cat's Eye [M] | 96 | none | self | none | 60 + 10L minutes [R] |
| Cause Wounds N I [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Consecrate Object | 100 | none | 1 object | touch | permanent* |
| Detect Animal | 103 | none | varies | varies | momentary |
| Detect Battle | 103 | none | self | 480' | momentary |
| Detect Disease [M] | 103 | spiritual | 1 being | 120' LOS | momentary |
| Detect Prayer [M] | 104 | none | self | 120' LOS | 6 + L rounds |
| Detect Were | 105 | none | varies | varies | momentary |
| Enhance Hearing [M] | 107 | none | 1 target | 10' | 60 + 10L minutes [R] |
| Frenzy N I [M] | 108 | spiritual | 1 being | touch | 6+L rounds |
| Locate Animal | 111 | spiritual | self | ½L miles | L hours [R] |
| Protection from Animals N I | 114 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Pack Scent [M] | 113 | spiritual | 1 being | 10' | 60 + 10L minutes [R] |
| Speak with Animals [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Summon Animal N I | 121 | none | 1 being | 10' | 12 rounds |

| Level II | Pg. | ST | ZOE | Range | Duration |
|-----------------------------------|------------|------------------|----------------|-----------------|-----------------------|
| Bloodcure | 96 | none | 1 target | touch | momentary |
| Bloodhound [M] | 96 | none | 1 target | touch | 60 + 10L minutes [R] |
| Bloodscent N I [M] | 96 | spiritual | 1 being | see description | see description |
| Cause Wounds N II [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Consecrate Blood | 100 | none | L pints | touch | 1 day [R] |
| Detect Intent [M] | 104 | none | 1 being | 480' | momentary |
| Detect Hostility [M] | 104 | spiritual | 1 being | 120' LOS | momentary |
| Frenzy N II [M] | 108 | spiritual | 1 being | touch | 6+L rounds |
| Infravision [M] | 110 | none | self | LOS | L hours [R] |
| Jump [M] | 110 | none | 1 being | touch | 60 + 10L minutes [R] |
| Run Like the Wolf [M] | 117 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Life Sense [M] | 111 | none | 1 being | none | L hours [R] |
| Locate Person | 111 | spiritual | self | ½L miles | L hours [R] |
| Protection from Animals N II | 114 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Stalk [M] | 120 | spiritual | 1 being | touch | 60 + 10L minutes [R] |
| Summon Animal N II | 121 | none | 1 being | 10' | 12 rounds |
| Ventriloquism [M] | 124 | none | self | 120' | 60 + 10L minutes [R] |
| Withstand Fear [M] | 126 | none | 1 being | 120' | 60 + 10L minutes [R] |
| Level III | Pg. | ST | ZOE | Range | Duration |
| Cause Wounds N III [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Charm Animals | 98 | mental | 30' r sphere | 240' | 60 + 10L minutes [R] |
| Dispel Prayer | 106 | level-vs-level | 10' r sphere | 60' | momentary |
| Fear Animals | 108 | mental | 60' cone | none | until saves |
| Frenzy N III [M] | 108 | spiritual | 1 being | touch | 6+L rounds |
| Panther Senses [M] | 113 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Protection from Animals N III [R] | 114 | | spiritual* | 10' r sphere | zero 60 + 10L minutes |
| Speak with Monsters [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Summon Animal N III | 121 | none | 1 being | 10' | 12 rounds |
| Wolf's Toll | 127 | none | 10 mile radius | none | momentary |
| Level IV | Pg. | ST | ZOE | Range | Duration |
| Bloodfeast | 96 | spiritual | 10' r sphere | zero | none |
| Cause Wounds N IV [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Eyes of Animals [M] | 107 | none | 1 target | 120' | 60 + 10L minutes [R] |
| Fear Foes | 108 | mental | 60' cone | none | until saves |
| Frenzy N IV [M] | 108 | spiritual | 1 being | touch | 6+L rounds |
| Lycanthropy [M] | 111 | spiritual | 1 human | 120' | 1 night |
| Protection from Animals N V [R] | 114 | | spiritual* | 10' r sphere | zero 60 + 10L minutes |
| Speak with All Animals [M] | 119 | none | self | as speech | 60 + 10L minutes [R] |
| Summon Animal N IV | 121 | none | 1 being | 10' | 12 rounds |
| The Beast Within [M] | 122 | spiritual-15% | 1 being | 240' | d6 rounds / save* |
| Track | 123 | spiritual -30% | 1 being | 480' | 60 + 10L minutes [R] |
| Level V | Pg. | ST | ZOE | Range | Duration |
| Cause Wounds N V [M] | 97 | spiritual* | 1 being | 120' | momentary |
| Claw's Revenge | 98 | Lvl-vs-lvl at +8 | 30' r sphere | 240' | 60 + 10L minutes [R] |
| Frenzy N V [M] | 108 | spiritual | 1 being | touch | 6+L rounds |
| Growth Animals | 109 | physical | 60' cone | zero | 60 + 10L minutes [R] |
| Magic Trail | 112 | none | 1 trail | LOS | 60 + 10L minutes [R] |
| Protection from Animals N VII [R] | 114 | | spiritual* | 10' r sphere | zero 60 + 10L minutes |
| Summon Animal N V | 121 | none | 1 being | 10' | 12 rounds |

| Level VI | Pg. | ST | ZOE | Range | Duration |
|-----------------------------------|------------|----------------|-------------------|--------------|-----------------------|
| Cause All [M] | 96 | spiritual* | 1 being | 120' | momentary |
| Possess Animal | 114 | level-vs-level | 1 animal | 240' | indefinite |
| Protection from Animals N IX [R] | 114 | | spiritual* | 10' r sphere | zero 60 + 10L minutes |
| Summon Animal N VI | 121 | none | 1 being | 10' | 12 rounds |
| Level VII | Pg. | ST | ZOE | Range | Duration |
| Protection from Animals N XII [R] | 114 | | spiritual* | 10' r sphere | zero 60 + 10L minutes |
| Summon Animal N VII | 121 | none | 1 being | 10' | 12 rounds |
| Level VIII | Pg. | ST | ZOE | Range | Duration |
| Permanent | 113 | none | same | same | Permanent |
| Protection from Animals N XV [R] | 114 | | spiritual* | 10' r sphere | zero 60 + 10L minutes |
| Summon Animal N VIII | 121 | none | 1 being | 10' | 12 rounds |
| Level IX | Pg. | ST | ZOE | Range | Duration |
| Conjure Servant | 100 | none | GM discretion | proximity | L hours [R] |
| Great Protection / Animals | 109 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Summon Animal N IX | 121 | none | 1 being | 10' | 12 rounds |
| Wild Hunt | 126 | special | 1 mile wide track | zero | until dawn |

Demihuman Races

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

Elves: Elves are about 5' tall and weigh about 100 pounds. They possess infravision and are generally knowledgeable about woodland situations. Elves are excellent mages because of their intelligence, but they are also handy with a sword, and their agility and knowledge of the outdoors make them impressive scouts. Elves have high dexterity (+3 for Fighters, +1½ for clerics and mages) but slightly weak constitutions (-½).

Dwarves: Dwarves are about 4½ feet tall and weigh about 150 pounds. They are fierce in battle and skilled with their hands. They have infravision and are generally knowledgeable about craftsmanship, stone work, construction, and underground areas. They can recognize and evaluate Mithril, gems, and jewelry. Dwarves are strong (+2 for fighters, +1½ for others), and have a high constitution (generally +1½).

Hobbits: Hobbits are a short, man-like people, about 3'-4' tall. They are typically chubby, weighing about 80 pounds, but are nimble and dexterous nevertheless. They rarely wear shoes or boots, because of their hair-covered feet and leathery soles. They live in holes and are exceptionally good at moving quietly and hiding. Hobbit strength reflects their small size (-1), but they have tough constitutions (+1½) and a higher charisma (+1½) because of their reliance on wit rather than force.

Demihuman Racial Restrictions on Class and Religion

| | |
|----------------|---|
| Fighters: | All races. |
| Scouts: | All races. |
| Clerics: | All races, but note racial religion restrictions below. |
| Mages: | Humans, Elves. |
| Fighter-Mages: | Elves. |

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

| | |
|----------|----------------------------------|
| Humans: | All but Daglir. |
| Elves: | Danu, Carrunos, Hermit, Samwise. |
| Dwarves: | Daglir, Leo, Carrunos, Samwise. |
| Hobbits: | Janda, Hermit, Danu, Samwise. |

Experience Points

Characters begin with 24,000 experience points. If a character dies, the next character will get a fraction of the experience points the previous character had when it died. All numbers in the following chart are in thousands.

| Demihuman 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 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| 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 Cleric | 2.5 | 5 | 10 | 20 | 40 | 90 | 180 | 360 | 540 | 180 |
| All Scouts | 1.5 | 3 | 6 | 12 | 24 | 50 | 100 | 200 | 300 | 100 |
| Elf F/MU | 5 | 10 | 20 | 40 | 80 | 160 | 300 | 600 | 900 | 300 |
| + = amount needed for each level thereafter. | | | | | | | | | | |

| Monster Experience Point Chart | | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|-----------|----------|
| Level | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | + |
| Fighter like monsters | | | | | | | | | | |
| Cyclops | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Drake | 2.5 | 5 | 10 | 20 | 40 | 80 | 150 | 300 | 450 | 150 |
| Manticore | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Naga | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Rock Troll | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Skull Warrior | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Umber Hulk | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Vampire | 2 | 4 | 8 | 16 | 32 | 64 | 120 | 240 | 360 | 120 |
| Mage like monsters | | | | | | | | | | |
| Beholder | 3 | 6 | 12 | 24 | 48 | 96 | 180 | 360 | 540 | 180 |
| Djinni | 2.5 | 5 | 10 | 20 | 40 | 80 | 150 | 300 | 450 | 150 |
| Fey | 2.5 | 5 | 10 | 20 | 40 | 80 | 150 | 300 | 450 | 150 |
| Lich | 2.5 | 5 | 10 | 20 | 40 | 80 | 150 | 300 | 450 | 150 |
| Mind Flayer | 1.5 | 3 | 6 | 12 | 24 | 50 | 100 | 200 | 300 | 100 |
| Cleric like monsters | | | | | | | | | | |
| Gargoyle | 2 | 4 | 8 | 16 | 32 | 70 | 150 | 300 | 450 | 150 |
| Sea Hag | 2 | 4 | 8 | 16 | 32 | 70 | 150 | 300 | 450 | 150 |
| Sphinx | 2 | 4 | 8 | 16 | 32 | 70 | 150 | 300 | 450 | 150 |
| Succubus | 2 | 4 | 8 | 16 | 32 | 70 | 150 | 300 | 450 | 150 |
| Vaikral | 2 | 4 | 8 | 16 | 32 | 70 | 150 | 300 | 450 | 150 |
| Werewolf | 2 | 4 | 8 | 16 | 32 | 70 | 150 | 300 | 450 | 150 |
| Scout like monsters | | | | | | | | | | |
| Bughieman | 1.5 | 3 | 6 | 12 | 24 | 50 | 100 | 200 | 300 | 100 |
| Doppelganger | 1.5 | 3 | 6 | 12 | 24 | 50 | 100 | 200 | 300 | 100 |
| Spectre | 1.5 | 3 | 6 | 12 | 24 | 50 | 100 | 200 | 300 | 100 |
| Fighter-Mage like monsters | | | | | | | | | | |
| Ogre Mage | 4 | 8 | 16 | 32 | 64 | 128 | 240 | 480 | 720 | 240 |
| + = amount needed for each level thereafter. | | | | | | | | | | |

Requisites

Each requisite is generated from a distribution appropriate to the character's race and class (and religion, if a cleric). Each time a character increases in level, two randomly determined requisites will be increased by one point each.

- 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 Chart* meaning success.
- Intelligence:** This is a magic-user's spell points.
- Wisdom:** This is a cleric's prayer points. It also defends against 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.
- Charisma:** This is the individual's force of will. It affects a character's response to people he fears, his success at negotiation, and the performance of troops under his command. In a given situation a DM may assign 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 a 13 or 14, +2 for a 15 or 16, and +3 for a 17 or 18 charisma.

| Requisite Effects Chart | | | | | | | | |
|-------------------------|-------------------|--------------|-----------------------|---------------------|----------|--------------|----------------|--------------------|
| Requisite | Strength | | | Dexterity | | Constitution | | Int, Wis, Con |
| | Melee Hit Bonus % | Damage Bonus | Open Door Probability | Missile Hit Bonus % | AC Bonus | System Shock | Hit Dice Bonus | Saving Throw Bonus |
| 3 | -12 | -1 | 2 | -12 | -1 | 35 | -1 | -12 |
| 4 | -10 | -1 | 4 | -10 | -1 | 40 | -1 | -10 |
| 5 | -8 | -1 | 6 | -8 | -1 | 45 | -1 | -8 |
| 6 | -6 | 0 | 9 | -6 | 0 | 50 | 0 | -6 |
| 7 | -4 | 0 | 12 | -4 | 0 | 55 | 0 | -4 |
| 8 | -2 | 0 | 16 | -2 | 0 | 60 | 0 | -2 |
| 9 | 0 | 0 | 20 | 0 | 0 | 65 | 0 | 0 |
| 10 | 0 | 0 | 25 | 0 | 0 | 70 | 0 | 0 |
| 11 | 0 | 0 | 30 | 0 | 0 | 75 | 0 | 0 |
| 12 | 0 | 0 | 36 | 0 | 0 | 80 | 0 | 0 |
| 13 | +2 | +1 | 42 | +2 | +1 | 85 | +1 | +3 |
| 14 | +4 | +1 | 49 | +4 | +1 | 90 | +1 | +6 |
| 15 | +6 | +2 | 56 | +6 | +2 | 94 | +2 | +9 |
| 16 | +8 | +2 | 64 | +8 | +2 | 97 | +2 | +12 |
| 17 | +10 | +3 | 72 | +10 | +3 | 99 | +3 | +15 |
| 18 | +12 | +3 | 81 | +12 | +3 | 99 | +3 | +18 |
| 19 | +14 | +4 | 90 | +14 | +4 | 99 | +4 | +21 |
| 20 | +16 | +4 | 99 | +16 | +4 | 99 | +4 | +24 |
| 21 | +18 | +5 | **10 | +18 | +5 | 99 | +5 | +26 |
| *22 | +20 | +5 | **20 | +20 | +5 | 99 | +5 | +28 |
| 23 | +22 | +6 | **30 | +22 | +6 | 99 | +6 | +30 |
| 24 | +24 | +6 | **40 | +24 | +6 | 99 | +6 | +32 |
| 25 | +26 | +7 | **50 | +26 | +7 | 99 | +7 | +34 |
| 26 | +28 | +7 | **60 | +28 | +7 | 99 | +7 | +36 |
| 27 | +30 | +8 | **70 | +30 | +8 | 99 | +8 | +38 |
| 28 | +32 | +8 | **80 | +32 | +8 | 99 | +8 | +40 |
| 29 | +34 | +9 | **90 | +34 | +9 | 99 | +9 | +42 |
| 30 | +36 | +9 | **90 | +36 | +9 | 99 | +9 | +44 |

* = Maximum strength for humanoids and from *Strength* spells.
 ** = For strengths of 21 and above, the chance to open a door is 100%. The number listed in the table is the chance to open a wizard-locked door, or held portal.

Hit Points

All first-level characters are given hit points equal to the maximum of the hit die of their character. Hence, 1st level Nagas have 8 hit points, plus their constitution bonus, if they have one. Subsequent levels add normal hit dice.

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

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

Saving Throws

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

Saving Throws are divided into 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.

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

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

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

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

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

Level-vs-Level Battle

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

| | | | | | | | | | | | | | |
|-------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Level Difference | -6 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 |
| Chance | 1 | 2 | 5 | 10 | 20 | 35 | 50 | 65 | 80 | 90 | 95 | 98 | 99 |

Contest of Attributes

The requisites of two characters may be tested by taking the difference of the relevant requisites and using the level-vs-level table above. For example, a victim may attempt to break out of a Naga's coils by contesting its Strength against that of the Naga. If the former were 14 and the latter 16, the victim would have a 20% chance of success.

Combat

To Hit Probabilities

The combat system used for the convention will be Howard Mahler's percentile combat system, which is based upon the alternate combat system from the original, "Men and Magic", with the quantized jumps removed. A character of level L attacking armor class AC must roll the following number or less on a d100. ("00" = 100 and always misses).

| | | | |
|-----------------|----------------|----------------------------|----------------|
| Monsters | Taco + 5 x AC | Fighters & Fighter / Mages | 4 x L + 5 x AC |
| Scouts in Melee | 3 x L + 5 x AC | Scouts with Missiles | 4 x L + 5 x AC |
| Clerics | 3 x L + 5 x AC | Mages | 2 x L + 5 x AC |

PrinceCon fighter maneuvers and spells usually list combat modifications as a percentage (+5% or -10%). Magical weapons and armor are usually stated as a modification to AC (+1 or -2) rather than as a percentage. Each plus / minus equals +5% / -5% respectively. See the *Armor Chart* for more details.

The GM will modify the chance to hit as appropriate. For example:

Give +10% for attacks by surprise.

Give +20% if target is prone, grappled, unaware or ignoring the attack.

Firing missiles into melee is likely to hit the wrong target.

It is almost impossible to draw or cock a bow while under melee attack.

Non-character Monster Combat

If a non-character type monster is attacking with natural weaponry, such as teeth, claws, etc. it gets an additional +12% bonus. Certain monsters receive additional bonuses to hit or do damage. 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 also treated this way.

| | |
|--|----------------------|
| Non-character type monsters attacking with natural weapons | 4 x HD + 5 x AC + 12 |
| Non-character type monsters attacking with weapons | 4 x HD + 5 x AC |

Combat Phases

We have divided the melee round into ten phases, each of which is reserved for a specific activity. In general, all actions within a phase must be announced before any action is resolved, and all will be completed, even if the character is killed during that phase. *

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

- I. **Declaration Phase** - All players inform the GM of their intentions. Some decisions are final: dropping saving throws, selection of mage base or morphic spells (not modifiers or targets), scouts' dodge ability, any action that will affect the entire melee round.
- II. **Breath Phase** - Resolve attacks by breath weapons and gazes, and continuing attacks such as immolation, poisoning and attached creatures. Power Word spells are cast and take effect. Regeneration, shape changing, etc. takes place.
- III. **Missile Phase** - Resolve all attacks by missile and thrown weapons.
- IV. **Melee Phase** - First, those entering melee combat may take a combat step of up to 1/6th of their movement (or 1/3rd movement for demihuman fighters). Second, all targets and maneuvers are declared. Finally, all attacks are resolved.
- V. **Grappling Phase** - Grappling attacks, efforts to break free of attached creatures and most non-standard actions are resolved.
- VI. **Clerical Prayer Phase** - Clerical prayers take effect in order of increasing cost. ***
- VII. **Mage Spell Phase** - Modifiers and targets are declared; spells take effect in order of increasing cost. ***
- VIII. **Item Phase** - Switching weapons, readying shields, and taking things out of packs, pockets, etc. occurs now. Use of most magical items occurs now.
- IX. **Movement Phase** - All movement is resolved now.
- X. **Haste Phase** - Characters with a Combat Haste take their second actions now. If multiple characters are hasted, resolve actions in regular phase order.

Exceptions and Notes:

- * When previously unengaged combatants meet in melee, the longer weapon strikes first.
- ** Fighters may change weapons in item phase as a free action. Elven fighters (not F/MUs) may fire missiles and move at half-speed. A mount and his rider may both act in the same round. Flying creatures may both make a limited move and act in the same round (see flight rules).
- *** A spell caster cannot be distracted by another spell cast in the same phase, but spell effects may interfere. Treat spells from scrolls as one point less than a first level spell, six points for non-spell-casters. In the event of a tie, the higher-level caster's spell goes first.

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

Grappling

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

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

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

Grappling Value:

| Base | | Species | |
|---|-----------------------|---|-----|
| Monster | 5 x level or hit dice | Cyclops | +20 |
| Fighter | 6 x level | Fey | -20 |
| Scout | 5 x level | Naga | +10 |
| Cleric | 4 x level | All other character-type monsters | 0 |
| Mage | 3 x level | Human | 0 |
| | | Dwarf / Elf / Hobbit | -10 |
| Defender Only: | | | |
| Has weapon or natural weapon | +30 | Creatures without Strength / Dexterity: | |
| More than 2 legs | +20 | Each Foot or 50 lbs. above man-sized | +5 |
| Attacker Only: | | | |
| Rear Attack | +20 | | |
| Surprise Attack | +20 | | |
| Being grappled by one other than defender | -30 | | |
| Paws only | -20 | | |
| No limbs at all | impossible | | |
| Other Modifiers | | | |
| Strength To Hit Bonus | x2 | | |
| Dexterity To Hit Bonus | x1 | | |
| Wearing Platemail / Chainmail | -20 / -10 | | |
| Hasted / Slowed | +20 / -20 | | |
| Prone | -20 | | |

* Casting or stunned opponents count as zero level.

** One cannot grapple more than twice the total attacker's weight.

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

Equipment

Demihuman characters

Demihuman characters are able to carry from 1-4 weapons, some of which may be silvered or magical. How much other equipment the character may carry is determined by the number of weapons carried. Magic items carried are in addition to this equipment, however only one suit of armor is allowed in any case. A bow as a weapon choice includes a quiver. You need not keep count of non-magical arrows or quarrels. Weapons that require open spaces (except bows and slings) must be carried in hand.

Backpacks

PrinceCon employs standard packs to speed play.

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

Monster Characters

PrinceCon employs standard packs to speed play. Each pack includes space for weapons, some of which may be silvered or magical. Carrying more weapons reduces the amount of other equipment possessed by the character. Magic items carried are in addition to this equipment, however only one suit of armor is allowed in any case. A bow as a weapon choice includes a quiver. You need not keep count of non-magical arrows or quarrels. Weapons that require open spaces (except bows and slings) must be carried in hand. A bag of throwing rocks counts as a weapon.

Monsters are limited in the availability and type of equipment they can bring. This is reflected as a limit on the quality of pack they may arrive in a scenario with; note that this does not prevent such a monster from carrying party equipment during a scenario.

| Monster Pack A | Monster Pack B | Monster Pack C | Monster Pack D |
|--|---|--|--|
| Equipment 1 weapon Grappling hook 3' iron rod Lantern | Equipment 2 weapons 3 flasks of oil Tinderbox 3 torches | Equipment 3 weapons 50' rope Dagger 12 iron spikes Mallet | Equipment 4 weapons Knapsack (or equivalent) 1 week's food (if needed) Waterskin (if needed) 3 large sacks |
| Limit for these monsters Bughieman Doppleganger Fey Mind Flayer Naga Ogre Mage Succubus Werewolf | Limit for these monsters Sea Hag | Limit for these monsters Lich Skull Warrior Vaikral | Limit for these monsters Beholder (also rope) Cyclops Drake Gargoyle Manticore Rock Troll Sphinx Umber Hulk Vampire |
| Each pack includes all items, except weapons, in the packs listed to the right of it; thus, Pack A includes all items. | | | |

Djinn and Spectres never bring equipment. Creatures that pick locks always have tools; creatures that use holy symbols always have a holy symbol. Creatures that do not eat or drink will not have food or a waterskin.

Armor

In the PrinceCon system, armor protects by making the character more difficult to hit. Demihuman's choice of armor is limited by race, class and, for clerics, religion. Monster character limitations are specified in their description. The following table shows the armor choices that are available for demihuman.

| Armor Chart | | | | | |
|--|------------------|------------------|----------------|---------------|------------------|
| | Platemail | Chainmail | Leather | Robes | Pack * |
| Armor Class | 3, 2 w shield | 5, 4 w shield | 7, 6 w shield | 9, 8 w shield | N/A |
| Armor Weight (human) | 100 lbs. | 50 lbs. | 25 lbs. | 10 lbs. | 35 lbs. |
| Movement Rates | | | | | No Pack |
| Running / Round | 60 feet | 90 feet | 120 feet | 120 feet | +30 feet |
| Running / Minute | 600 feet | 900 feet | 1200 feet | 1200 feet | +300 feet |
| Running Speed | 6.8 MPH | 10.2 MPH | 13.7 MPH | 13.7 MPH | +3.3 MPH |
| Walking / Minute | 180 feet | 270 feet | 360 feet | 360 feet | +90 feet |
| Walking / Hour | 2 miles | 3 miles | 4 miles | 4 miles | +1 miles |
| Swimming Rates | | | | | With Pack |
| Human / Round | sink 50' | Sink 30' | 10' | 20' | -10 feet |
| Elf / Round | sink 50' | Sink 30' | 10' | 20' | -10 feet |
| Dwarf / Round | sink 50' | Sink 30' | 5' | 10' | -10 feet |
| Hobbit / Round | sink 50' | Sink 30' | 5' | 10' | -10 feet |
| Usable By | | | | | Shield |
| Fighters | Yes | Yes | Yes | Yes | Yes |
| Fighter-Mages | No | Yes | Yes | Yes | Yes |
| Scouts | No | No | Yes | Yes | Yes |
| Mages | No | No | No | Yes | No |
| Sam Clerics | No | No | No | Yes | No |
| Daglir Clerics | Yes | Yes | Yes | Yes | No |
| Leo Clerics | No | Yes | Yes | Yes | No |
| Janda Clerics | No | Yes | Yes | Yes | No |
| Hermit Clerics | No | Yes | Yes | Yes | No |
| Carrunos Clerics | No | No | Yes | Yes | No |
| Danu Clerics | No | No | Yes | Yes | Wooden |
| Notes: | | | | | |
| * The "Pack" column gives the effect of carrying, or not carrying, a pack and weapons. | | | | | |

Weapons

In the PrinceCon system, weapons are used by characters to damage their opponents. Damage is measured in hit points and weapons usually cause a random distribution of hit points which is determined by rolling the dice indicated in the damage column of the weapons charts.

Notes on the weapons charts:

- The first column gives the weapon's name.
- The second column gives notes about the weapon as follows:
 - 2D: Indicates that the weapon does double damage when set vs. a charge.
 - 2H: Indicates that the weapon must be used two handed, therefore no shield.
 - 2S: Indicates that the weapon requires two spaces in line.
 - OS: Indicates that the weapon requires opens spaces to use.
 - TD: Indicates that the attacker takes damage, 1 hit, if the attack roll is 00.
 - : Indicates that there is a 10% to hit penalty and -1 to damage for the weapon.
- Demihuman's choice of weapons is limited by race, class and, for clerics, religion. The weapon charts shows the weapon choices that are available. Monster's weapon choice limitation is specified in their description.
 - F: Fighters
 - M: Mages
 - S: Scout
 - C: Clerics subject to the religious restrictions.

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

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

Missile weapons have a short range and long range, bows and crossbows also have a point blank range. There is a short range column and a long range column which specify the effective ranges for the weapon. If the target is within short range, there is no penalty to the chance to hit. If the target is within point blank range, the target takes +2 damage if hit. If the target is between short and long range, there is a 20% or -4 penalty to hit the target. If the target is farther away than long range, there is no chance to hit.

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

| Missile Weapon Chart | | | | | | | | | | | | | | | | | | |
|----------------------|-------|--------|------------|--------|------|----------|----------|--------|------|--------|-------|-----|--------|-------|-------------|-------|------|------|
| Weapon | Notes | Length | Useable By | | | | | | | | | | Damage | Range | | | | |
| | | | Man | Dwarf | Elf | Hobbit | Carrunos | Dagrir | Danu | Hermit | Janda | Leo | | Sam | Point Blank | Short | Long | |
| Dagger | | 1' | FMSC | FSC | FMSC | FS | Y | | | | | | | | d4 | 0' | 20' | 60' |
| Hand Axe | | 2' | FC | FC | FC | FC | Y | Y | Y | Y | Y | Y | | | d6 | 0' | 20' | 60' |
| Heavy Crossbow | | 3' | FSC | FSC | FSC | | Y | | | | | | | | d10 | 60' | 120' | 360' |
| Light Crossbow | | 2' | FSC | FSC | FSC | FSC | Y | Y | | | | | | | d6 | 60' | 120' | 240' |
| Long Bow | OS | 5-6' | FSC | FSC | FSC | FSC | Y | | Y | | | | | | d6 | 60' | 120' | 360' |
| Short Bow | | 3' | FSC | FSC | FSC | FSC | Y | | Y | | | | | | d6 | 60' | 120' | 240' |
| Sling | OS | 4' | FSC | FSC | FSC | FSC | | Y | | Y | Y | Y | | | d4 | 0' | 60' | 180' |
| Spear | | 6' | FC | FC [-] | FC | F [2H,-] | Y | | Y | | | | | | d6 | 0' | 20' | 60' |
| War Hammer | | 3' | FC | FC | | FC | | Y | | Y | Y | Y | | | d6 | 0' | 20' | 60' |

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

| Melee Weapon Chart | | | | | | | | | | | | | | | | | | |
|--------------------|--------|--------|------------|---------|-------|----------|----------|--------|------|--------|-------|-----|--------|-----|---|---|---|------|
| Weapon | Notes | Length | Useable By | | | | | | | | | | Damage | | | | | |
| | | | Man | Dwarf | Elf | Hobbit | Carrunos | Dagrir | Danu | Hermit | Janda | Leo | | Sam | | | | |
| Natural Weapons | | | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Battle Axe | 2S, 2H | 5' | F | F | | | | | | | | | | | | | | d10 |
| Club | | 3' | FSC | FSC | FSC | FSC | Y | Y | Y | Y | Y | Y | | | | | | d6 |
| Dagger | | 1' | FMSC | FSC | FMSC | FS | Y | | Y | | | | | | | | | d4 |
| Flail | 2S, 2H | 6' | FC | | FC | | | Y | | Y | Y | Y | Y | | | | | d8 |
| Halberd | 2S, 2H | 7' | F | | F | | | | | | | | | | | | | d10 |
| Hand Axe | | 2' | FC | FC | FC | FC | Y | Y | Y | Y | Y | Y | | | | | | d6 |
| Long Sword | | 4' | FSC | FC [2H] | FS | F [2H] | | | | | | | Y | | | | | d8 |
| Mace | | 3' | FC | FC [-] | FC | FC [2H] | | Y | | Y | Y | Y | | | | | | d6 |
| Mattock | 2S, 2H | 4' | F [-] | FC | F [-] | | Y | | | | | | | | | | | d10 |
| Morning Star | 2S | 6' | FC | | FC | | | Y | | Y | Y | Y | | | | | | d8 |
| Mounted Lance | OS | 8' | F | | F | | | | | | | | | | | | | d10 |
| Pike | OS | 9' | F | | F | | | | | | | | | | | | | d8 |
| Pole Arms | OS | 7' | F | | F | | | | | | | | | | | | | d8 |
| Short Sword | | 3' | FSC | FSC | FSC | FSC | | | | | | | Y | | | | | d6 |
| Spear | 2D | 6' | FC | FC [-] | FC | F [2H,-] | Y | | Y | | | | | | | | | d6 |
| Staff | 2H | 5' | All | | All | | Y | Y | Y | Y | Y | Y | Y | Y | | | | d4 |
| 2 Handed Sword | 2S, 2H | 6' | F | | F | | | | | | | | | | | | | d10 |
| War Hammer | | 3' | FC | FC | | FC | | Y | | Y | Y | Y | Y | | | | | d6 |
| Unarmed | TD | | All | All | All | All | Y | Y | Y | Y | Y | Y | Y | | | | | d3-1 |

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

Magic Items

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

Most items are described in the PrinceCon Item Book, available for purchase at Hireling Hall, which also describes the burnout system and other details. The GM will read you the full description of any item at the end of the expedition in which you find it. If you trade items, you may check the assay at the desk. Of course, some items have secret properties (good and bad) that you can only discover by actual use.

To use an item, you must inform the GM that you have the item before your character leaves Hireling Hall, and you must display the card again when you use the item. If you lose the item, use a single-use item, or an item burns out, you must surrender the card to the GM.

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

In a campaign, the burnout percentage would be around $200 / N$, where N is the number of charges that would be given to the item when new under a charges system. At PrinceCon, we use much higher burnout percentages.

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

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

Time, Distance and Movement

Combat takes place in melee rounds, also called simply rounds. Although rounds average six seconds in length, or ten rounds per minute, a melee round is a pure formalism that represents one significant action per character. Phases are not intervals of time, but represent the fact that certain actions are likely to interrupt other actions.

Movement rates are dependent on the character's encumbrance as described in the Armor Chart. Extended travel requires periodic rest, so is slower on average. Rough terrain also reduces movement rates and may even make movement impossible for heavily encumbered characters.

Underwater Actions and Drowning

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

Characters' movements are restricted underwater: most weapons are useless; however, mages and clerics may make proper gestures for casting spells or prayers. Of course, one cannot speak underwater, so mages cannot cast at all, and clerics must gesture, unless a spell or item allows speaking.

A character who takes a deep breath can hold it for Constitution rounds. Less well prepared characters can hold their breath for $\text{Constitution} * 2/3$ rounds. After this, the character will start to drown. Your GM has the official rules for handling drowning and resuscitation.

Character Classes

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.

General Fighter Abilities

The following abilities are available to humanoid fighters and fighter-mages (not monsters), 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 | Minimum 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 | N/A | N/A | +3 / + |
| Great Swing | 7* | -10% | +4 | -3 |
| Sweep | 7* | -30% | -3 | +0 |
| Disarm | 7* | -30% | N/A | -2 |

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

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 3 targets. All targets must be in melee range and in the 180° facing the fighter.

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

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.
3. During melee phase, they may take a "combat step" of 1/3rd of their normal movement. Other classes can only move 1/6th their normal movement. Combat steps may **only** be used with subsequent melee attacks.
4. At 4th 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).
5. At 10th level, Fighters, but not Fighter-mages, may attack twice with their primary weapon, using any combination of maneuvers. Each attack will be at ½ 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 1st to 2nd attack. Maneuver AC modifiers apply for the entire melee phase.
6. Elven fighters may half move after firing a bow. Fighter-mages may not do this.

Scouts

Scouts may be of any race. Their hit dice are d6. Scouts may use any weapon that the weapon list allows them. Scouts may only wear leather armor, but they may use shields. Of course, many scouting tasks are difficult or impossible while carrying a shield.

Scouts have a combat maneuver that is unique to them:

Dodge: Scouts may Dodge, increasing their AC by +3 for that entire round. This must be declared in Declaration phase, and will rule out any other action in that round, including attacking and switching weapons. Movement is limited to 30 feet.

| Scouting Chart | | | | | | | | | |
|---|-----------|-------|--------------|----------|------|--------------|------------|----------|-------|
| | Awareness | Climb | Conceal Item | Disguise | Hide | Move Quietly | Open Locks | Tracking | Traps |
| Human | +0% | +0% | +0% | +0% | +0% | +0% | +0% | +0% | +0% |
| Dwarf | +0% | -10% | +5% | +0% | +5% | -10% | +10% | +0% | +20% |
| Elf | +10% | +5% | +0% | +0% | +5% | +15% | -5% | +5% | -10% |
| Hobbit | +15% | -15% | +0% | +0% | +5% | +15% | -10% | +5% | +5% |
| Djinn | +0% | +10% | +0% | +0% | +0% | +0% | +0% | +0% | +0% |
| Drake | +20% | -5% | +0% | +0% | +0% | +0% | +0% | +0% | +0% |
| Manticore | +15% | +0% | +0% | +0% | +0% | +0% | +0% | +15% | +0% |
| Mind Flayer | +0% | +10% | +0% | +0% | +0% | +0% | +0% | +0% | +0% |
| Sphinx | +20% | +0% | +0% | +0% | +0% | +0% | +0% | +25% | +0% |
| Umber Hulk | +0% | -5% | +0% | +0% | +0% | +0% | +0% | +0% | +0% |
| Add Dex | | Yes | Yes | | | Yes | Yes | | Yes |
| Non-scout | 10% | 40% | 5% | 5% | 15% | 15% | 2% | 5% | 5% |
| Scout 1 | 20% | 63% | 40% | 15% | 30% | 35% | 15% | 17% | 20% |
| Scout 2 | 25% | 66% | 44% | 20% | 34% | 39% | 21% | 24% | 25% |
| Scout 3 | 30% | 69% | 48% | 25% | 38% | 43% | 27% | 31% | 30% |
| Scout 4 | 35% | 72% | 52% | 30% | 42% | 47% | 33% | 38% | 35% |
| Scout 5 | 40% | 75% | 56% | 35% | 46% | 51% | 39% | 45% | 40% |
| Scout 6 | 45% | 78% | 60% | 40% | 50% | 55% | 45% | 52% | 45% |
| Scout 7 | 50% | 81% | 64% | 45% | 54% | 59% | 51% | 59% | 50% |
| Scout 8 | 55% | 84% | 68% | 50% | 58% | 63% | 57% | 66% | 55% |
| Scout 9 | 60% | 87% | 72% | 55% | 62% | 67% | 63% | 73% | 60% |
| Scout 10 | 65% | 90% | 76% | 60% | 66% | 71% | 69% | 80% | 65% |
| + / Level | +5% | +3% | +4% | +5% | +4% | +4% | +6% | +7% | +5% |
| Notes: 1. "Add Dex" means add the Dexterity Missile Hit Bonus % as a modifier to scout's rolls only. 2. Each individual may only make one attempt per day at a particular lock, door, or trap. 3. 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 only if shown by one who found it. 4. All scouting abilities always fail on a 00. 5. For monster awareness and tracking abilities, the adjustments in the table include the monsters naturally enhanced senses. 6. Werewolves only get the adjustments in wolf or wolfman form. | | | | | | | | | |

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. As a general guideline, easy tasks should receive +20%, average tasks receive no bonus, difficult tasks get a -20% penalty, while absurd tasks get a -40% penalty.

Awareness: This allows the scout 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 scout has a specific idea.

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

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

Conceal Item: This allows the scout to conceal an object on their person when not being directly observed.

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

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

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

Move Quietly: Scouts have the ability to move through an area without making any undue noise. A scout must make this roll every round, although some noises won't be noticed by unsuspecting observers.

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

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

Traps: This includes Finding, Removing, and Setting Traps. If a scout 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 scout take a -20% penalty to set up.

Mages

Mages may be either human or Elven. They may be of any religion. Their hit dice are d4. They may not wear armor of any kind, nor may they use shields.

Magic System

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

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

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

Finally, to tailor the base spell to the current situation, the mage is allowed to change various effects. This is done by adding modifiers. Modifiers will add to the range, duration, zone of effect, etc., by increasing the level of the spell. All modifier costs are multiples of ½.

For example, a seventh level mage is casting Fireball, base level 3, which would normally cost 4 spell points. However, the mage adds three increments of Extra Range, adding 1½ to the level of the spell, for a total of 4½, or a cost of 8 spell points. The Fireball now has a range of ¼ mile instead of the normal 120 feet.

The mage gets spell points which he may use to throw any spell he knows, provided that he has enough points to pay for it. A mage gets a number of Spell Points equal to his intelligence. Once he has used any spell points, he will be able to regain spell points (up to his maximum) while sleeping. 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 must prepare a spell before casting it. This is represented by requiring the mage to choose his spell (but not modifiers) in the Declaration Phase. He may then either drop it (at no spell point cost) or cast it during the Mage Spell Phase of the same round. A mage cannot hold a spell prepared past the end of the round, nor can he do anything else in a round he has prepared a spell.

Spells take effect at the end of the Mage Spell Phase in which they are thrown. Thus they are dealt with after the effects of missile fire, melee, and clerical spells. No mage spell may prevent an action being taken in the phase in which it is cast unless the description specifically states otherwise. On the other hand, spell effects are resolved in the order of decreasing spell point cost. Thus a Shield spell that cost 4 points to throw would give complete protection from a Magic Missile that cost 6 points, even though both were thrown in the same phase. Spells cast from scrolls are treated as one point less than a first level spell would cost. If the reader of the scroll is not a mage, treat the scroll as if it cost 6 points to throw.

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

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

| Mage Spell Costs Chart | | | | | | | | | | | | | | | | | | |
|------------------------|---------------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|
| Spell Level | Level of Mage | | | | | | | | | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 1 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 ½ | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 ½ | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 ½ | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 ½ | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |
| 5 | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 |
| 5 ½ | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 |
| 6 | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 | 1 |
| 6 ½ | - | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 | 1 |
| 7 | - | - | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 | 2 |
| 7 ½ | - | - | - | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 | 2 |
| 8 | - | - | - | - | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 | 3 |
| 8 ½ | - | - | - | - | - | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 | 4 |
| 9 | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | 8 | 6 | 5 |
| 9 ½ | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | 8 | 6 |

The Spell 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 10 feet to have a range of 60 feet. This can then be extended with Extra Range. It cannot be used on spells with range of Always Zero. The default cost is +½.

Extra / Reduced Range: This can be applied to any spell with a range of 60 feet or more. Each increment of extra range doubles the range of the spell. For example, if the base range were 120', one increment would make the range 240', two increments would make it 480', and three increments would make it 960'. Reduced Range cuts the range in half and is useful to constrain detect spells to a lesser area. Note that two applications of Reduced Range would be meaningless. See At Range above. The default cost is +½.

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

30', 60', 120' 240', 480', ¼ mile, ½ mile, 1 mile.

20', 40', 90', 180', 360', 720', ¼ mile, ½ mile, 1 mile.

Extra Duration: This can be applied to any spell with a duration that isn't momentary, permanent, or more than 4 days. Each increment 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 +½.

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

6 rounds, 12 rounds, 24 rounds, 5 minutes, 10 minutes, 20 minutes,
40 minutes 90 minutes, 3 hours, 6 hours, 12 hours, 1 day, 2 days, 4 days.

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

Lasting Duration: This is an extension of Extra Duration that can only be applied to spells with durations of 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 increment of Extra Duration, so it is usually +1.

Extra / Reduced ZOE: This can be applied to spells with non-individual ZOE's. **Single target spells may never take this modifier.** The default cost is +½. . The default effect is that the ZOE is expanded (or reduced) by half the base ZOE per increment. So:

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

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

Extra Effect: This increases the effect of the spell as described in the spell description. The default cost is +½.

Extra Damage: This increases the damage of the spell as described in the spell description. The default cost is +½.

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

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

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

Concealment: The spell is concealed, making it harder to detect using *Detect Magic* (see page 66) and similar spells. It does not hide the fact that a mage is casting a spell if the mage is seen or heard casting. If concealment is applied to a Detect, Locate, or Trace spell, it conceals the fact that the caster has a spell on him (these spells have a long duration to allow the searcher to track the target), but does not affect whether the spell will trip the Warning spell. The default cost is +1.

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

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

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

Mage Spell List

| Morphic Spells | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|-----------------|------------------|-----------------------|-----------------|
| Illusion | 61 | none | 20' r sphere | 120' | 10 minutes |
| Locate | 61 | none | self | 480' | 10 minutes |
| Monster Summoning | 62 | none | 1 being | none | 12 rounds |
| Patterning | 62 | none | see description | touch | see description |
| Pyromancy | 63 | none | up to 10' square | 60' | see description |
| Shaping | 64 | Phys. if living | 1 target | none | see description |
| Skylore | 65 | none | 120' r sphere | none | 40 minutes |
| | | | | | |
| Level I Base Spells | Pg. | ST | ZOE | Range | Duration |
| Cleanse | 65 | none | 10 cubic feet | 10' | momentary |
| Color Change | 66 | none | 5 objects* | 10' | momentary |
| Confuse | 66 | mental | 1 being | 60' | 12 rounds |
| Detect Magic | 66 | none | self | as sight | 10 minutes |
| Detect North | 66 | none | self | none | 90 minutes |
| Displace Self | 66 | none | self | none | 10 minutes |
| Enhance Hearing | 66 | none | 1 target | 10' | 3 hours |
| Fire Lance | 66 | none | 1 target | 60' | momentary |
| Hold Portal | 66 | none | 1 portal | 10' | 2d6 rounds |
| Ice Lance | 66 | none | 1 target | 60' | momentary |
| Lightning Lance | 66 | none | 1 target | 60' | momentary |
| Magic Missile | 67 | none | 60° arc | 120' short, 240' long | momentary |
| Message | 67 | none | 1 person | 240' | 1 round |
| Range Loser | 67 | mental | 1 target | 180' | 90 minutes |
| Read Magic | 67 | none | caster | as sight | 90 minutes |
| Read / Write Languages | 67 | none | self | as reading | 40 minutes |
| Shield | 67 | none | caster | none | 10 minutes |
| Sleep | 67 | mental | 60' cone | Always zero | see description |
| Swim | 67 | none | self | none | 40 minutes |
| Telescopic Vision | 67 | none | self | as sight | 3 hours |
| Trip | 67 | physical -15% | 1 biped | 120' | momentary |
| Ventriloquism | 68 | none | self | 60' | 40 minutes |

| Level II Base Spells | Pg. | ST | ZOE | Range | Duration |
|------------------------------|------------|------------------|-------------------|--------------|-----------------|
| Air Blast | 68 | physical | 60' cone | always zero | momentary |
| ESP | 68 | mental | 60' r sphere | 120' | 40 minutes |
| Faerie Fire | 68 | none | 30' cube | 60' | 90 minutes |
| Faux Magic | 68 | none | Spell's ZOE | touch | 1 day |
| Fire Bomb | 68 | physical | 10' r sphere | 60' | momentary |
| Flame Weapon | 68 | none | 1 weapon | 10' | 40 minutes |
| Infravision | 68 | none | self | none | 12 hours |
| Invisibility | 68 | none | 10' cube | 10' | 90 minutes |
| Knock | 69 | none | 1 portal* | 10' | momentary |
| Levitate Self | 69 | none | self | none | 90 minutes |
| Long Talk | 69 | none | special | 5 miles | 1 round |
| Magic Hand | 69 | none | special | 10' | 90 minutes |
| Magic Mouth | 69 | none | special | 10' | until it speaks |
| Mini-Flash | 69 | physical | 1 being | 60' | momentary |
| Mirror Image | 69 | none | 10' r circle | none | 6 rounds |
| Observe Magic | 69 | none | self | 60' | 10 minutes |
| Pain | 69 | mental | 1 target | 120' | momentary |
| Prot / Enchanted Monster | 69 | none | self | none | 90 minutes |
| Range Finder | 70 | none | self | 20 miles | 10 minutes |
| See Invisible | 70 | none | self | none | 90 minutes |
| Strength | 70 | physical | 1 person | 60' | 40 minutes |
| Weakness | 70 | physical | 1 person | 120' | 40 minutes |
| Web | 70 | none | 20' x 100' x 1/2' | 10' | 40 minutes |
| Wizard Lock | 70 | none | 1 portal | 10' | 4 days |
| Level III Base Spells | | | | | |
| | Pg. | ST | ZOE | Range | Duration |
| Analyze Spell | 70 | none | self | 60' | 10 minutes |
| Clairsentience | 70 | mental | 30' r sphere | 240' no LOS | 90 minutes |
| Combat Haste | 70 | physical | 1 being | touch | 6 rounds |
| Combat Slow | 71 | physical | 1 being | touch | 12 rounds |
| Cool Object | 71 | none | see description | 120' | 12 hours |
| Disguise | 71 | none | 1 being | 10' | 1 day |
| Dispel Magic | 71 | level-vs-level | 10' r sphere | 60' | momentary |
| Disrupt Spell | 71 | level-vs-level | 1 spell | 60' | momentary |
| Explosive Runes | 71 | none | 1 book or scroll | 10' | until triggered |
| Fireball | 71 | physical | 20' r sphere | 120' | momentary |
| Fly Self | 71 | none | self | none | 90 minutes |
| Heat Object | 72 | none | 1 object* | 120' | 12 hours |
| Implosion | 72 | Phys. 1/2 damage | 1 being | 120' | momentary |
| Invisibility 10' r | 72 | none | 10' r | none | 6 hours |
| Lightning Bolt | 72 | physical | line 120' x 1' | 120' | momentary |
| Movement Haste | 72 | physical | 30' r sphere | 120' | 40 minutes |
| Movement Slow | 72 | physical | 30' r sphere | 120' | 40 minutes |
| Prot / Locates | 72 | none | 1 being / object* | touch | 1 day |
| Prot / Normal Missiles | 72 | none | 1 being | 10' | 90 minutes |
| Rope Trick | 72 | none | special | 24' | 3 hours |
| Second Sight | 72 | none | self | as sight | 90 minutes |
| Snowball | 73 | physical | 20' r sphere | 120' | momentary |
| Suggestion | 73 | mental | 1 being | 120' | 2 weeks |
| Velocity Finder | 73 | none | self | 20 miles | 10 minutes |
| Water Breathing | 73 | none | 1 being | 10' | 90 minutes |

| Level IV Base Spells | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|-----------------|-----------------------------|---------------|-----------------|
| Blinding Flash | 73 | physical | 10' r sphere | 60' | 2d6 rounds |
| Cold Cone | 73 | Phys. ½ damage | 60' cone | always zero | momentary |
| Control Self | 73 | none | self | none | 90 minutes |
| Dimension Door | 73 | none | special | 240' | 12 rounds |
| Fear | 73 | mental | 60' cone | always zero | until saves |
| Growth Plants | 74 | none | up to 80' x 80' | 120' | 1 week |
| Hallucinatory Terrain | 74 | none | 2000' square | 120' | 1 day |
| Ice Storm | 74 | none | 60' cube | 120' | instantaneous |
| Levitate 10' r | 74 | physical | 10' r circle | none | 90 minutes |
| Magic Bridge | 74 | none | 120' x 10' | 10' | 40 minutes |
| Magical Trap | 74 | none | 30' trigger range | 10' | 1 week |
| Massmorph | 74 | none | 120' r circle | always zero | 6 hours |
| Prot / Detects | 75 | none | 1 being / object* | touch | 1 day |
| Prot / Magical Missiles | 75 | none | 1 being | 10' | 90 minutes |
| Size Change Self | 75 | none | self | none | 90 minutes |
| Telepathy | 75 | none* | 60' r sphere | 240' | 90 minutes |
| Temp. Bag of Holding | 75 | none | 1 bag | contact | 12 hours |
| Trace Summoning | 76 | none | 1 being | 120'* | 4 days |
| Trace Warning | 76 | none | 1 warning | unlimited | 4 days |
| Wall of Electricity | 76 | see description | see description | 60' | 12 rounds |
| Wall of Fire | 76 | see description | see description | 60' | 12 rounds |
| Wall of Frost | 76 | see description | see description | 60' | 12 rounds |
| Wizard Eye | 77 | none | special | 360' | 1 minute |
| Level V Base Spells | Pg. | ST | ZOE | Range | Duration |
| Charm Monster | 77 | mental | 1 being | 60' | concentration |
| Cloudkill | 77 | physical | 40' r x 10' H | 60' | 12 rounds |
| Cone of Weakness | 77 | Phys. ½ damage | 60' cone | always zero | instantaneous |
| Conjure Elemental | 77 | none | 480' control | 10' to summon | concentration |
| Contact Higher Plane | 77 | veracity roll | self | none | 1 minute |
| Feeblemind | 77 | mental -15% | 1 being | 120' | permanent |
| Growth Animals | 78 | physical | 90' cone | always zero | 90 minutes |
| Hold Monster | 78 | mental | 60' r sphere | 60' | concentration |
| Immolate | 78 | none* | self | none | 40 minutes |
| Mind Blast | 78 | mental | 1 being | 60' | 12 rounds |
| Mind Link | 78 | none | 1 being | unlimited | 12 rounds |
| Mind Shield | 78 | none | self | none | 3 hours |
| Misdirection | 78 | mental | 30' r sphere | 60' | 12 rounds |
| Pass Wall | 78 | none | 8'H x 6'W x 10'D | 10' | 12 rounds |
| Phase In | 78 | none | 1 being | 60' | 20 rounds |
| Prot / Normal Weapons | 79 | none | 1 being | 10' | 90 minutes |
| Stone Walking | 79 | none | 1 being | 10' | 6 hours |
| Telekinesis | 79 | none | 1 object | 60' | 12 rounds |
| Teleport | 79 | none | self | unlimited | momentary |
| Trace Teleport | 79 | none | 30' r | 120' | 4 days |
| Wall of Iron | 79 | none | 3' x 500 feet ² | 60' | 40 minutes |
| Wall of Stone | 79 | none | 2' x 1000 feet ² | 60' | 4 days |

| Level VI Base Spells | Pg. | ST | ZOE | Range | Duration |
|-------------------------------|------------|-----------------|--------------------------|-----------------|-----------------|
| Anti-Magic Shell | 80 | none | 20' r sphere | always zero | 90 minutes |
| Concentrate | 80 | none | caster | none | 40 minutes |
| Death Spell | 80 | physical -30% | 60' cube | 120' | momentary |
| Flame Storm | 80 | Phys. ½ damage | 120'x120'x40' H | 180' | 8 rounds |
| Geas | 80 | mental | 1 being | touch | variable |
| Invisible Stalker | 80 | none | 1 mission | none | 1 week |
| Legend Lore | 80 | none | 1 item | touch | momentary |
| Lower Water | 80 | none | 10,000 feet ² | 240' | 90 minutes |
| Magic Jar | 81 | mental* | 1 object* | see description | see description |
| Move Earth | 81 | none | 240' cube | 240 feet | 40 minutes |
| Part Water | 81 | none | 300'x20'x30' D | 60' | 90 minutes |
| Power Word Pain | 81 | mental* | 1 being | 60' | 2 rounds |
| Projected Image | 81 | none | self | 120' | 10 minutes |
| Prot / Magical Weapons | 81 | none | 1 being | 10' | 90 minutes |
| See True Form | 81 | none | 1 target | 120' | instantaneous |
| Shield Of Protection | 82 | none | self | none | until destroyed |
| Teleport Attack | 82 | physical | 1 being | 60' | momentary |
| Tremor | 82 | physical* | 360' square | 480' | 3 rounds |
| Level VII Base Spells | Pg. | ST | ZOE | Range | Duration |
| Damp Teleport | 82 | none | 120' r sphere | none | 1 hour |
| Mass Invisibility | 82 | none | 120' square | 60' | 90 minutes |
| Permanent | 82 | none | 1 spell | 10' | permanent |
| Phase Door | 82 | none | 6' W x 8' H * | 10' | 10 minutes |
| Power Word Blind | 82 | mental | 1 being | 60' | 2d6 rounds |
| Reincarnate | 82 | none | 1 body, 1 soul | none | momentary |
| Reverse Gravity | 82 | none | 60' cube | 120' | 12 rounds |
| True Sight | 82 | none | self | as sight | 90 minutes |
| Warning | 83 | none | self | none | 1 day |
| Level VIII Base Spells | Pg. | ST | ZOE | Range | Duration |
| Power Word Stun | 83 | special | 1 being | 60' | 4d6 rounds |
| Archmage Base Spells | Pg. | ST | ZOE | Range | Duration |
| Alter True Self | 83 | none | self | none | momentary |
| Astral Spell | 83 | none | self | 1000 miles | 6 hours |
| Avalanche | 83 | Phys. ½ damage | see description | 240' | momentary |
| Clone | 83 | none | 1 being | none | momentary |
| Cone of Feeblemind | 83 | mental -15% | 60' cone | always zero | momentary |
| Great Barrier | 83 | none | see description | none | 3 hours |
| Mass Suggestion | 83 | mental -15% | 240' r sphere | always zero | 1 day |
| Meteor Swarm | 84 | Phys. ½ damage | see description | 240' | momentary |
| Mind Blank | 84 | none | self | none | 1 day |
| Phase Shift | 84 | none | self | none | 40 minutes |
| Power Word Kill | 84 | see description | 1 being | 60' | momentary |
| Repulsion | 84 | none | 10' r sphere | self | 10 minutes |
| Symbol | 84 | variable | 1 symbol | touch | until triggered |
| Time Stop | 84 | none | 60' cube | always zero | d4+2 rounds |
| Time Travel | 84 | none | self | none | undefined?* |
| Tsunami | 84 | none | see description | 480 feet | d6 rounds |

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.

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

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

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

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

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

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

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

Morphic Spells

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 prearranged show. It will only work once, unless a Permanence is cast upon it. The site where the illusion is to take place will detect as magic unless it is concealed.

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* (see page 71).

The duration of an illusion is 12 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: ½ level per level of visual or aural mode. +2 spell levels for programmed. +1 for interactive. +2 for the illusion to not be dispelled by touch of flesh. Extra ZOE doubles the ZOE for +1.

ZOE: 20' r sphere; **Range:** 120'; **Duration:** 10 minutes; **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 60 feet 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 480 feet. This may be moved along the following progression at the cost of +½ per step: 480 feet, ¼ mile, ½ mile, 1 mile, 2 miles, 4 miles, doubling.

The base duration is 10 minutes. Extra Duration is +½.

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

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

Monster Summoning: This spell will summon a single being, which will appear next to the caster in the breath phase of the round after the spell is cast. The creature will be inclined to serve the caster, under conditions similar to those specified for the 3rd level spell *Suggestion* (see page 73).

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

To summon a monster from the Nth level list is a base spell of Nth level. The caster may choose the monster from the *Monster Summoning Table* (see page 84) or from other tables as supplied by the GM. Attempts to summon unique individuals or of monsters into inappropriate terrain (as a non-flying creature in midair) generally has no effect. The summoning of monsters that are not found in the region may produce unexpected results, as detailed in the *Monster Summoning Table*. Modifiers: Extra Duration is +1.

ZOE: 1 being; **Range:** none; **Duration:** 12 rounds; **ST:** none

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

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

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

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

| Substance | Base Level | Mode | Level |
|---------------|------------|------------------------|-------|
| Fabric | 1 | Bind / Weaken | +0 |
| Wood | 2 | Seal / Unseal | +½ |
| Metal / Stone | 3 | Mend / Break | +1 |
| Magic | 5 | Grand / Disintegration | +4 |

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

ZOE: see description; **Range:** touch; **Duration:** see description; **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. Additional levels of this mode will increase the likelihood of a non-flammable object catching fire.

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

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

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

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

The duration of Increase and Decrease are momentary. The duration of Control is 10 minutes, extendable by Extra Duration.

ZOE: up to 10' square; **Range:** 60'; **Duration:** see description; **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. An object of up to 1000 pounds and 25 cubic feet may be affected; this can be doubled for an additional +1.

The level is then modified by the degree of change between the target and the product. A change of substance will increase the level by one, for example stone to gold. Note that living creature to living creature usually does not involve a change of substance. Also, the caster may choose to change the size of the target, as defined under *Size Change Self* (see page 75), for an additional +1 for each casting of the modifier.

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

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

Unwilling Mode allows a physical saving throw to avoid the effect and has lasting duration, which cannot be ended prematurely without using *Dispel Magic* (see page 71).

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

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

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, poison, etc. Note that spell ability beyond the level of the caster can never be gained, and that any spell casting 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. Unlike with living targets, Combat may be bought without first buying Movement, and Magical may be bought without first buying Senses. Magical items can be neither affected nor created by this spell.

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

ZOE: 1 target; **Range:** none; **Duration:** see description; **ST:** Phys. 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 one or any combination of spheres, positively or negatively, and may stack multiple castings of a sphere. The only exception to this is the casting of rain or lightning which only requires clouds.

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

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

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

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

- 1 level: light snow or rain. Visibility is 200 feet.
- 2 levels: medium rain or snow. Visibility is 100 feet.
- 3 levels: hard rain or snow. Visibility is 50 feet.
- 4 levels: driving rain or blizzard. Visibility is 15 feet.
- 5 levels: torrential rain or whiteout. Visibility is 5 feet.

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

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

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

Each level of each sphere will increase the cost of the spell by one spell level. 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: 120' r sphere; **Range:** none; **Duration:** 40 minutes; **ST:** none

Level I Base Spells

Cleanse: This spell 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 cubic feet; **Range:** 10'; **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:** 10'; **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 round that the creature will not be able to decide what to do that round, and thus will do absolutely nothing at all. Those creatures controlled by some outside source will not be affected, unless the controlling force also fails to save or fails to make other relevant control check. Only those of 4 HD or more will get saving throws. Those of 2 HD or less are affected immediately; others get a delay of d6 minus the level of the caster rounds. Modifiers: Extra Effect (+d10 duration), cannot take Extra Duration.
ZOE: 1 being; **Range:** 60'; **Duration:** 12 rounds; **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, nor reveal hidden or invisible objects. The caster sees a faint blue glow around anything magical that he could otherwise see. The spell offers no analysis, not even whether something is a spell or a prayer or a magic item, nor does it tell whether or not several of these sources are stacked on each other.
ZOE: self; **Range:** as sight; **Duration:** 10 minutes; **ST:** none
- Detect North:** It lets the caster know which direction is true geographical North. Modifiers: Affects Others +½.
ZOE: self; **Range:** none; **Duration:** 90 minutes; **ST:** none
- Displace Self:** It warps light (and infrared) waves, so that the caster appears to be up to 1 foot away from where he actually is. This will add 10% to defense from melee or missile attacks, and plus 15% versus targeted non-area spells. It provides no defense vs. area spells. Modifiers: Extra Effect (+5% to both) +1.
ZOE: self; **Range:** none; **Duration:** 10 minutes; **ST:** none
- Enhance Hearing:** Adds +25% to Awareness for hearing rolls only. Recipients gain the anti-surprise ability of scouts.
ZOE: 1 target; **Range:** 10'; **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 neither hits any other target, nor ricochets. *Resist Fire* (see page 116) provides complete protection. Modifiers: Extra Damage (+d4).
ZOE: 1 target; **Range:** 60'; **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 (e.g. Balrog) may shatter it. *Dispel Magic* gets rid of it automatically, as does a *Knock*, which will open the door.
ZOE: 1 portal; **Range:** 10'; **Duration:** 2d6 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 neither hits any other target, nor ricochets. *Resist Cold* (see page 115) provides complete protection. Modifiers: Extra Damage (+d4).
ZOE: 1 target; **Range:** 60'; **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 neither hits any other target, nor ricochets. *Resist Lightning* (see page Error: Invalid bookmark in '\R' command) provides complete protection. Modifiers: Extra Damage (+d4).
ZOE: 1 target; **Range:** 60'; **Duration:** momentary; **ST:** none

Magic Missile: A magical missile or missiles emanate from the finger of the caster. Each missile hits and does damage exactly as if the caster had fired a +1 heavy crossbow bolt (d10+3 out to 60', d10+1 out to 120', and d10+1 with a -20% chance to hit out to 360'). The Extra Range modifier affects all range breaks. The base spell gives one missile, extra missiles are added as a modifier. Multiple missiles may be aimed at separate targets as long as all are within a 60° arc. Roll for each missile separately to see if it hits. A *Shield* (see page 67) spell provides total defense. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) +½.

ZOE: 60° arc; **Range:** 120' short, 240' long; **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: 1 person; **Range:** 240'; **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 targeting. The chance of targeting a spell correctly is normally 100%, and short range for a spell is 120 feet. The effects of mistargeting a spell are left to GM discretion. This spell is cancelled by *Range Finder* (see page 70) or *Velocity Finder* (see page 67). Modifiers: Extra Effect (-10% more to both ranges).

ZOE: 1 target; **Range:** 180'; **Duration:** 90 minutes; **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:** 90 minutes; **ST:** none

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

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

Shield: It gives the mage complete protection from the *Magic Missile* spell (see page 67), partial protection from the *Ice Storm* spell (see page 74), AC 2 vs. other missiles, and AC 4 vs. melee attacks. The AC given by this spell does not sum with any other protections.

ZOE: caster; **Range:** none; **Duration:** 10 minutes; **ST:** none

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

ZOE: 60' cone; **Range:** Always zero; **Duration:** see description; **ST:** mental

Swim: This spell allows the caster to swim at 60 feet per round. The caster may stay afloat or stay under water as he desires. It does not give the ability to breathe underwater. Modifiers: Extra Speed (+30 feet) +½.

ZOE: self; **Range:** none; **Duration:** 40 minutes; **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 +½, 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: 1 biped; **Range:** 120'; **Duration:** momentary; **ST:** physical -15%

Ventriloquism: The mage may make the sound of his voice come from somewhere else up to the spell range distant. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. This function of the spell may be used in conjunction with *Magic Mouth* (see page 69), *Long Talk*, (see page 69) or *Disguise* (see page 71).

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

Level II Base Spells

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

ZOE: 60' cone; **Range:** always zero; **Duration:** momentary; **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. If *ESP* is targeted at the ZOE, the ZOE does not need to be in sight. 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.

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

ZOE: 60' r sphere; **Range:** 120'; **Duration:** 40 minutes; **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. Creatures and objects continue to glow if they leave the ZOE.

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

Faux Magic: This spell does nothing, but it detects as another spell. Only spells that the mage could cast can be faked. This ruse will affect *Detect Magic* (see page 66), *Observe Magic* (see page 69) and *Analyze Spell* (see page 70). A level-vs-level battle is needed to see the truth. If the *Faux Magic* is concealed, then the fake spell will appear concealed, and its concealment must be overcome before the fact that it is fake can be tested. The fake spell cannot be concealed unless *Faux Magic* is concealed. Targeting a *Dispel Magic* (see page 71) against the spell the *Faux Magic* appears to be, rather than the *Faux Magic* will always result in failure.

ZOE: Spell's ZOE; **Range:** touch; **Duration:** 1 day; **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 *Resist Fire* (see page 116) gives complete protection. Modifiers: Extra Damage (+d6).

ZOE: 10' r sphere; **Range:** 60'; **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 per the "Flaming Sword" (plus 5% on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus 3 to damage versus Undead and Ents). In this case, the Concealment modifier makes the weapon look like a magical weapon instead of a spell.

ZOE: 1 weapon; **Range:** 10'; **Duration:** 40 minutes; **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: 10' cube; **Range:** 10'; **Duration:** 90 minutes; **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: 1 portal, chest, etc.; **Range:** 10'; **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: 100'. Maximum Vertical Speed: 60' per round. If cast on a falling creature, it will cease to accelerate and may slow its descent by up to the Maximum Vertical Speed each round. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+100') +½, Extra Speed (+60' / round, cannot cause damage) +½.

ZOE: self; **Range:** none; **Duration:** 90 minutes; **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:** 10'; **Duration:** 90 minutes; **ST:** none

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

ZOE: special; **Range:** 10'; **Duration:** until it speaks; **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 rounds. If its eyes are closed or covered, give plus 20% on the saving throw. This spell is useless vs. creatures that do not use eyes, such as Undead or bats. Modifiers: Extra Effect (+d4 rounds of blindness).

ZOE: 1 being; **Range:** 60'; **Duration:** momentary; **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: 10' r circle; **Range:** none; **Duration:** 6 rounds; **ST:** none

Observe Magic: Per *Detect Magic* (see page 66), but it forces a level-vs-level battle to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, enchanted item, or is an innate ability of some creature. It does not reveal the alignment of a prayer.

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

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

ZOE: 1 target; **Range:** 120'; **Duration:** momentary; **ST:** mental

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

ZOE: self; **Range:** none; **Duration:** 90 minutes; **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:** 10 minutes; **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:** 90 minutes; **ST:** none

Strength: Increases the requisite Strength of one individual: 2d3 +2 for a Fighters and Fighter-Mages, d6+2 for other classes. If 10 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 character may not receive a second Strength while a Strength type enchantment is in effect.

ZOE: 1 person; **Range:** 60'; **Duration:** 40 minutes; **ST:** physical

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

ZOE: 1 person; **Range:** 120'; **Duration:** 40 minutes; **ST:** physical

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

ZOE: a wall 20' x 100' x ½'; **Range:** 10'; **Duration:** 40 minutes; **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 (e.g. a Balrog) may shatter it. A Knock spell will automatically open it unless it is also physically barred. A mage three levels higher than the caster, or the caster himself, will not be affected by the spell. Modifiers: Hard to Knock (Knock requires a level-vs-level battle) +2, Extra People (+1 person can enter freely) +½.

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

Level III Base Spells

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

ZOE: self; **Range:** 60'; **Duration:** 10 minutes; **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 sense 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) +3/2.

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

Combat Haste: *Combat Haste* allows double participation in combat. This is done by allowing the hastened creature to act a second time in the Haste Phase. Multiple actions in the Haste Phase are resolved as if it were a round unto itself. Non-hasted characters may hold actions until the Haste Phase. Fighters in melee combat may not switch combat maneuvers between the melee and the haste phases, unless fighting a similarly hastened opponent. For purposes of spell declaration and distraction, treat the Haste Phase as if it were a separate round; however, hastened spell casters may not cast twice in one round, nor may they cast in the Haste Phase and in the regular phase of the following round. *Combat Haste* supercedes *Movement Haste* until the *Combat Haste* is over. A successful *Combat Haste* will negate a *Combat Slow* (see page 71). Modifiers: Extra Duration +1.

ZOE: 1 being; **Range:** touch; **Duration:** 6 rounds; **ST:** physical

Combat Slow: *Combat Slow* prevents the affected creature from acting in consecutive rounds. If 10 rounds are taken to cast this spell, there is no saving throw. A successful *Combat Haste* (see page 70) will negate a *Combat Slow*.

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

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

ZOE: see description; **Range:** 120'; **Duration:** 12 hours; **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* (see page 68) may be used to imitate voices.

ZOE: 1 being; **Range:** 10'; **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 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 demons, *Magic Jar*, etc., but it takes a -3 level penalty.

ZOE: 10' r sphere; **Range:** 60'; **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 per *Dispel Magic*, with either a +3 bonus to the level-vs-level battle, or with the casting priority as if cast by a mage three levels higher, at the caster's option.

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

ZOE: 1 spell; **Range:** 60'; **Duration:** momentary; **ST:** level-vs-level

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: 1 book or scroll; **Range:** 10'; **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 feet of the center, from 2 feet to 10 feet it is -1 / die, and from 10 feet to 20 feet it is -2 / die. The magical fire does not ignite loose combustibles, but will destroy any scrolls on a person killed by it. If cast in a confined space, the spell is volume filling. Modifiers: Extra Damage (+3d6) +1.

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

Fly Self: It allows the caster to fly through the air. Maximum speed is 120 feet / round, of which 30 feet 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. Combat moves are allowed. Note that, regardless of height, visibility is generally limited to 20 miles or so because of natural haze, etc. Ceiling: 1000' above ground level. Modifiers: Extra Speed (+60 feet, +15 feet vertical) +½, Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') +½.

ZOE: self; **Range:** none; **Duration:** 90 minutes; **ST:** none

Heat Object: It takes 10 rounds to cast. It then begins heating one solid non-living object to about 200° Fahrenheit in 20 rounds. The maximum weight is 300 pounds, extendable with the Extra ZOE modifier. Cast on metal armor will give the recipient wearing the armor (T / 5)-d4 (rounded to the nearest non-negative number) hit points of damage per round. T is the number of rounds since the heating began if less than 20, and 20 otherwise.
ZOE: 1 object*; **Range:** 120'; **Duration:** 12 hours; **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: 1 being; **Range:** 120'; **Duration:** momentary; **ST:** Phys. ½ damage

Invisibility 10' r: An expanded version of *Invisibility* (see page 68) 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 (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' r; **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 120' x 1'; **Range:** 120'; **Duration:** momentary; **ST:** physical

Movement Haste: All beings in the ZOE who fail their saving throws have their movement rate doubled. *Combat Haste* (see page 70) supercedes *Movement Haste* while they are both in effect. A successful *Movement Haste* negates a *Movement Slow* (see page 72).
ZOE: 30' r sphere; **Range:** 120'; **Duration:** 40 minutes; **ST:** physical

Movement Slow: All beings in the ZOE who fail their saving throws have their movement rate halved. *Combat Slow* (see page 71) supercedes *Movement Slow* while they are both in effect. A successful *Movement Haste* (see page 72) negates a *Movement Slow*.
ZOE: 30' r sphere; **Range:** 120'; **Duration:** 40 minutes; **ST:** physical

Protection from Locates: It provides protection against being located by magical means. The spell can be thrown directly upon a being or an object of up to 8 cubic feet. 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 rounds to cast and is automatically Concealed. Modifiers: Full Protection (doesn't require level-vs-level battles) +3.
ZOE: 1 being / object*; **Range:** touch; **Duration:** 1 day; **ST:** none

Protection from Normal Missiles: The recipient becomes impervious to non-magical missiles fired by beings of less than the level of the caster. Missiles fired from magical weapons are considered magical. Ballistae and other engines of war are treated by summing the levels of the standard crew. Thus, a three-man ballista manned by F2s can hit an MU6, but not an MU7. Modifiers: Extra Effect (raise level by 2 for maximum protection).
ZOE: 1 being; **Range:** 10'; **Duration:** 90 minutes; **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'; **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:** 90 minutes; **ST:** none

Snowball: Does 5d4 cold damage throughout the ZOE, which is not volume filling. This spell will destroy any potions on a person killed by it. Modifiers: Extra Damage (+3d4) +1.
ZOE: 20' r sphere; **Range:** 120'; **Duration:** momentary; **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 round after the spell is cast. The victim will then follow the suggestion, provided it is something that he might very well have chosen to do himself. The key is that it must be a viable option that the victim might have chosen of his own free will. A victim who fails to save will have no memory of the spell's having been cast on him or that his actions were affected. Modifiers: Lasting Duration (makes the suggestion lasting) +2.
ZOE: 1 being; **Range:** 120'; **Duration:** 2 weeks; **ST:** mental

Velocity Finder: The caster will know the precise range and velocity of all objects that he can see. This gives +20% on missile fire and targeting chances. It will cancel a *Range Loser* (see page 67).
ZOE: self; **Range:** 20 miles; **Duration:** 10 minutes; **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 but does allow speech.
ZOE: 1 being; **Range:** 10'; **Duration:** 90 minutes; **ST:** none

Level IV Base Spells

Blinding Flash: The caster may create a flash of light. All within the ZOE must save or be temporarily blinded. Those who are facing away from the center or who have their eyes closed, get two chances to save. Modifiers: Extra Duration (+d6) +1.
ZOE: 10' r sphere; **Range:** 60'; **Duration:** 2d6 rounds; **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:** Phys. ½ damage

Control Self: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. The caster takes only half damage from crushing attacks. Finally the caster can make his body do amazing feats, such as hold his breath for extended periods of time, stop his heartbeat, hold objects with an iron grip, seal his ears, etc. (He can't perform actions physically impossible for his body).
ZOE: self; **Range:** none; **Duration:** 90 minutes; **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. (If you end up inside solid stone tough luck.) 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. Objects bigger than the door will not be affected by the door. The door will appear opaque. One of the doors must be within 10' 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:** 240'; **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 / T rounds, where T is his level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his 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 (e.g. a magical sword) is immune. Modifiers: Extra Effect (+30 / T rounds per chance to save).
ZOE: 60' cone; **Range:** always zero; **Duration:** until saves; **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 round to happen. It may also be used to aid the growth of crops. In that mode the plants will grow twice their ordinary rate during the duration of the spell. Modifiers: Lasting Duration (per the Extra Duration modifier) +1.

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

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

ZOE: 2000' square; **Range:** 120'; **Duration:** 1 day; **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* (see page 72) will give complete protection (as will *Protection from Magical Missiles* (see page 75), etc.). *Resist Cold* (see page 115) does not help, since the damage is from impact. It does not affect completely non-corporeal beings, (e.g. Spectres). Those who get their shields overhead in the Item Phase take half damage, as do those with a *Shield* spell (see page 67). A *Fireball* (see page 71) would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Modifiers: Extra Damage (+d6).

ZOE: 60' cube; **Range:** 120'; **Duration:** instantaneous; **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') +½, Extra Speed (+60', cannot cause damage) +½, At Range may only be bought with Affects Others.

ZOE: 10' r circle; **Range:** none; **Duration:** 90 minutes; **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* (see page 71) 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) +½.

ZOE: 120' x 10'; **Range:** 10'; **Duration:** 40 minutes; **ST:** none

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

ZOE: 30' trigger range; **Range:** 10'; **Duration:** 1 week; **ST:** none

Massmorph: It may only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, less than or equal to man-size). They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. A *Detect Magic* (see page 66) 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 68) will no longer be concealed by this spell. Unwilling or moving recipients are not affected by this spell. Modifiers: Extra Effect (+50 people).

ZOE: 120' r circle; **Range:** always zero; **Duration:** 6 hours; **ST:** none

Prot / Detects: Similar to *Protection from Locates* (see page 72), 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 up to 8 cubic feet. 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 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: 1 being / object*; **Range:** touch; **Duration:** 1 day; **ST:** none

Prot / Magical Missiles: The recipient becomes impervious to non-magical and +1 magical missiles, fired by beings of less than the level of the caster. A magical arrow fired from a magical bow counts as the sum of the two plusses. Lance spells and Ice Storm count as +0 missiles. *Magic Missile* (see page 67) counts as +2 (more if enhanced). Other spells are unimpeded by this spell. Ballistae and other engines of war are treated per *Prot / Normal Missiles* (see page 72). Modifiers: Extra Effect (raise level by 2 for maximum protection), Extra Plus (add +1 to maximum weapon plus) +1.

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

Size Change Self: The caster may freely vary his size anywhere from 4 times his normal size to 1/4 his normal size while the spell lasts. Everything that he is carrying or wearing changes size with him, although large weapons do normal damage. There is corresponding change in his mass and movement rate, and a related one in his effective strength. Effective strength is the strength usable in combat or against doors; however, the caster is always strong enough to move. When combined with the *Strength* (see page 70) 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 x4 or another x1/4) +1.

| Height | Move | Effective STR | Defense |
|--------|-------|---------------|---------|
| x 1/8 | x 1/8 | -6 | -25% |
| x 1/4 | x 1/4 | -4 | -15% |
| x 1/2 | x 1/2 | -2 | -5% |
| x 1 | x 1 | 0 | 0% |
| x 2 | x 2 | +1 | +5% |
| x 4 | x 4 | +3 | +15% |
| x 6 | x 6 | +5 | +25% |
| x 8 | x 8 | +7 | +35% |
| x 10 | x10 | +9 | +45% |

ZOE: self; **Range:** none; **Duration:** 90 minutes; **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: 60' r sphere; **Range:** 240'; **Duration:** 90 minutes; **ST:** none*

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

ZOE: 1 bag; **Range:** contact; **Duration:** 12 hours; **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. The range of the spell is the maximum distance between the caster and the summoned creature. If the summoning was cast with the Concealment, then a successful level-vs-level 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: 1 being; **Range:** 120'; **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: 1 warning; **Range:** unlimited; **Duration:** 4 days; **ST:** none

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

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

Wall of Fire: It creates a wall of magical fire, from which *Resist Fire* (see page 116) provides half protection. The shape of the wall is either a 20' r hemisphere or a plane up to 60' long and 20' high. The wall is opaque, which will make it impossible for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Anyone attempting to pass through the wall will take damage and must make a physical saving throw, with those who fail stopping just short of the wall. Undead and cold-based creatures take 4d6, others take 2d6. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. The wall prevents the passage of cold based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20', as a smooth curve or as a corner) +1.

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

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

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

Wizard Eye: It produces, initially at the location of the caster, a remotely controlled visual sensor in the form of an eye. The eye is invisible but it can be detected by *See Invisible* (see page 70). It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 360' / round. Modifiers: Extra Speed (+360' / round) +½.

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

Level V Base Spells

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

ZOE: 1 being; **Range:** 60'; **Duration:** concentration; **ST:** mental

Cloudkill: It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 20' / round in the direction of the wind, or directly away from the caster if there is no wind. Unfortunately, due to the vapor's ability to seep through skin, holding one's breath is no defense, although getting under water will work. If an initial saving throw is failed, an initial d6 of damage is taken, and this is followed by 2 hit points per round, until a saving throw is made. Larger than man-sized creatures get a chance to save every d10 rounds, others every 2d10. Victims continue to take damage until they save, and then they are immune to further contact with that *Cloudkill*. The cloud is heavier than air, and thus it will follow the contours of the ground. It will be dispelled by unusually strong winds or by trees. Modifiers: Extra Speed (+20' / round) +½, Extra Damage (+1d6 surge, +1 continuing damage) +1½.

ZOE: 40' r x 10' H; **Range:** 60'; **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 succeed. A person's strength may never be reduced below 3.

ZOE: 60' cone; **Range:** always zero; **Duration:** instantaneous; **ST:** Phys. ½ damage

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

ZOE: 480' control; **Range:** 10' to summon; **Duration:** concentration; **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) +3/2.

ZOE: self; **Range:** none; **Duration:** 1 minute; **ST:** veracity roll

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

ZOE: 1 being; **Range:** 120'; **Duration:** permanent; **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, HD) increased by a factor of two.

Animals trained to accept the spell get no saving throw. It does not give the caster any control. The animals will revert to normal after the spell duration. This spell will not be effective on humans in animal form. Modifiers: Extra Effect (double size again, combat doesn't change) +1, Extra Animals (+4 animals) +½.

ZOE: 90' cone; **Range:** always zero; **Duration:** 90 minutes; **ST:** physical

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

ZOE: 60' r sphere; **Range:** 60'; **Duration:** concentration; **ST:** mental

Immolate: The caster may cause his body to burst into flames at will. Creatures who come into contact with his body take d6 +8 points of damage. Cold-based creatures take double damage, while *Resist Fire* (see page 116) gives complete protection. Creatures in melee with the caster who hit AC9 are presumed to have touched the caster, as are those who grapple him or whom he grapples. Those who hit AC9 with natural weapons take full damage, those who hit AC9 with a metal or other heat-conducting weapon take half damage. Creatures that the caster hits with a natural-weapon attack will take full damage, half if they make a physical saving throw. The caster gains the effects of *Resist Fire* while immolating.

ZOE: self; **Range:** none; **Duration:** 40 minutes; **ST:** none*

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

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

Mind Link: This spell allows the caster to make mental contact with another being, which must be sentient. The caster must have LOS to the other being or must know his position due to a *Locate* (with Distance) or *Scrying* spell / item. The link is automatically established. Either side can attempt to break the spell, but if the other party is unwilling, a level-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: 1 being; **Range:** unlimited; **Duration:** 12 rounds; **ST:** none

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

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

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

ZOE: 30' r sphere; **Range:** 60'; **Duration:** 12 rounds; **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' wide, 8' high, and 10' deep. At the end of the spell duration, the hole closes from the center first, so there is a chance to jump out either side. Modifiers: Extra Cross-Section (+3' by +4') +½, Extra Length (+10') +½.

ZOE: 8'H x 6'W x 10'D; **Range:** 10'; **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 30 feet sphere) +1.

ZOE: 1 being; **Range:** 60'; **Duration:** 20 rounds; **ST:** none

Protection from Normal Weapons: The recipient becomes impervious to non-magical weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot / Normal Missiles* (see page 72). Modifiers: Extra Effect (raise level by 2 for maximum protection).

ZOE: 1 being; **Range:** 10'; **Duration:** 90 minutes; **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: 1 being; **Range:** 10'; **Duration:** 6 hours; **ST:** none

Telekinesis: This spell allows the caster to move an object at a distance by use of mental force. Maximum weight is 250 pounds. The maximum speed is 30' / round, and the motion occurs in movement phase. Modifiers: Extra Weight (+250 pounds) +½, Extra Speed (+30' round, can only be bought 3 times) +½.

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

Teleport: This spell allows practically instantaneous transportation without regard to distance. The caster may teleport himself, his equipment and up to one other creature, provided the caster has the other's consent and grasps the creature with his free arm. However, the mage may only teleport 250 lbs. in addition to his own weight (creature and equipment combined). 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. A mage can memorize his Intelligence divided by 3 locations. Hireling Hall is normally assumed to be memorized. 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 coming in high or low. Often creatures will be met while Teleporting. The chance of meeting a creature in a teleportation of N miles is about (1 + log N)%. Thus, a 10 mile trip would have a 2% chance, while a 10,000 mile chance would have 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

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

ZOE: 30' r; **Range:** 120'; **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 (+30 feet) +½, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

ZOE: 3" thick x 500 feet²; **Range:** 60'; **Duration:** 40 minutes; **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) +½, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

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

Level VI Base Spells

Anti-Magic Shell: Creates a 20' radius sphere centered on caster which inhibits magical spells or items. All magic will only function with a successful level-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: 20' r sphere; **Range:** always zero; **Duration:** 90 minutes; **ST:** none

Concentrate: Caster is immune from distraction due to physical damage and from mental attacks as with the spell *Control Self* (see page 73). The caster will still be distracted by a successful grapple. This spell can **never** take Affects Others.

ZOE: caster; **Range:** none; **Duration:** 40 minutes; **ST:** none

Death Spell: 4d8 creatures of 1st to 3rd level or less will die instantly. Creatures of less than first level are also killed, but do not count against the total. 4th levels count as 2 creatures, 5th levels as 4, 6th levels as 8, etc. There is no upper limit to the level, but ignore any leftover creatures. Begin with lowest levels first, rolling among equals. Modifiers: Extra Damage (+d8 creatures) +1. Extra Effect (-5% to save) +½.

ZOE: 60' cube; **Range:** 120'; **Duration:** momentary; **ST:** physical -30%

Flame Storm: This spell calls down a flame storm on an area. This spell requires at least a 40' ceiling. It ignites all inflammables and exposes other objects to great heat. It will cause all creatures in the storm 2d6 hits per round, Physical save to half. *Resist Fire* (see page 116) provides complete protection, and some objects within the area may provide temporary protection. After the duration expires, any remaining fuel will continue to burn normally. If cast indoors, the duration is halved. Modifiers: Extra Duration (+4 rounds), Extra Damage (hotter flames cause +d6 more per round) +1.

ZOE: 120' x 120' x 40' H; **Range:** 180'; **Duration:** 8 rounds; **ST:** Phys. ½ damage

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

ZOE: 1 being; **Range:** touch; **Duration:** variable; **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: 1 mission; **Range:** none; **Duration:** 1 week; **ST:** none

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

ZOE: 1 item; **Range:** touch; **Duration:** momentary; **ST:** none

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

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

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

Move Earth: Usable only outdoors, the spell can move a hill or ridge 5' per minute for up to 40 minutes. The spell takes 10 minutes to cast. The mage may have to move to keep the ZOE in range. The resulting terrain does not radiate magic. The moving earth is quite destructive; only the strongest structures can survive even the base spell.
ZOE: 240' cube; **Range:** 240 feet; **Duration:** 40 minutes; **ST:** none

Part Water: This will part a body of water, allowing dry passage. The passage can be no longer than 100 feet long or 30' deep. The mage cannot end the spell at will. Modifiers: Extra Length (+50 feet) +½, Extra Depth (+15' deep) +½.
ZOE: 300' x 20' x 30' D; **Range:** 60'; **Duration:** 90 minutes; **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. Unlike other Mage spells, power words take effect in the breath phase, but their casting prevents further action. Modifiers: Extra Duration (+1 round) +1, Extra Effect (+10 hit points of target maximum).
ZOE: 1 being; **Range:** 60'; **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:** 120'; **Duration:** 10 minutes; **ST:** none

Prot / Magical Weapons: The recipient becomes impervious to non-magical and +1 weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot / Magical Missiles* (see page 75). Modifiers: Extra Effect (raise level by 2 for maximum protection). Extra Plus (add +1 to maximum weapon plus) +1.
ZOE: 1 being; **Range:** 10'; **Duration:** 90 minutes; **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:** 120'; **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

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

ZOE: 1 being; **Range:** 60'; **Duration:** momentary; **ST:** physical

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

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

Level VII Base Spells

Damp Teleport: No *Teleport*, *Dimension Door*, or similar spell may depart nor arrive within the ZOE. No level-vs-level battle will be required.

ZOE: 120' r sphere; **Range:** none; **Duration:** 1 hour; **ST:** none

Mass Invisibility: This spell affects up to 200 men and horses, or up to 200 objects with an equivalent mass (about 200 tons). They are turned invisible and will remain so until the spell expires or they break the spell, per *Invisibility* (see page 68). All must be in the initial ZOE, but can leave it invisibly.

ZOE: 120' square; **Range:** 60'; **Duration:** 90 minutes; **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: 1 spell; **Range:** 10'; **Duration:** permanent; **ST:** none

Phase Door: This spell is similar to *Pass Wall* (see page 78) except that the door is invisible and can be used by the caster only. The door is 6' by 8' and the wall can be up to 60 feet thick. It lasts for 7 uses, and may be dispelled by the caster at will. Modifiers: Extra Length (+30 feet thickness) +½.

ZOE: 6' W x 8' H *; **Range:** 10'; **Duration:** 10 minutes; **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 breath phase, but their casting prevents further action. Modifiers: Extra Effect (+10 hit points of target).

ZOE: 1 being; **Range:** 60'; **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: 1 body, 1 soul; **Range:** none; **Duration:** momentary; **ST:** none

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

ZOE: 60' cube; **Range:** 120'; **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:** 90 minutes; **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 120 feet 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

Level VIII Base Spells

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

ZOE: 1 being; **Range:** 60'; **Duration:** 4d6 rounds; **ST:** special

Archmage Base Spells

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

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

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

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

Avalanche: This creates four 20d4 snowballs in square pattern with centers 20 feet apart. Each is like the spell *Snowball* (see page 73) with ½ damage if physical saving throw is made.

ZOE: see description; **Range:** 240'; **Duration:** momentary; **ST:** Phys. ½ damage

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

ZOE: 1 being; **Range:** none; **Duration:** momentary; **ST:** none

Cone of Feeblemind: All within cone, mages and non-mages alike, are subject to a *Feeblemind* spell (see page 77).

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* (see page 71) can 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 description; **Range:** none; **Duration:** 3 hours; **ST:** none

Mass Suggestion: The mage speaks a suggestion per the spell *Suggestion* (see page 73) which affects all who can hear him. All saves are at -15%.

ZOE: 240' r sphere; **Range:** always 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 per the spell *Fireball* (see page 71) with ½ damage if physical saving throw is made.

ZOE: see description; **Range:** 240'; **Duration:** momentary; **ST:** Phys. ½ damage

Mind Blank: This 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 his original plane. He can see in the original plane, but cannot hear or touch. He moves in the original plane, although he is not constrained by any obstacle. He may be attacked as normal in his new plane, and he may be forced back to the old plane by *Phase In* (see page 78). *Dispel Magic* will not affect an out-of-phase mage. The mage moves at 120 feet and can move in 3 dimensions. He is not made invisible by this spell. He may return to the old phase at will, but may not switch back.

ZOE: self; **Range:** none; **Duration:** 40 minutes; **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 breath phase, but their casting prevents further action. Modifiers: Extra Effect (+10 hit points of target).

ZOE: 1 being; **Range:** 60'; **Duration:** momentary; **ST:** see description

Repulsion: This spell creates a 10 foot 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' r sphere; **Range:** self; **Duration:** 10 minutes; **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: 1 symbol; **Range:** touch; **Duration:** until triggered; **ST:** variable

Time Stop: Time is stopped in a 30 foot cube around the caster. The caster may move freely, but cannot leave the ZOE. The caster should not know the exact duration.

ZOE: 60' cube; **Range:** always zero; **Duration:** d4+2 rounds; **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:** permanent, momentary; **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 720' long and will generally affect up to 540' inland. The effects of the wave at the shore line are disastrous, but they lessen as they move inland. Only the stoutest of castle walls can withstand the wave at full strength. The wave will arrive without notice d6 rounds after the casting of the spell. Modifiers: Extra ZOE (affects length of wave), Extra Effect (+20' to height, +180' to inland effect region, power goes as square of height) +1.

ZOE: see description; **Range:** 480 feet; **Duration:** d6 rounds; **ST:** none

Monster Summoning Tables

The Monster Summoning morphic spell can only summon monsters that can reasonably be encountered in the terrain and region where summoned. The following list is supplied for general use, but the GM may add or delete monsters as appropriate to his scenario and the terrain where cast and may grant requests for unlisted monsters at his discretion. For example, one can't summon a Shark in the desert or a Hydra in midair. The mage should have a fair idea of what monsters are available in any area with which he is familiar, or about which he has been briefed.

If the mage attempts to summon a monster that is not available, the results are unpredictable and depend on why the indicated monster is not available. If one summoned a pack of Dire Wolves in a Cretaceous scenario, one might get a pair of Velociraptors instead (best available fit). If one summoned a Dragon in a world that never had dragons, one might get a random monster (no available fit). If one summoned a Pegasus, unaware that all the Pegasi had just died of the plague, the spell would probably have no effect (out of stock).

Special abilities have been omitted in the interest of space. The GM can supply such information upon request. The "Move" column gives per round movement rates for Flying / Running / Swimming.

| Level 1 | | | | | |
|-------------------|----|----------|------|--|-------------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Alligator * | 7 | 1d8 | 10 | Bite 1d8 | 0'/30'/60' |
| Cave Grub * | 9 | 1d8 | 16 | Burrow 1d4 | 0'/50'/0' |
| Eagle * | 5 | 1d8 | 16 | Bite 1d4 25% blind eye, Claws 1d2, 1d2 | 240'/10'/0' |
| Great White Owl * | 6 | 1d6 | 15 | Claws 1d3, 1d3 | 180'/10'/0' |
| Hound * | 7 | 1d8 | 16 | Bite 1d6 80% hang on for next round. | 0'/180'/20' |
| Monkey * | 6 | 1d6 | 15 | Bite 1d3 or throw stone 1d3 | 40'/90'/10' |
| Pig * | 8 | 2d8 | 20 | Bite 1d2 | 0'/120'/10' |
| Rats, 2 * | 8 | 1 hp | 13 | Bite 1 hp | 0'/15'/5' |

| Level 2 | | | | | |
|----------------|----|----------|------|--|--------------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Boar * | 5 | 3d8 | 24 | Tusks 1d6, 1d6 | 0'/150'/10' |
| Bugbear | 4 | 3d8 | 24 | Battle Axe 1d10 | 0'/100'/10' |
| Electric Eel * | 7 | 1d8 | 16 | Bite 1d4, in water touch shock 2d6 Phys. | 0'/10'/80' |
| Fairy | 3 | 1d4 | 0 | Magic | 150'/20'/10' |
| Giant Bat * | 7 | 2d8 | 20 | Claws 1d4, 1d4 or Bite/suck 1d8 | 150'/110'/0' |
| Grey Ooze | 9 | 2d8 | 20 | Touch 2d6 | 0'/30'/30' |
| Medium Horse * | 7 | 3d8 | 24 | Kick 1d6 | 0'/180'/10' |
| Pit Viper * | 7 | 1d8 | 16 | Bite 1d4 + standard poison | 0'/50'/10' |
| Wolf * | 5 | 2d8 | 20 | Bite 1d10 80% hang on for next round. | 0'/180'/20' |

| Level 3 | | | | | |
|-----------------|----|----------|------|---|---------------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Banshee | 9* | 2d8 | 0 | Magic and Scream | 120'/120'/0' |
| Barracuda * | 5 | 4d8 | 28 | Bite 1d12 | 0'/0'/120' |
| Brown Bear * | 4 | 5d8 | 32 | Bite 2d4, Claws 1d4, 1d4, Hug 1d8 | 0'/180'/20' |
| Carion Crawler | 4 | 4d8 | 28 | 4 tentacles 1 hit & paralyzation 1d4 rounds | 0'/90'/0' |
| Dire Wolf * | 4 | 5d8 | 32 | Bite 1d12 80% hang on for next round. | 0'/180'/20' |
| Gelatinous Cube | 9 | 4d8 | 28 | Phys. Save or paralyzed 1d4 rounds | 0'/30'/30' |
| Giant Lizard * | 9 | 4d8 | 28 | Bite 1d12, swallow | 0'/120'/20' |
| Jub Jub Bird * | 5 | 4d8 | 28 | Beak 2d6, 25% blind eyes | 240'/10'/0' |
| Panther * | 6 | 4d8 | 28 | Bite 1d8, Claws 1d4, 1d4 | 0'/200'/10' |
| Pegasus | 6 | 4d8 | 28 | Kicks 1d4, 1d4 | 360'/240'/10' |
| War Horse * | 5 | 5d8 | 32 | Kicks 1d6, 1d6 | 0'/180'/10' |

| Level 4 | | | | | |
|-------------------|-----|----------|---------|---|--------------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Anaconda * | 9 | 10d8 | 52 | Crush for 2d8 after first round | 0'/60'/30' |
| Arctic Wolf * | 6 | 6d8 | 28 | Bite 2d6, cold breath 1d4 in a cone | 0'/180'/20' |
| Cockatrice | 6 | 4d8 | 28 | 1d3 & Phys. Save or turned to stone | 150'/60'/0' |
| Giant Crocodile * | 4 | 8d8 | 44 / 24 | Bite 2d12, surprise bonus in marshy water | 0'/40'/180' |
| Giant Spider * | 8/2 | 6d8 | 36 | Bite 1d6 & standard poison or suck 2d6 | 0'/120'/0' |
| Griffon | 4 | 7d8 | 40 | Bite 1d10, Claws 1d4, 1d4, 25% blind eyes | 280'/90'/10' |
| Hydra (6d6). | 5 | 18+3/hd | 30 | 6 Bites 1d6 | 0'/90'/0' |
| Siberian Tiger * | 4 | 7d8 | 40 | Bite 2d6, Claws 1d6, 1d6, surprise bonus | 0'/200'/20' |
| Troll | 6 | 7d8 | 40 | Bite 1d4+1, Claws 1d6, 1d6, regenerate | 0'/90'/60' |
| Yeti | 5 | 7d8 | 40 | Claws 1d8, 1d8, hug 1d10 | 0'/90'/0' |

| Level 5 | | | | | |
|----------------|-----|----------|---------|---------------------------------------|-------------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Bull Shark * | 4 | 11d8 | 56 | Bite 3d10, swallow | 0'/0'/100' |
| Cave Bear * | 2 | 9d8 | 48 | Bite 2d6, claws 1d8, 1d8, hug 2d10 | 0'/140'/20' |
| Cyclops | 5 | 10d8 | 52 / 62 | 2 fists 2d8 or 1 weapon | 0'/120'/10' |
| Elephant * | 4 | 12d8 | 60 | Tusks 2d6, 2d6, trample | 0'/150'/10' |
| Fire Giant | 3 | 10d8 | 40 | Gigantic sword 4d6, pyromancy | 0'/120'/10' |
| Hot Salamander | 4 | 7d8 | 36 | 2 Claws 1d6 + 1d6 fire damage | 0'/120'/0' |
| Hydra (8d8) | 5 | 32 hits | 44 | 8 Bites 1d6 | 0'/90'/0' |
| Jabberwock | 3 | 10d8 | 52 | Bite 1d10, claws 1d8, 1d8, toss | 0'/180'/0' |
| Phase Spider | -4* | 8d8 | 36 | Bite 2d6 | 0'/90'/0' |
| Rhino * | 1 | 10d8 | 52 | Horn 2d8, trample | 0'/140'/10' |
| Wyvern | 5 | 9d8 | 48 | Bite 2d8, sting 1d6 & standard poison | 180'/60'/0' |

| Level 6 | | | | | |
|---------------------|----|----------|------|---------|------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Basilisk | | | | | |
| Black Pudding | | | | | |
| Chimera | | | | | |
| Djinn | | | | | |
| Efreet | | | | | |
| Frost Giant | | | | | |
| Great White Shark * | | | | | |
| Great Worm * | | | | | |
| Will-o-Wisp | | | | | |
| Wyrm | | | | | |

| Level 7 | | | | | |
|---------------|----|----------|------|---------|------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Bull of Minos | | | | | |
| Colossus | | | | | |
| Juggernaut | | | | | |
| Lesser Dragon | | | | | |
| Oliphant * | | | | | |
| Roc * | | | | | |

| Level 8 | | | | | |
|----------------|----|----------|------|---------|------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Balrog | | | | | |
| Beholder | | | | | |
| Greater Dragon | | | | | |
| Whale * | | | | | |

| Level 9 | | | | | |
|--------------------|----|----------|------|---------|------|
| Name | AC | Hit dice | TACO | Attacks | Move |
| Bob West | | | | | |
| Cerberus | | | | | |
| Mists of the Arena | | | | | |
| Tiny Iron Golem | | | | | |
| Titan | | | | | |

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

Clerics

Clerics may be of any race, although certain races are restricted in choice of religion. Their hit dice are d6. Clerics may wear armor and use shields as appropriate to their religion.

Clerical System

A cleric casts spells by praying to his god for a desired effect, hence, we generally refer to them as “prayers”. Each religion has a list of such prayers that are granted to all clerics of sufficient level. Only a limited number of prayers can be granted per day, however, which is represented by the cleric’s prayer point allotment. Each day at dawn (dusk for Carrunos 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 prayer costs a number of prayer points according to the table below. If no cost is listed, or if the cost would exceed the prayer points remaining, the prayer may not be cast.

Casting of Clerical Prayers

Prayers are normally cast in the Clerical Spell Phase, and take effect in order of increasing prayer point cost. If a cleric suffers any damage before the phase in which he casts, he may not cast a prayer during the round. Although a prayer cannot normally prevent the casting of another prayer in the same phase, the effects may depend on the order. For example, a *Resist Causes* would modify a *Cause Wounds* only if it went into effect first.

| Prayer Point Costs Chart | | | | | | | | | | | | | | | | | | |
|--------------------------|-----------------|----|---|----|---|----|---|----|---|----|----|----|----|----|----|----|----|----|
| Prayer Level | Level of Cleric | | | | | | | | | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 1 | 6 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | - | 10 | 6 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 | - | - | - | 10 | 6 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | - | - | - | - | - | 10 | 6 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 5 | - | - | - | - | - | - | - | 10 | 6 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |
| 6 | - | - | - | - | - | - | - | - | - | 10 | 6 | 4 | 3 | 2 | 2 | 1 | 1 | 1 |
| 7 | - | - | - | - | - | - | - | - | - | - | - | 10 | 6 | 4 | 3 | 2 | 2 | 1 |
| 8 | - | - | - | - | - | - | - | - | - | - | - | - | - | 10 | 6 | 4 | 3 | 2 |
| 9 | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | 10 | 6 | 4 |

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 prayers (such as sticks to snakes) require material components. The cleric does **not** automatically have these items. If a cleric is in some way inhibited from casting a prayer that requires words, components, etc. he may not cast it at **any** prayer point cost. All clerics carry consecrated holy symbols with them, and these are normally considered necessary to cast prayers. The GM may, at his discretion, prohibit a cleric who has lost his symbol from casting any, some, or all prayers (except, of course, for *Consecrate Object*) until he obtains or consecrates one.

Prayer Option Descriptions

Some prayers have options that can be used by the cleric for a greater level of casting. Prayer options are not as flexible as Mage spell modifiers but they give the cleric some choice and versatility. Prayers that have options will have the option noted in the cleric’s prayer list in brackets appended to the prayer’s name or duration. For example, “Cure Wounds I [M]” appearing on the first level list of Sam, means that Sam clerics can cast a cure 1 as a first level prayer or “Mass Cure Wounds I” as a 3rd level prayer.

Mass Prayer Option: These prayers act exactly like their more mundane counterparts, but they affect up to L beings within the ZOE. The closest subjects to the center of the ZOE are always affected first, with ties broken randomly. The caster has three choices for placing the ZOE.

- 1) He may center it on himself. The radius of the prayer is chosen by the caster with no limitations. The caster may affect himself or not as he wishes.

- 2) The ZOE may be placed anywhere up to the range of the original spell. The ZOE is then a sphere of up to 30' radius. The caster cannot choose to be unaffected.
- 3) 10' r. These prayers extend the effect of the mundane version of the prayer to everyone within ten feet of the caster at the time of casting. The recipients need not remain within the 10' r. The prayer ceases to function if the caster dies.

Mass prayers have a casting cost 2 levels higher than the mundane version of the prayer. The designation for a mass prayer option is the letter "M" in brackets after the mundane prayer name, example "Cure Wounds I [M]". If there is a different additional cost it will follow the "M" in the brackets.

Renewable Duration Prayer Option: These prayers may be extended to renewable duration by expending double the normal prayer points when casting. This means that the prayer lasts until the cleric would next regain prayer points, at which point the cleric may opt to renew the prayer for another day by spending the casting cost again. This takes no time and does not require the cleric to be conscious (see page 92).

Renewable duration prayers have a casting cost of twice the prayer points than the mundane version of the prayer. The designation for a Renewable prayer option is the letter "R" in brackets after the prayer duration. Example: "Detect Evil [R]" would mean the cleric could cast the renewable version of Detect Evil; if the normal prayer costs 3 prayer points then the renewable version would cost 6 prayer points.

Touch Prayer Option: These prayers act exactly like their more mundane counterparts, but they allow the caster to bestow the specified prayer onto the first L creatures that he touches within 6 rounds.

Touch prayers have a casting cost 2 levels higher than the mundane version of the prayer. The designation for a touch prayer option is the letter "T" in brackets after the mundane prayer name. Example: "Cure Wounds I [T]" would mean the cleric could cast the touch version of Cure Wounds I at a cost 2 levels higher.

Religions

PrinceCon uses a system of religions to reflect the variety of beliefs and spheres in the world. Most people in the world of PrinceCon XXIII believe in and worship all the gods equally: each in his or her own sphere. Such people make offerings at the Samwise temple when a son is ill or pray to Janda for success in a lawsuit. If a player character chooses this option, he gains no benefits but incurs no duties. Such a player may choose to become a follower of a particular god at any time, even in the middle of battle, but such a choice is irreversible once made.

Other people have chosen to particularly worship one god more than the others. Such people are called followers of that god. Player characters who choose this option gain benefits, such as increased effects of certain prayers, but are expected to act in accordance with the ideals of that god. Followers do not disbelieve in the other gods, nor refuse their help, but a character cannot change his or her choice during the convention. A follower may not change his religion during PrinceCon XXIII.

Clerics are special followers of a god who make a profession of promulgating that god's ideals and worship, and receive the spells appropriate to that religion. The choice of religion is limited by the cleric's race.

Apostles of Peace

Beliefs: Apostles of Peace believe in the sanctity of life and the holiness of peace. They follow Isaiah Samwise, god of healing and 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.

| |
|--|
| <p>God: Isaiah Samwise Principle: Life, Peace Symbol: Cross Armor: Chain Weapons: Only staff is allowed</p> |
|--|

Special Powers and Restrictions: 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.

Brethren of Stone

Beliefs: The Brethren of Stone are dwarves who have achieved a holy level of proficiency at creating items and molding metal and stone. They believe that all of creation is raw material, and when the entire world has been shaped into its proper form, then the new age of dwarf-hood will begin. They worship Daglir Firsthammer, who created dwarf-kind out of stone in his own image.

| |
|---|
| <p>God: Daglir Firsthammer Principle: Stonework Symbol: Hammer and anvil Armor: Plate Weapons: Standard clerical</p> |
|---|

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.

Chosen Warriors of Leo

Beliefs: 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 cowardice and "unfair" fights, by which he means the use of causes or cures to alter the outcome of a battle, as well as underhanded tactics in general.

| |
|---|
| <p>God: Leo Principle: Glory of Combat Symbol: Flaming Sword Armor: Chain Weapons: Clerical + 1 handed melee weapons</p> |
|---|

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 prayers. Once the other side has "broken the rules" by so doing, Warrior-Priests will use their powers to even the score.

Knights of Justice

Beliefs: Knights of Justice 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.

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 curses, but the use of curses is limited to evil humanoids, as defined by the religion.

| |
|---|
| <p>God: Carrunos the Hunter Principle: Hunt Symbol: Rearing Stag Armor: Leather Weapons: Hand axe, club, dagger, spear, all bows and crossbows</p> |
|---|

Order of the Sage

Beliefs: Hermits worship the god Hione the 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.

Special Powers and Restrictions: 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* (see page 80), but without spending the time.

| |
|---|
| <p>God: Hione the Hermit Principle: Knowledge Symbol: Lamp Armor: Chain Weapons: Standard clerical</p> |
|---|

Masters of the Hunt

Beliefs: Masters of the Hunt worship Carrunos the Hunter, who personifies the necessary process by which life feeds on life. Carrunos clerics despise pointless cruelty and any wasteful killing, by which they mean killing for sport or killing more than is needed. Animal products are not to be wasted nor used frivolously. Carrunos is the consort of Danu, and his clerics hold that the spirits of animals killed with proper respect return to Danu for reincarnation into their own kind. **Clerics and followers of Carrunos are also considered followers of Danu for resolving prayer effects.**

Special Powers and Restrictions: Clerics of Carrunos can find food by hunting small game in any terrain where animals exist. They can track as scouts of their level in wilderness. Carrunos clerics regain prayer points at sunset. Carrunos prayers affect all followers and clerics of Danu as though they were followers of Carrunos.

Keepers of Nature

Beliefs: Keepers of Nature worship the Goddess Danu, Mother of the Elves and creatrix of all plants and animals. Followers of Danu guard the natural order against waste and cruelty, and especially venerate forests and trees. Because animals that hunt are part of the natural order, Danu is the consort of Carrunos; clerics and followers of Danu are also considered followers of Carrunos for resolving prayer effects.

Symbol: Sun and Moon. Note on Symbol: Moon may be depicted in any phase except full, as the Full Moon and the Sun are never in the sky together. Quarter and Crescent are most common. Never depict the sun and moon overlapping or eclipsed.

God: Danu
Principle: Life of the World
Symbol: Sun and Moon
Armor: Leather, wooden shield
Weapons: Hand axe, club, dagger, spear, short bow, sling

Armor / Weapons: Leather with (wooden) Shield / Hand Axe, Dagger, Spear, Club, Shortbow, Sling. Weapons of stone or bone, rather than metal, are preferred. Wooden shields will burn if ignited and are rarely magical. Otherwise, count them as a regular shield.

Special Powers and Restrictions: Clerics of Danu can find food by foraging for edible plants in any terrain that supports growing plants. In wilderness, Danu clerics detect the presence or approach of creatures and spot all traps (unless magical, or magically concealed) as a scout of their level. All healing magic of Danu (cures, raises, etc.), and all Bless-type prayers of Danu, affect all living animals and plants as well as humanoids. Danu clerics have a 10% chance per level to know all pertinent facts (life cycle, diet, habitat, etc.) about any given natural plant or animal. Some prayers require that the Cleric have a supply of natural ingredients, generically called "herbs", on hand: such prayers are marked with * in the prayer list. Herbs can be gathered in any terrain where plants grow: see the description of Find Herbs for details. Note that a number of otherwise standard clerical prayers require herbs for a Danu cleric to cast them. Danu clerics regain prayer points at sunrise. All Danu prayers affect followers of Carrunos as though they were followers of Danu.

Explanation of Clerical Prayer Descriptions

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

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

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

Duration: Most prayers have a limit to how long they work. Prayers that have durations specified in rounds count the round in which they take effect toward their duration. The caster may elect to delay the effects of such prayers until the Declaration Phase of the following round, but this decision must be made when the prayer is cast. A prayer's duration ends at the end of a round, never in the middle.

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

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

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

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

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

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

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

Caveats

The following principles apply to prayers other than damage prayers and cures, unless specifically contradicted in a prayer description.

1. Multi-Level prayers don't sum. If two castings of a multi-level prayer are in effect on one target, only the highest level will have effect.
2. Two prayers with similar effects don't sum. If two prayers have similar effects, the more favorable will apply. If prayers have several sub-effects, each sub-effect should be reckoned separately. If a Mage spell and a Clerical prayer have similar effects, the rule still applies. Spells that increase requisites are distinct from those that do not, since requisite effects sum with magical ones. Spells that enchant objects are distinct from those that affect people, since the enchanted object may be used by anyone.
3. Bless-type prayers don't sum. This is the most common case of the foregoing rule. Bless-type prayers include Bless, Danu's Mantle, Fight Like a Lion, Hunter's Blessing, and Toughness. Note that Enchant Armor and Enchant Weapon are not Bless-type prayers.
4. GMs may prevent absurdities. No listing of prayers can anticipate all the abuses which players may attempt to foist on a GM. If an attempted use of a prayer is clearly against the spirit of the description, the GM may so inform the player and prevent the abuse.

Generic Prayer Descriptions

Certain sets of prayers have very similar mechanics. We have collected the common portions of the descriptions into the following generic prayers. Individual prayers will refer to a "generic prayer description" and then specify how they might differ from the generic prayer.

Cause Prayers: Generally, causes of all kinds are 100% effective only if 10 rounds are taken to cast the prayer. If less time is taken, the victim receives a Spiritual save with a -5% for every round taken over 1. The victim will not notice anything until the prayer is complete, unless magical means are employed. The caster must maintain LOS for the entire period, but if LOS is lost for less than one round of a multi-round casting, there is no penalty. **ZOE:** 1 being, **Range:** 120', **Duration:** momentary, **ST:** spiritual

Cure Prayers: Generally speaking, a cure is a miraculous cessation of some illness or injury. Similarly to causes, these prayers are 100% effective if cast over 10 rounds. If less time is used to cast, the recipient must fail his spiritual saving throw in order for the prayer to be effective, with this chance improving by 5% for every round over one used. The saving throw does not apply if he has dropped all saves for the round. No effect will be noticeable until the cleric announces that the prayer is complete. If the condition was especially virulent (such as advanced leprosy, the terminal stages of a disease, or a magical disease) a shock survival roll will be needed to avoid permanent disability. If the disease was of an enchanted nature, a level-vs-level battle will be needed to cure it. Ordinary *Causes* will not require such treatment, however.

ZOE: 1 being, **Range:** 120', **Duration:** momentary, **ST:** spiritual

Detect Prayers: These prayers allow the caster to perceive objects hidden or distant, or to ascertain some quantity or fact. There are four different modes, and each of the Detect prayers will specify which mode it can use. Some give the caster a choice.

Type I: Reveals information about the location of the recipient.

ZOE: 1 being, **Range:** touch, **Duration:** 60 + 10L minutes, **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 were nothing to detect.

ZOE: 1 being, **Range:** 120' 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".

ZOE: ≤ 60' r sphere, **Range:** 480', **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.

ZOE: self, **Range:** 120', **Duration:** momentary, **ST:** none.

Eyes Prayers: This prayer allows the caster to see from the position of the target. If the target is animate, then the caster can see out of its eyes as well as it can see. If the target is inanimate and does not have eyes, then the caster can see from the object in all directions as well as the caster can see. The target must be in range at the time of casting; afterwards the caster may move as far away as he wishes. The caster must decide each round whether he is seeing out of his own eyes or using the vision of the prayer.

ZOE: 1 being, **Range:** 120', **Duration:** 60 + 10L minutes, **ST:** none

Great Protection Prayers: These prayers allow the cleric to create a non-movable 10' r circular zone of protection, centered on the caster. The specified creatures may not enter the zone regardless of their hit dice. Those inside are immune to all attacks from such creatures.

ZOE: 10' r circle, **Range:** zero, **Duration:** 60 + 10L minutes, **ST:** none

Protection N Prayers: These prayers allow the cleric to create a non-movable 10' r circular zone of protection, centered on the caster. The specified creatures may not enter the zone if they have N or fewer hit dice. If the creature has N+1 or N+2 hit dice, they may enter if they make a spiritual save, and those of greater than N+2 hit dice may enter freely. Protected creatures get +5 x (N/2)% to all saves vs. attacks from the specified creatures. All creatures engaging in melee with protected beings attack at -5 x (N/2)% to hit. Note that no protection is extended vs. missile weapons or magical attacks initiated from devices.

ZOE: 10' r circle, **Range:** zero, **Duration:** 60 + 10L minutes, **ST:** spiritual

Resist Prayers: These prayers give protection from some force (e.g. fire). Protected individuals will take half damage from extraordinary or magical manifestations of the force (e.g. fireball, lava, red dragon breath, wall of fire) and no damage from normal manifestations.

ZOE: 1 being or object, **Range:** 10', **Duration:** 60 + 10L minutes, **ST:** none

Rune Prayers: These spells are runes inscribed on a solid surface. The runes carry a magical effect that will be released a single time when certain conditions are met. At the time of casting, the cleric must specify simple conditions under which the runes will be set off. These conditions must involve something (e.g., any animal, a particular person, or magic) touching or breaking the surface. The surface can involve multiple related objects, such as a door and its frame. Runes may not be set off by any melee action (by swinging, throwing, dropping, being hit in combat, etc.)

Rune spells have two modes. The first is cast in a single clerical spell phase. It spreads out instantly as glowing red runes, and lasts 6+L rounds or until broken. The second takes 10 minutes to cast, during which the caster must touch each part of the active area. These runes are invisible and magically concealed; they have duration lasting or until broken. Neither mode can be cast when the conditions to set off the spell are currently being met.
ZOE: any shape $\leq 5L'$ r, **Range:** touch, **Duration:** 6+L rounds or lasting, **ST:** none, victims can save against effect.

Speak Prayers: The cleric will be able to converse with any creature or thing as defined by the specific prayer. To others, the cleric will appear to be making unintelligible noises. Although the targets may often give the cleric a hearing, they are under no compulsion not to attack.
ZOE: self, **Range:** as speech, **Duration:** 60 + 10L minutes, **ST:** none.

Vulnerability Prayers: This prayer type causes the target to be more vulnerable to the effects of certain types of offensive prayers. Normally, the victim's saving throw against the offensive prayer is reduced and the effect of the prayer is increased.
ZOE: 1 being, **Range:** 120', **Duration:** 60 + 10L minutes, **ST:** spiritual.

Withstand Prayers: This prayer type protects the recipient from some phenomenon (e.g. paralysis, level drain, fear), giving one additional saving throw vs. the phenomenon's effects. Note that this will give the recipient a single save against things that normally have no saving throw.
ZOE: 1 being, **Range:** 10', **Duration:** 60 + 10L minutes, **ST:** none.

Clerical Prayer Descriptions

Allure: The caster appears to all humanoid, non-giant (less than 9' tall) viewers as an incredibly attractive being of their species and gender preference. The general features of the different forms will be similar, if possible. Different observers will tend not to notice the different appearances unless a rather direct comparison of notes is made. The spell gives no language abilities; however, if the listener understands the caster, the caster's manner of speaking will not be considered incongruous.
ZOE: caster; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

Alter Personality: If the target fails its Spiritual save, the cleric may make a significant alteration to its personality. This prayer changes the creature's general behavior patterns, but does not demand a specific course of action. Examples are: compulsive gossip, scrupulously honest, minor paranoia, greedy. The cleric need not speak to accomplish the alteration.
ZOE: 1 being; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Analyze Item: This prayer allows the cleric to determine the function of a non-magical item. This prayer will only reveal function for which the item was designed. For example, if the prayer is cast on a coat hanger, it will not list breaking into cars as a function, although people often use them for that purpose.
ZOE: 1 item; **Range:** touch; **Duration:** momentary; **ST:** none

Analyze Magic: This prayer reveals the presence of all prayers, items, and prayers, with a level-vs-level battle against Concealed prayers. It completely analyzes all detected mage spells, telling base spells and modifiers. It also analyzes prayers per *Analyze Prayer* (see page 95). Finally, in Breath Phase, the caster learns what mage base spells and morphic spells are being prepared in that round.
ZOE: self; **Range:** 120'; **Duration:** 6 + L rounds; **ST:** none

Analyze Prayer: As *Observe Prayer* (see page 112) but it tells what the detected prayers actually are.

ZOE: self; **Range:** 120'; **Duration:** 6 + L rounds; **ST:** none

Analyze Structure: This prayer reveals the internal structure of a non-magical item or mechanism. It could be used to reveal internal working of traps and locks, the ingredients in mixtures or alloys, or flaws or weaknesses in a structure. Scouts 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 prayer. The item may not have a volume greater than 6L cubic feet.

ZOE: 1 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. Stats: 10 hit points, AC 6, TACO 10, attacks as weapon.

ZOE: 1 body; **Range:** 120'; **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 feet³, more than 2000 lbs, nor more than L in number. A single large object might have 8 hit dice, and attack once for 2d8, hitting as an 8HD monster. Smaller objects would do less damage. Larger objects will be slower than small ones, and objects designed to move will be fastest of all. Draw analogies to monsters where possible.

ZOE: 60' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Animate Statue: As *Animate Stone* (see page 95), but may only be used on the statue of a creature or creatures and creates at most 4HD of statue. The spell is broken if the form ceases to be a statue.

ZOE: 60' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Animate Stone : As *Animate Object* (see page 95), but only stone may be animated. Out of bulk stone, the caster may draw forth a 8HD stone elemental. Sculpted stone will take on abilities of the form, but with a power not to exceed such an elemental. Note that the caster need not concentrate as the mage spell *Conjure Elemental* (see page 77), nor is his/her control breakable.

ZOE: 60' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

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

ZOE: 1 item; **Range:** touch; **Duration:** momentary; **ST:** Spiritual

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

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

Aura of Corruption N: All undead within 60' of the cleric are defended against the *Dispel Undead* prayer (see page 106). They save at +10N% and are treated as N levels higher when determining whether they earn a save. This protection moves with the caster.

ZOE: 60' r sphere; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

Beauty: Target gains d6 charisma, up to its racial maximum. Only one such prayer may be in effect on a creature at a time.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

- Bless N:** Cast on one humanoid not in melee combat, this prayer increases his level (for attack purposes only) by N. It also increases the recipient's damage bonus by ½. N rounded down. Duration begins in 10 minutes or the first round the recipient attacks, whichever comes first. This does not sum with other Bless-type prayers (see Caveats see page 92)
ZOE: 1 person; **Range:** contact; **Duration:** 6 + L + delay rounds; **ST:** none
- Blight:** This prayer kills non-intelligent, non-monstrous plants. The ZOE can include one large tree or up to a 20' cube of smaller plants. Only large plants get a saving throw. Intelligent or monstrous plants take 2d6 damage, no save. This prayer does not disintegrate the dead plants, but does make them slightly more brittle.
ZOE: 20' cube; **Range:** 120'; **Duration:** momentary; **ST:** see description
- Blind Stroke:** Victim is compelled to spend the remainder of this round and next round in a move (if possible) and a attack on the target of the succubus's choice (not the victim itself).
ZOE: 1 being; **Range:** 120'; **Duration:** 1 round; **ST:** spiritual
- Bloodcure:** By drinking the blood of a killed animal, the recipient will be cured of 2d6 damage. It can only be cast on followers of Carrunos.
ZOE: 1 target; **Range:** touch; **Duration:** momentary; **ST:** none
- Bloodfeast :** As *Blood Cure* (see page 96) but will cure up to L creatures within 10' of the caster. It can only affect creatures who are capable of consuming blood.
ZOE: 10' r sphere; **Range:** zero; **Duration:** none; **ST:** spiritual
- Bloodhound:** The recipient will have a greatly increased sense of smell. He will be able to detect many poisons, the presence of nearby creatures and be able to track at +40% if smell is important to the tracking.
ZOE: 1 target; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Bloodscent N:** This prayer will cause one being to smell of fresh blood, arousing the interest of any carnivore who scents them or their trail, the equivalent of dripping blood. The cleric must affect the victim within 6 rounds of casting. The victim will be unaware of the prayer. *Bloodscent I* has a range of touch and a duration of L hours. *Bloodscent II* has a range of 60' and a duration of L days.
ZOE: 1 being; **Range:** see description; **Duration:** see description; **ST:** spiritual
- Broadcast via Stone :** The caster touches a stone surface and speaks a message of up to 25 words in length. All those within a mile who touch a connected patch of stone within the minute hear the message in the caster's voice.
ZOE: 1 mile r sphere; **Range:** none; **Duration:** 1 minute; **ST:** none
- Burnout:** This prayer forces a magical object to make a burnout roll as if it had been used. It has no effect against items that have no burnout chance, such as one-shot items, items with charges, or those with permanent effects. If an item has different burnout chances for different functions, that of the last function attempted is used.
ZOE: 1 object; **Range:** 120'; **Duration:** momentary; **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 60'; brighter sources allow the caster to see further. It will detect creatures hidden in shadows of this nature. Note that this will not negate the effects of the complete dark of an underground dungeon setting nor those of a magical darkness. There is no penalty for moving from a darkened area to a well lit one.
ZOE: self; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Cause Affliction:** Generic prayer type *Cause* (see page 92). The victim must save or lose one of his five normal senses (caster's choice). The victim suffers no structural damage due to this spell, except when the caster chooses the sense of smell, in which case, the victim's nose falls off. *Cure Affliction* (see page 101) will completely restore the nose in this case.
ZOE: 1 humanoid; **Range:** 120'; **Duration:** momentary ; **ST:** spiritual
- Cause All:** Generic prayer type *Cause* (see page 92). This is the most powerful version of Cause Wounds. It will reduce the victim to zero hit points and renders him unconscious.
ZOE: 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual*

Cause Disease: Generic prayer type *Cause* (see page 92). The victim must save or be stricken by a severe disease. The symptoms, including high fever, chills, vomiting, diarrhea, and severe coughing, will begin after 2d6 hours and remain until the victim makes a saving throw. A new saving throw is granted after every day of constant bed rest. *Cure Disease* (see page 101) will provide immediate relief. While sick, the victim is at -10% to save, -20% to hit, -25% on movement and bend bars, and has 3 fewer spell or prayer points. The GM may assess other penalties of a similar nature.

ZOE: 1 humanoid; **Range:** 120'; **Duration:** see description; **ST:** spiritual

Cause Insanity: Generic prayer type *Cause* (see page 92). This prayer causes its victim to become severely insane. Insanity usually takes one of the following forms (roll d6), although the GM may opt for something else.

- 1) Paranoia: His friends will seem to conspire against him. He will see evidence of hidden powerful enemies.
- 2) Phobia: He will be unrealistically afraid of something (heights, open spaces, the color red, etc.). Be creative.
- 3) Mania: He will fly into uncontrollable rages in stressful situations. Allow a spiritual save.
- 4) Delusions: He will conceive an idea that he is someone or something else.
- 5) Depression: He will become very lethargic. There is a chance that he will react to any situation by staring off into space.
- 6) Aphasia: He will react as if *Confused* at all times this is in control.

ZOE: 1 humanoid; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Cause Paralysis: Generic prayer type *Cause* (see page 92). The target must save or be paralyzed.

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

Cause Severe Disease: Generic prayer type *Cause* (see page 92). As *Cause Disease* (see page 97), but 2d6 hours after the onset of symptoms (i.e. 4d6 hours since casting), the victim must make a system shock roll or die. A *Detect Disease* prayer (see page 103) or a highly trained physician can distinguish the dangerous nature of this disease relative to that produced by *Cause Disease* (see page 97).

ZOE: one humanoid; **Range:** 120'; **Duration:** see description; **ST:** spiritual

Cause Terminal Disease: Generic prayer type *Cause* (see page 92). The victim must save or be stricken by a terminal disease. After 2d6 hours, symptoms of small pox or bubonic plague will appear, and the victim will be subject to double the effects of *Cause Disease* (see page 97). After a further 2d6 hours, the victim will die. *Cure Disease* (see page 101) brings the victim out of danger, although he will suffer from the effects of *Cause Disease* (see page 97) for another 2d6 hours before returning to normal.

ZOE: 1 being; **Range:** 120'; **Duration:** see description; **ST:** spiritual

Cause Weakness: Generic prayer type *Cause* (see page 92). This spell will reduce the strength of the target by d6+2. A target can receive multiple weakness spells, but the target's strength cannot be reduced below 3.

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

Cause Wounds N: Generic prayer type *Cause* (see page 92). If effective, this prayer causes wounds to appear on the victim's body (or makes existing wounds worse). The damage is Nd6.

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

Charm: If the victim fails its initial Spiritual saving throw, it falls under the influence of the caster. The caster may give telepathic commands as per a *Suggestion* (see page 121). Each suggestion after the first allows the victim a new saving throw, but at -30%. The victim will then follow the suggestions, provided it is something that he might very well have chosen to do himself; disagreeable commands will not be obeyed but do not break the spell. The caster must use an action to make every suggestion after the first. The victim is allowed a new Spiritual saving throw every 24 hours after the initial casting of the *Charm* and also every time one of the following occurs: it is given a self-destructive command, the Succubus does something that would make the victim jealous, the Succubus does something actively and obviously contrary to the victim's best interest. If the victim makes any of these saving throws, no new suggestions may be placed, but any old ones remain in force as per *Suggestion*. The victim will not be aware of the fact that he had been charmed unless confronted with convincing evidence thereof. A *Dispel Prayer* (see page 106) spell will dispel all the suggestions implanted by a *Charm* spell as one unit.

ZOE: 1 being; **Range:** 120'; **Duration:** special; **ST:** spiritual

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

ZOE: 30' r sphere; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **ST:** mental

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

ZOE: 30' r sphere; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **ST:** mental

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 hearing will be almost nil while employing the prayer, but he may turn it off and on at will.

ZOE: 30' r sphere; **Range:** 240' no LOS; **Duration:** 60 + 10L minutes [R]; **ST:** mental

Clairvoyance: This prayer enables the caster to see what another being is looking at. He will see with the abilities of that being, but will not gain any control over what is being looking at. 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 sight will be almost nil while employing the prayer, but he may turn it off and on at will.

ZOE: 30' r sphere; **Range:** 240' no LOS; **Duration:** 60 + 10L minutes [R]; **ST:** mental

Claw's Revenge: (naturally or by spell) susceptible to natural weaponry and normal weapons. To avoid the effect, the victim must win a level-vs-level battle against the cleric, with the cleric getting a +8 level bonus! However, special resistances of the victim to particular types of attacks are not overcome by the spell. For example, if the victim were immune to metal attacks as well as normal attacks, then this spell would not grant a sword success. All creatures within the ZOE are affected at the time of the spell's casting; they are then susceptible for the entire duration regardless of where they go. *Protection from Normal Weapons* (see page 79) cast after the Claw's Revenge spell will also be affected, but a separate level-vs-level battle is granted for each attempt.

ZOE: 30' r sphere; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **ST:** Level-vs-level at +8

Clue: The caster may have the GM explain one real-world mythic, historic, or literary reference in his scenario, or have the GM give a small hint, as per the function of the "JRR Token" standard magic item. Repeated castings have decreasing effects.

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

Coma: As per *Suspend Animation* (see page 122), but may be cast on an unwilling target at range. *Detect Person*, *Detect Life*, *Detect Injury*, and *Life Sense* (see page 111) will all 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: 1 being; **Range:** 120'; **Duration:** L days; **ST:** spiritual

Command: As *Suggest* (see page 121) except the command need not be reasonable to the victim! For example: Attack your friend, surrender, betray your lord are all fine; only commands that directly result in a major self-inflicted wound or suicide are disallowed (e.g. stab yourself or jump off the cliff). Commands that would compel the target to take a violent action to which he would be completely opposed grant the target a GM-discretionary bonus of up to 25% on his initial saving throw.

ZOE: 1 being; **Range:** 120'; **Duration:** two weeks; **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:** 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 arcane languages may not be accessible by this spell, and not all languages will have both written and spoken forms. This prayer will not affect codes or ciphers. The caster must be specific about the language he wishes to comprehend.

ZOE: self; **Range:** none; **Duration:** L hours [R]; **ST:** none

Conceal Disease: This spell conceals the symptoms of disease in a living creature or plant from mundane inspection; any excuse to overlook the correct conclusion will be taken. Detection spells must win a level vs. level battle to function correctly. This spell in the same way will conceal diseased food and water.

ZOE: 1 being, animal or plant or 10xL pounds of food; **Range:** 10'; **Duration:** L Days; **ST:** none

Conceal Intent: This prayer masks the true intent of the recipient. An intent is any strong motivating purpose. Any magical probing requires a level-vs-level battle to succeed.

ZOE: 1 being; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Conceal Lies: This prayer allows the recipient to lie undetected and will foil spells and abilities that detect lies or reveal truth. Only ridiculous statements will be detected by common sense. Magical probes and the Janda special ability require level-vs-level battles to succeed.

ZOE: 1 being; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Conceal Magic: This prayer may be cast on any currently active magical spell, clerical prayer, or spell-like effect of a magical item. It will cause the spell to be concealed as per the mage Concealment modifier. *Detect Magic* (see page 104) will automatically fail; *Observe Magic* (see page 69) requires a level-vs-level battle. Janda prayers may never be concealed. If the target spell ends before the *Conceal Magic*, the latter ends as well.

ZOE: 1 spell; **Range:** 20'; **Duration:** L Days; **ST:** none

Conceal Poison: This spell conceals poison or poisoned victuals from mundane inspection; any excuse to overlook the correct conclusion will be taken. detection spells must win a level vs. level battle to function correctly.

ZOE: 10L Lbs. poison; **Range:** 10'; **Duration:** L Days; **ST:** none

Conceal Poisoning: This spell conceals poisoning from mundane inspection; any excuse to overlook the correct conclusion will be taken. Detection spells must win a level vs. level battle to function correctly.

ZOE: 1 being; **Range:** 10'; **Duration:** L Days; **ST:** none

Conceal Undead: This prayer conceals the fact that a creature is an undead. *Detect Undead* prayers (see page 105) must win a level-vs-level battle to succeed.

ZOE: 1 being; **Range:** 120'; **Duration:** L days; **ST:** none

Conceal Weakness: This spell conceals the effects of disease, poisoning, and any *Vulnerability* (see page 94) prayers. Mundane inspection will fail; detection spells must win a level vs. level battle.

ZOE: 1 being; **Range:** 10'; **Duration:** L Days; **ST:** none

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 [R]; **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.

ZOE: GM discretion; **Range:** proximity; **Duration:** L hours [R]; **ST:** none

Consecrate Blood: This prayer enables the cleric to create Consecrated Blood which is similar in effect to Holy Water but the medium is blood. The blood must have already been removed from its owner before the prayer is made. Once consecrated, blood will not clot. Consecrated Blood has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Blood hits all targets as AC 9, with missile modifiers. Clerics of Leo require that the blood be from one who died honorably in combat. All clerics will recognize Consecrated Blood. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration. This prayer requires one hour to cast.

ZOE: L pints; **Range:** touch; **Duration:** 1 day [R]; **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: 1 object; **Range:** touch; **Duration:** 1 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 prayer requires one hour to cast.

ZOE: L pints; **Range:** touch; **Duration:** 1 day [R]; **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 non-followers have their saving throws reduced, while all followers have their saving throws improved.

Consecrate I gives a 10% effect over an area of 1000 ft² to a height of 10'. *Consecrate II* gives a 20% effect in a volume of 100,000 ft³, but to a height of no more than 100'.

ZOE: see description; **Range:** touch; **Duration:** 1 day to cast, effect permanent; **ST:** none

Continual Darkness: This causes complete and utter darkness within 20' of the center. Only the caster or a higher level of cleric of the same god can see in the darkness, and then only dimly. All infravision, x-ray vision, etc. are blocked. Outside of the 20' r sphere, it will be dark, but only as a moonless night. A torch will provide light here. The ZOE is not affected by any material object, so if cast on a stick and brought up to a door, the room inside will get dark. If a *Continual Darkness* and a *Continual Light* (see page 101) come into contact, they cancel in the overlapping area.

ZOE: 40' r sphere; **Range:** 360'; **Duration:** 1 day [R]; **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* (see page 101) and a *Continual Light* come into contact, they cancel in the overlapping area.

ZOE: 20' r sphere; **Range:** 360'; **Duration:** 1 day [R]; **ST:** none

Convert Weapon: Cast on any aligned weapon, other than a mission sword, holy sword, etc. it will attempt to convert the sword to the cleric's god. The weapon gets a saving throw as described under *Magic Items*. If the weapon fails to save, the weapon is amenable to conversion. If not, the weapon can not be converted.

ZOE: 1 weapon; **Range:** touch; **Duration:** 1 day to cast, effects permanent; **ST:** special

Cripple: Generic prayer type *Cause* (see page 92). The victim must save or to suffer paralysis in his arms or legs (caster's discretion). The limbs will hang limply, having no strength or feeling and causing the victim to fall down, drop held items, etc. If the legs were affected, the victim may crawl at 5' per round. The prayer ends at the beginning of Declaration phase (but note that the victim will have to wait until Item phase to pick up dropped items) and the round of casting counts as the first round of the duration. *Cure Paralysis* (see page 102) or *Cure Affliction* (see page 101) provides immediate relief, as would a successful *Dispel Magic* (see page 106). In the Mass version of the spell, the caster must choose to afflict legs or arms uniformly on all the targets.

ZOE: 1 being; **Range:** 120'; **Duration:** d4+2 rounds; **ST:** spiritual

Crumble: Up to 5L cubic feet of non-magical stone or ceramics are reduced to fine rubble. The affected materials must be part of a single object or highly related set of objects. The ZOE must be at least 1' thick.

ZOE: 5L cubic feet; **Range:** 120'; **Duration:** momentary; **ST:** none

Cure Affliction: Generic prayer type *Cure* (see page 93). Cleric may cure blindness, deafness, paralysis, or insanity if they are the result of supernatural causes: a *Cause* prayer, a *mage* prayer, or a magical power of some creature or item. It will not cure naturally occurring afflictions.

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

Cure All Wounds: Generic prayer type *Cure* (see page 93). This will cure all damage off a patient of the caster's religion, and two-thirds of it, rounded up, otherwise.

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

Cure Blindness: Generic prayer type *Cure* (see page 93). If there is major structural damage to the eye, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent shock survival roll will allow the patient to regain the percentage of sight rolled.

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

Cure Deafness: Generic prayer type *Cure* (see page 93). If major structural parts of the ear are missing, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent shock survival roll will allow the patient to regain the percentage of hearing rolled.

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

Cure Disease: Generic prayer type *Cure* (see page 93). This will cure all normal disease, and those Caused diseases that are not combined with a *Curse*, etc. If the patient had a terminal illness, and had lost over 50% of constitution, roll Shock Survival to see if he made a complete recovery. If not, he will permanently lose d6 of his constitution, dying if it falls to 0.

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

Cure Paralysis: Generic prayer type *Cure* (see page 93). This prayer cures paralysis.

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

Cure Undead All: Generic prayer type *Cure* (see page 93). This prayer cures all damage off the patient.

ZOE: 1 undead; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Cure Undead N: Generic prayer type *Cure* (see page 93). This prayer cures an undead of Nd6 hit points of damage. It has no effect on living creatures.

ZOE: 1 patient; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Cure with Herbs: Casting this prayer creates a healing poultice that must be eaten or applied to a wound to take effect. It requires 10 minutes to cast. It will cure $d6 + L/2$ (round down) hit points, regardless of the species or religion of the beneficiary. Followers of Danu receive an extra +1. Multiple poultices may be brewed simultaneously for the sum of the prayer point costs, taking no extra time. If not used, a poultice will keep up to 2L days, but the Cleric must maintain the unused poultice each sunrise by voluntarily not regaining the prayer point cost of the poultice. This maintenance can be performed regardless of separation between Cleric and poultice: the Cleric will know at sunrise whether any unused poultices are out there to be maintained, and will have the option of preserving or dropping each one individually.

ZOE: 1 poultice / 1 being; **Range:** touch; **Duration:** momentary*; **ST:** none

Cure Wounds N: Generic prayer type *Cure* (see page 93). Cures Nd6 points of damage off the recipient. If the recipient is of the caster's religion modify by +1 / die.

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

Curse Armor N: Makes one piece of armor (including shields, but not robes or bracers) -N in all respects. It will not work on more than one piece of armor per person. Enchanted armor has its bonus reduced by N; however, even if the result is negative, the armor remains enchanted and does not count as non-magical for spell interactions or against breakage. Any other powers of the armor continue to function. The user will not notice that anything is wrong.

ZOE: 1 piece of armor; **Range:** 120'; **Duration:** 10 minutes; **ST:** none

Curse N: The target must make a Spiritual save at -5N% or be at -5N% on saving throws and -N levels to hit.

ZOE: 1 being; **Range:** 120'; **Duration:** 6+L rounds; **ST:** spiritual-5N%

Curse Weapon N: Makes one weapon -N in all respects. An Enchanted weapon has its bonus reduced by N; however, even if the result is negative, the weapon remains enchanted and does not count as non-magical for spell interactions or against breakage. Any other powers of the weapon continue to function. The user will not notice that anything is wrong.

ZOE: 1 weapon; **Range:** 120'; **Duration:** 10 minutes; **ST:** none

Darkness: This prayer, cast upon some object, causes it to emanate darkness as a torch does light. The darkness will be total for a 5' r, and then will thin out until it becomes only a greying effect at 10'. In the region of totality, it can only be negated by magical means. The caster cannot see in it. A *Light* spell or prayer will negate *Darkness* in the overlapping area and vice-versa.

ZOE: 10' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Dawn: This prayer is identical to a *Continual Light* (see page 101) but with all the attributes of full daylight.

ZOE: 20' r sphere; **Range:** 360'; **Duration:** 1 day [R]; **ST:** none

Death's Riddle: The Sphinx, in the presence of a recently-dead body (of any species or degree of supernatural origin, as long as it is not an Undead being), killed less than L days previously, engages the God of Death (whoever that is at the time) in a riddle-game. The Sphinx makes a Mental saving throw to represent the victory of the riddle-game. If successful, the dead body is alive again, at 0 hit points and with the proximate cause of death removed or healed. If failed, the Sphinx must then make a CON system-shock roll. Success on the second roll means that the Sphinx drops to 0 hit points; failure means that the Sphinx is dead.

ZOE: 1 dead body; **Range:** 10'; **Duration:** instant; **ST:** special

Defoliation: All vegetation within a 30' sphere will die and undergo a rapid rotting, leaving only a thick layer of rotting humus. Only intelligent or monstrous plants get a Spiritual saving throw.
ZOE: 30' sphere; **Range:** 120'; **Duration:** momentary; **ST:** spiritual

Demonic Embrace : The target must make a Spiritual save or engage the caster in a romantic-appearing embrace. Both will drop all held items and take no action while the embrace lasts. The victim immediately takes d6 damage and must in every subsequent Breath phase save or take another d6 damage; the caster gains any hit points lost by the victim, up to the caster's maximum. A successful save ends the spell; the caster may end it at any time. In either case, neither party may act further in that round. Both are at +10% to be hit while entwined. Any attack that misses one of them is then rolled to see if it hits the other. The victim must make an additional save afterwards to regard the embrace as a hostile action.
ZOE: 1 being ; **Range:** 10'; **Duration:** concentration; **ST:** spiritual (-20% if victim is asleep)

Desuscitate: The caster specifies a corpse killed from natural life no more than L rounds ago. The corpse is revived as a temporary undead, ready to act in the next Declaration phase. It is not under the caster's control and has the same desires, abilities, memories, and spell points as when it was slain, save that it gains all standard undead abilities and disadvantages. Any spells on the target whose durations have not expired will still be present. The target will be at full hit points, not to exceed 6L, but will resume normal death after L complete rounds or if driven below 1 hit point.
ZOE: 1 body; **Range:** 10'; **Duration:** L rounds; **ST:** none

Detect Altitude: Generic prayer type *Detect* (see page 93). This prayer tells the recipient all of the following:

1. Current altitude above / below ground.
2. Current altitude above / below sea level.
3. Current altitude of the ground above sea level (just in case they can't subtract).

Type I or Type II
ZOE: 1 being; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

Detect Animal: Generic prayer type *Detect* (see page 93). The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom. Types III or IV.
ZOE: varies; **Range:** varies; **Duration:** momentary; **ST:** none

Detect Battle: Generic prayer type *Detect* (see page 93). This prayer reveals to the caster the direction to the nearest melee.
ZOE: self; **Range:** 480'; **Duration:** momentary; **ST:** none

Detect Curse: Generic prayer type *Detect* (see page 93). 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.
ZOE: 1 being, object or place; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

Detect Depth: Generic prayer type *Detect* (see page 93). This prayer reveals to the cleric the depth below ground level at his present position. Type I. Indoors only.
ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Detect Disease: Generic prayer type *Detect* (see page 93). This prayers reveals to the cleric about the presence of disease in a person, and the nature of and prognosis for the disease. Type II.
ZOE: 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

Detect Edibility: Generic prayer type *Detect* (see page 93). This prayer reveals if the target is edible and nutritious to the caster. Inanimate objects get no save. Type II.
ZOE: 1 being or object; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual*

Detect Food: Generic prayer type *Detect* (see page 93). This prayer informs the cleric of the presence of food. Type III or IV.
ZOE: varies; **Range:** varies; **Duration:** momentary; **ST:** none

Detect Hole: Generic prayer type *Detect* (see page 93). This prayer allows the caster to locate holes in an object or group of similar objects. In the case of a group of object, the caster will learn where there is a gap or hole in the group. The caster specifies the minimum size of the whole to be detected. Types III and IV.

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

Detect Hostility: Generic prayer type *Detect* (see page 93). This prayer reveals if a creature is willing to engage in combat at the time. It will not reveal with whom the creature wishes to fight. Creatures acting defensively are not generally hostile. Type II.

ZOE: 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

Detect Intent: Generic prayer type *Detect* (see page 93). This will reveal if a being has a strong purpose at the moment, and if so, the general nature thereof. Type II.

ZOE: 1 being; **Range:** 480'; **Duration:** momentary; **ST:** none

Detect Level: Generic prayer type *Detect* (see page 93). This prayer reveals the level or hit dice of one being in LOS. Type II.

ZOE: 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

Detect Lie: Generic prayer type *Detect* (see page 93). 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.

ZOE: 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

Detect Magic: Generic prayer type *Detect* (see page 93). Detects magic in effect within range in LOS, be it prayer or item or prayers. It does not detect Concealed Magic. Magic simply glows; the prayer offers no analysis, although it will tell prayers from prayers and items, and will reveal the religion of detected prayers.

ZOE: self; **Range:** 120'; **Duration:** 6 + L rounds; **ST:** none

Detect Mineral: Generic prayer type *Detect* (see page 93). The cleric must specify any one type of gem, mineral, or stone (e.g. Diamond, Granite, Marble, Ferrite). Type III or IV.

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

Detect North: Generic prayer type *Detect* (see page 93). The true direction of North is revealed. Type I.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Detect Poison: Generic prayer type *Detect* (see page 93). This will reveal the presence of toxic substances not in a living being. Type III or IV.

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

Detect Possession: Generic prayer type *Detect* (see page 93). 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%.

ZOE: 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual*

Detect Prayer: Generic prayer type *Detect* (see page 93). Detects prayers and clerically summoned beings in effect within range in LOS. It does not detect Concealed prayers. Prayers simply glow; this prayer offers no analysis, save that it will reveal the religion of detected prayers.

ZOE: self; **Range:** 120' LOS; **Duration:** 6 + L rounds; **ST:** none

Detect Presence: Generic prayer type *Detect* (see page 93). The caster will be aware of the location of all mental presences within 10L feet. Only the crudest distinguishing ability is granted, enough to distinguish mouse from man.

ZOE: 10L' r; **Range:** none; **Duration:** momentary; **ST:** none

Detect Protection: Generic prayer type *Detect* (see page 93). It will reveal all protection or resistance items or prayers presently in effect. Type II, but can also be cast on objects.

ZOE: 1 being or object; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

- Detect Religion:** Generic prayer type *Detect* (see page 93). This will reveal the subject's god. Type II.
ZOE: 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual
- Detect Secret Doors:** Generic prayer type *Detect* (see page 93). 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.
ZOE: self; **Range:** 120'; **Duration:** momentary; **ST:** none
- Detect Substance:** Generic prayer type *Detect* (see page 93). 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.
ZOE: varies; **Range:** varies; **Duration:** momentary; **ST:** none
- Detect Thickness:** Generic prayer type *Detect* (see page 93). This prayer tells the cleric the thickness of the object touched, up to 60'.
ZOE: 1 object; **Range:** touch; **Duration:** momentary; **ST:** none
- Detect Traps:** Generic prayer type *Detect* (see page 93). This will reveal the presence of the trap nearest to the center of the ZOE and its general nature. Type III or IV.
ZOE: varies; **Range:** varies; **Duration:** momentary; **ST:** none
- Detect Undead:** Generic prayer type *Detect* (see page 93). Type III or IV. Type IV also indicates the type of undead detected.
ZOE: varies; **Range:** varies; **Duration:** momentary; **ST:** none
- Detect Water:** Generic prayer type *Detect* (see page 93). It will reveal the presence of water 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 description; **Duration:** momentary; **ST:** none
- Detect Were:** Generic prayer type *Detect* (see page 93). 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.
ZOE: varies; **Range:** varies; **Duration:** momentary; **ST:** none
- Devour Book:** To cast this spell the Sphinx must physically eat one book, scroll, or other written document. The Sphinx must understand the language in which the document is written, either normally, or magically, at the time of devouring. The Sphinx permanently gains complete knowledge of all information in the book, including all subtle nuances, implications, and so forth.
ZOE: 1 written document; **Range:** touch; **Duration:** momentary; **ST:** none
- Dig :** The cleric causes a hole to appear in non-magical earth or stone. In soft earth, the hole is 200 feet³, with a minimum of 3' in any direction parallel to the surface. In solid stone, this drops to 100 feet³. The hole appears slowly enough for creatures to avoid falling damage. The excavated material is left beside the hole in small pieces.
ZOE: 200/100 feet³; **Range:** touch; **Duration:** momentary; **ST:** none.
- Disease Carrier:** This spell has no effect on the target except to give him a pale and sickly appearance. However, after d3 hours, the first 2L people coming into contact with the victim must make a Spiritual save or suffer the effects of *Cause Disease* (see page 97). Anyone making this save is unaware of making the save. Note that while the disease affects humanoids, the carrier may be any mammal.
ZOE: 1 mammal; **Range:** 120'; **Duration:** L days; **ST:** spiritual
- Disfigure:** The target must save or become ugly and unrecognizable, in appearance, voice and odor. Only detailed inspection would allow friends to recognize visually the victim. There are no non-cosmetic effects. *Cure Affliction* (see page 101) or *Dispel Prayer* (see page 106) will restore the victim's appearance, voice and odor.
ZOE: 1 being; **Range:** 120'; **Duration:** L days; **ST:** spiritual

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 prayer only affects visual details. Ventriloquism may be used to imitate voices.

ZOE: 1 being; **Range:** 10'; **Duration:** 6L hours; **ST:** none

Dispel Magic: This prayer permanently breaks magical prayers and spells. It cannot be used on items. The chance of success is 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 prayer, he does not get a second chance until higher level. This prayer will exorcise possessions by demons, spirits, etc., with the level of the possession being the level of the possessor +3.

ZOE: 10' r sphere; **Range:** 120'; **Duration:** momentary; **ST:** level-vs-level

Dispel Prayer: This prayer will attempt to dispel all clerical prayers within the ZOE. Each prayer gets a level-vs-level battle.

ZOE: 10' r sphere; **Range:** 60'; **Duration:** momentary; **ST:** level-vs-level

Dispel Undead N: This prayer inflicts Nd6 damage on all undead in the ZOE. The undead exceed level N to get a spiritual saving throw.

ZOE: 60' r sphere; **Range:** 120'; **Duration:** momentary; **ST:** spiritual*

Distraction: All creatures facing the caster and attracted to its current form must make a Spiritual save in order to complete spell casting. If a save is failed, the victim has wasted its action but does not lose spell points. A new save is attempted for each new casting attempt. A *Concentrate* spell provides complete protection (see page 80).

ZOE: 120' r sphere, facing caster; **Range:** self; **Duration:** 12 rounds; **ST:** spiritual

Distress Cry: If the target fails a Spiritual save, it will interpose for the succubus and attack (but not pursue) all who attack the succubus or have done so since the round prior to casting. The target will continue to do so for 6 rounds or until no attackers are within 120' of the succubus.

ZOE: 1 being; **Range:** LOS; **Duration:** 6 rounds; **ST:** spiritual

Divine Guidance: Similar to a *Commune* prayer (see page 99), 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: 1 question; **Range:** N/A; **Duration:** 10 Min.; **ST:** none

Domination: As *Charm* (see page 98) except the commands need not be reasonable to the victim! Attack your friend, surrender, betray your lord are all fine; only commands that directly result in a major self-inflicted wound or suicide are disallowed (e.g. stab yourself or jump off the cliff). The victim only gets additional saving throws every 48 hours after the initial casting and after self-destructive commands. Commands that would compel the target to take a violent action to which he would be completely opposed grant the target a GM-discretionary bonus of up to 25% on its saving throw.

ZOE: 1 being; **Range:** 120'; **Duration:** special; **ST:** spiritual

Draining Touch: The caster gains the ability to drain a level with any touch. In melee, the caster must hit the target's full AC; the target then gets a Spiritual save or is drained of a level. Drained levels will return at one per day. *Restoration* (see page 116) will restore 1 drained level.

ZOE: self; **Range:** none; **Duration:** 10 minutes; **ST:** spiritual

Drain Level: This spell allows the caster to drain a level from the next being he touches. The caster must hit the being in the 6+L rounds after he casts the spell; this attack is against the target's full AC. The target gets a Spiritual saving throw. The drain is permanent until a *Restoration* (see page 116) is cast upon the recipient. HH supplies such spells.

ZOE: 1 being; **Range:** touch; **Duration:** permanent; **ST:** spiritual

Earthquake: This prayer creates tremors over a wide area, which will measure $\frac{1}{2}$ L on the Richter scale. The central 60' x 60' will be the epicenter, and such an area will develop cracks which will swallow 1 in 6 creatures under fourth level, and small buildings will be toppled. The rest of the ZOE will suffer glass breakage and a lot of scared animals and peasants. Underground complexes will be harder hit.

ZOE: L square miles; **Range:** 480' to epicenter; **Duration:** 1 minute; **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.

ZOE: self; **Range:** as senses; **Duration:** L minutes; **ST:** none

Empathic Cause All: Generic prayer type *Cause* (see page 92). If the target fails a Spiritual save, it loses all its hit points. The cleric is healed this amount of hit points, up to his/her maximum. In the Mass form of this spell, the cleric receives one and only one set of hit points, according to the maximum damage inflicted on any of the victims.

ZOE: 1 humanoid; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Empathic Cause N: Generic prayer type *Cause* (see page 92). The target loses Nd6 hit points as per the prayer *Cause Wounds* (see page 97). In addition, the cleric gains these hit points, up to his/her maximum. If the wounds inflicted kill the target, only those points needed to reduce it to -1 hit point are gained by the cleric. However, if the cleric is fully healed by the points received, this does not reduce the damage suffered by the target. In the Mass form of this spell, the cleric receives one and only one set of hit points, according to the maximum damage inflicted on any of the victims.

ZOE: 1 humanoid; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Enchant Armor N: This prayer makes one piece of armor magical and +N in all respects. May only be cast on leather, chain, or plate armor. It will not work on more than one piece of armor per person. It will not work on already enchanted armor. It will stack with Bless-type prayers.

ZOE: 1 piece of armor; **Range:** touch; **Duration:** 10 minutes; **ST:** none

Enhance Hearing: Adds +25% to Awareness for hearing rolls only. Recipients gain the anti-surprise ability of scouts.

ZOE: 1 target; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

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

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

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. The range limit applies only at casting time.

ZOE: 1 being; **Range:** 240'*; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

Eyes of Animals: Generic prayer type *Eyes* (see page 93). The caster can see through the eyes of an animal.

ZOE: 1 target; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Eyes of Stone: Generic prayer type *Eyes* (see page 93). The caster designates a point in a stone that he will be able to see out of. The caster may only use the sight when he is touching stone that is connected to the ZOE.

ZOE: 1 point of stone; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

False Memory: The target will remember something of 1 minute duration which did not occur. Incredible/absurd memories add to the save. This spell is automatically Concealed.

ZOE: 1 being; **Range:** 60'; **Duration:** permanent; **ST:** spiritual

Fatal Question: The Sphinx poses a riddle to the target. The target must make a Mental save or die. A target who has survived the Fatal Question of a given Sphinx can never again be asked that question by the same Sphinx. The target must be an intelligent being, and the Sphinx must be capable of speaking a language the target understands.

ZOE: 1 target; **Range:** 120'; **Duration:** instant; **ST:** mental

Fear Animals: All non-sentient animals (not monsters) of hit dice L or lower failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of 60 / T rounds, where T is the animals hit dice. Victims will use magical means of fleeing (e.g. teleport) if they are a natural ability of the animal. An animal controlled by an outside source gets a level-vs-level battle against the controller's level for control in addition to a save.
ZOE: 60' cone; **Range:** none; **Duration:** until saves; **ST:** mental

Fear Foes: All those of level L or lower failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of 60 / T rounds, where T is the target's level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his hand when hit by the Fear Foes. This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their control rolls. A creature controlled by an outside source (e.g. a magical sword) is immune.
ZOE: 60' cone; **Range:** none; **Duration:** until saves; **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:** none; **Duration:** L days; **ST:** none

Finger of Death: This prayer is simple. The cleric points at a victim. He saves or dies.
ZOE: 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual

Flesh to Stone: This prayer allows the cleric to turn a single living creature into stone. Larger than man-sized creatures get a +10% to their save.
ZOE: 1 being; **Range:** touch; **Duration:** momentary; **ST:** physical

Foresight: This prayer allows the cleric to foresee and forestall trouble. Once during the duration of the prayer, the cleric may "back up" the party by L rounds, but not earlier than the round after the spell was cast. The cleric may change his actions, but all other players' actions must remain the same unless there are clear grounds to change them. Unless the party takes a significantly different course of action all rolls will remain the same. This prayer may not be used in concert with any type of divination prayer.
ZOE: self; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** none

Forewarning: The prayer will warn the cleric against the approach of potentially dangerous creatures. The cleric will get a vague sense of unrest when the foe approaches within 20L feet, and this sense of concern will increase as the target nears. The cleric will know of an incoming attack in the declaration phase of the round in which it is intended to be launched. This direct warning cancels the spell. If the foe wanders off without attacking or has a change of intention, the sense of concern will decrease and the spell will continue.
ZOE: self; **Range:** 10L feet; **Duration:** 60 + 10L minutes [R]; **ST:** none

Forget: Target will forget everything that has occurred in the past L minutes. This information is no longer in their memory. This lapse will not seem odd to the target unless dramatically confronted with it (such as why am I bleeding?) This spell is automatically Concealed.
ZOE: 1 being; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Frenzy N: Gives the recipient +5N% to hit and +N on damage in melee combat. Also gives +5N% on saving throws against Fear or Hold spells. However, the recipient must make a Spiritual Save to take a defensive or non-combat action or to use missile weapons rather than charging into melee. The recipient does recognize his or her friends; if no targets are available, he or she will be very agitated for the remainder of the spell, but will not attack friends.
ZOE: 1 being; **Range:** touch; **Duration:** 6+L rounds; **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: 1 being; **Range:** 120'; **Duration:** instant; **ST:** 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-vs-level battle to get a chance to save.

ZOE: 30' r sphere; **Range:** 120'; **Duration:** instantaneous; **ST:** spiritual*

Gargoyle's Statue: The caster touches a statue that is sculpted of stone and are at least one foot high. The statue will hear, see and record all that the caster could perceive if the caster were personally present. The enchanted statue may be noticed by any Gargoyle or Hermit cleric, who may touch it and play back all or part of what has transpired, much as a player might use a VCR/Camcorder (including the fast forward, rewind, etc.)

ZOE: Earshot/LOS; **Range:** contact; **Duration:** one month; **ST:** none

Gaseous Form: This spell allows the caster to assume the form of a misty vapor. While in this form the caster is immune to all spells and damage. The caster may move at 150' per round, and may seep through any crack that would allow air to pass through. While in gaseous form the cleric actually flies.

ZOE: self; **Range:** none; **Duration:** L hours [R]; **ST:** none

Great Protection from Animals: Generic prayer type *Great Protection* (see page 93). This prayer affects non-magic using, non-enchanted animals.

ZOE: 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual*

Growth Animals: This prayer causes up to six ordinary animals (examples: cats, dogs, wolves, horses, weasels, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increase by a factor of two. Willing victims get no saving throw. The animals will revert to normal after the prayer ends.

ZOE: 60' cone; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** physical

Harden Stone: This prayer makes stone harder to break. More importantly, it makes the stone partially resistant to prayers that only affect non-magical stone. Spells such as *Manipulate Stone*, *Brittle*, or *Stone Window* must win a level-vs-level battle to succeed. The prayer affects up to L cubic feet of stone per casting, with a minimum thickness of 1 foot.

ZOE: 1 cubic feet; **Range:** touch; **Duration:** permanent; **ST:** none

Heat Death of the Universe: This prayer must be cast by the four highest level Entropy Clerics and they must be able to cast this spell with a casting cost of 1 or less. This spell takes four days to cast and each Cleric must be at a different one of the four mystical poles of the Universe. The completion of this spell expends all the potential energy of the universe in one glorious light show. Everything is reduced to it's lowest energy state or destroyed. Entropy has won and all is chaos.

ZOE: Universe; **Range:** none; **Duration:** Eternity; **ST:** none

Hold Person: The prayer will affect d4 persons in the ZOE, immobilizing them for as long as the cleric continues to concentrate. Should the caster take damage, the prayer will be negated. Should a target take damage, he will be released from the prayer. Alternatively, it may be thrown on a single target who suffers a 10% penalty to his saving throw. A Cleric of 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: 30' r sphere; **Range:** 240'; **Duration:** concentration; **ST:** spiritual

Infect: This prayer will reverse a *Sterilize* (see page 120) or cause L wounds on a body to fester. Festering wounds will heal at half normal rate, both for natural healing and curing.

ZOE: 1 being or object; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Influence: If the target fails its Spiritual saving throw, it begins to give tremendous weight to what the caster says. Any statement from the caster will be treated as the prayer *Suggestion* (see page 121); this does not count as an action for the caster. The victim is allowed a new saving throw every 24 hours and every time one of the following occurs: it is given a self-destructive command, the Succubus does something that would make the victim jealous, or the Succubus does something actively and obviously contrary to the victim's best interest. A successful save ends the spell, but any suggestions remain in force as per *Suggestion*. The victim will not be aware of the fact that he was under the spell. A *Dispel Prayer* (see page 106) will dispel all the suggestions implanted by a *Influence* as one unit.

ZOE: 1 being; **Range:** 120'; **Duration:** special; **ST:** spiritual

Influenza Outbreak: Generic prayer type *Cause* (see page 92). The victim must save or be stricken by a severe contagious disease. After d6 hours, the victim will become contagious; after a further d6 hours, symptoms as per *Cause Disease* (see page 97) will develop. Any humanoid that comes into contact with a contagious victim must save or face a similar disease. The secondary victims are equally contagious. The contagion lasts until 5L total people have been exposed to a saving throw; after this, the disease persists but is not contagious.

ZOE: 1 humanoid; **Range:** 120'; **Duration:** see description; **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:** LOS; **Duration:** L hours [R]; **ST:** none

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: 1 being; **Range:** 10'; **Duration:** 6 + L 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 30' and causes great discomfort, although no actual damage, to those within it. Beings of 2 or fewer dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. spiritual). A *Cloudkill*, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This prayer may only be cast outdoors.

ZOE: cloud 120' r, 60' high; **Range:** 480'; **Duration:** L hours [R]; **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:** 60 + 10L minutes [R]; **ST:** none

Interrogate Dead: As *Speak with Dead* (see page 119), except that questions must be answered in fully and truthfully.

ZOE: 1 dead body; **Range:** 10'; **Duration:** 10 minutes; **ST:** none

Invisibility: This prayer makes one creature not visible, even to those using Infravision. The spell will be broken the instant that the recipient: completes casting a spell, actively uses a magical device, opens a door, becomes immersed in water, engages in melee, attempts to grapple, or fires a missile. The recipient may always break the spell if he chooses. If a being is made invisible, objects he is carrying at the time become invisible

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

Jump: The recipient gains the ability to jump large distances. With a running start, horizontal leaps of 60' may be made; from a standing position, this is halved. Vertically, with a running start, the recipient may reach a suspended platform 15' above his/her head (but this will require being able to grasp the surface to pull oneself up) and even 25' if there is a wall to run up; standing jumps can only reach 6' in any case. Dwarves may jump only 75% as far; creatures larger than human-size may jump 150% as far. Adventuring equipment will cut distance to 75%; chain or plate armor cuts distance to 50%. The recipient may also safely survive (land and roll) falls of up to 60' onto soil and 40' onto most harder surfaces. Leaping between tree branches is greatly eased by this spell, but the branches must still be able to hold the weight. Many jumps are possible.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Kiss of Death: As *Demonic Embrace* (see page 103) except that the victim dies. Any grief that the caster might feel at this event is assuaged by the large number of hit points thus gained.

ZOE: 1 being; **Range:** 10'; **Duration:** momentary; **ST:** spiritual

Kudzu: The caster causes the ZOE to sprout kudzu, which will grow and attempt to grab those within. Movement in the area will be difficult. The ZOE must contain soil or some organic base (e.g. a tree trunk) on which to grow. During the first round, the plants are growing and no save need be made. From then on, the plants will attempt to grab one victim per round, in the Clerical Spell Phase, so 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 doors with strength. The latter may be attempted once per round. Verbal prayers will not be disrupted. Damage to the caster ends the prayer and releases any victims. However, even after the prayer ends, the kudzu remains (non-magically and inanimate) and will strangle out the plant life in the ZOE.

ZOE: 20' radius; **Range:** 120'; **Duration:** concentration; **ST:** physical

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 irrisurrectable. The undead created in this way are under the control of the caster. When the caster dies, the lichs 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: 1 person; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Life Sense: This prayer allows the recipient to sense any living being within 60' and swing at them with no penalty for darkness or invisibility.

ZOE: 1 being; **Range:** none; **Duration:** L hours [R]; **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: 40' illumination; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Locate Animal: Similar to a *Locate Object*, this allows the cleric to know the direction to a given animal, provided the animal fails his save. The caster may specify either a specific animal, a description of an animal, a species of animal, a genus of animal, or any animal at the time of casting. A description could be vague (a small furry rodent) or precise (a white stallion with a crippled hind leg). The caster may not specify a humanoid. Animal saving throws equal $(20 + 4 * \text{hit dice})\%$. The ST need only be rolled once per casting.

ZOE: self; **Range:** ½L miles; **Duration:** L hours [R]; **ST:** spiritual

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:** 60L'; **Duration:** 10 Min.; **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:** ½L miles; **Duration:** L hours [R]; **ST:** spiritual

Lycanthropy: Turns a human into a were-creature for one night. However, if a system shock is not made at the end of the spell, the infection is permanent, meaning that the victim will resume human form but the transformation will reoccur with increasing frequency. The caster gains no control over the target and the spell does not affect other species besides humans. The wereform may be a wolf, tiger, or panther as the caster desires, but in any case the combat stats are d4/d4/d8 claw/claw/bite, move 210 feet per round, AC 6, and immune to non-silvered, non-magical weapons.

ZOE: 1 human; **Range:** 120'; **Duration:** 1 night; **ST:** spiritual

Maggots: This prayers causes organic material to rot, wither and fill with maggots. It will cause a dead body to decay too such an extent as to make it futile to even attempt a raise dead prayer. One prayer will suffice for a group of similar objects, but dissimilar objects (a body and books) will require two castings.

ZOE: 50L lbs. in a mass; **Range:** 10'; **Duration:** permanent; **ST:** none

Magic Trail: The caster may follow the movements of one being, starting from the current location. To cast the spell, the caster must be in the same place where the being to be followed was, not more than 2L days previously. Knowledge of the identity of the being to be followed is not required, nor is the exact time of previous occupancy, but ignorance of these may lead to the mistaken trailing of an unwanted subject. For the duration of the spell the caster will see a glowing trail indicating the target's movements; the trail is visible for as far as LOS allows. The trail is visible even if the target was moving through the air or over water; only teleportation, Dimension Door passage, or similar effects will break the trail, and even these can be circumvented if the caster can find the next part of the trail by chance. A level-vs-level battle is needed to follow a target who is under a *Protection from Locates* (see page 72). Doubling-back, looping, and other maneuvers to confuse the track will be obvious. The caster may move at full speed, or even magically enhanced speed, without losing the trail thus revealed.

ZOE: 1 trail; **Range:** LOS; **Duration:** 60 + 10L minutes [R]; **ST:** none

Manipulate Stone: When the cleric casts this prayer, he may shape stone that comes in contact with his bare hands as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

ZOE: self; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Meld Stone: When the cleric casts this prayer, he may shape stone which comes in contact with his bare hands to a depth of ½ inch from its original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

ZOE: self; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Merge with Stone: The gargoyle merges with a large piece of non-magical stone (plaster/cracks do not interfere). As long as a gargoyle-size piece of the stone (within 3L feet of where the gargoyle entered) remains intact, the gargoyle takes no damage. Otherwise, the gargoyle suffers extreme damage or death. The gargoyle retains its senses and may see from all points within 3L feet of where it entered the stone at any time. It may end the spell early, but withdrawing from the stone takes a full minute.

ZOE: 1 stone; **Range:** none; **Duration:** 60 + 10L minutes [R]; **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. The mass version gives the same message to up to L people.

ZOE: special; **Range:** L² miles; **Duration:** until delivered; **ST:** none

Miasma: The caster creates a 20' radius sphere of heavy fetid air. Air-breathing creatures within the ZOE can remain in the ZOE for only 3 consecutive rounds; after this they take d4 damage per round. If cast in an enclosed space, 200L cubic feet of air will be made permanently un-breathable. 40 cubic feet of air is equal to one man hour of breathing.

ZOE: 20' sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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: 1 being; **Range:** 1 mile w / LOS at time of casting; **Duration:** 60 + 10L minutes [R]; **ST:** none

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: 1 being; **Range:** touch; **Duration:** momentary; **ST:** none

Observe Magic: Per the prayer *Detect Magic* (see page 104), but it forces a level-vs-level battle to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, enchanted item, or is an innate ability of some creature. It does not reveal the alignment of a prayer.

ZOE: self; **Range:** 60'; **Duration:** 12 rounds; **ST:** none

Observe Prayer: As *Detect Prayer* (see page 104) but it gets a level-vs-level chance to detect Concealed Prayers.

ZOE: self; **Range:** 120'; **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 prayer may alternatively be used to place a hostile pack scent on a creature, thus causing the pack to act adversely to the creature.

ZOE: 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

Panther Senses: Gives the recipient the combination of the Mage spell *Enhance Hearing* (see page 66), and the prayers *Cat's Eye* (see page 96), and *Bloodhound* (see page 96).

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

Paradox N: The Sphinx poses an *unfair* riddle to the victim, a plausible question with no possible answer. The victim must make a Mental save or suffer Nd6 of damage. The saving throw has the standard modifiers for Clerical spell ranges. The target must be an intelligent being, and the Sphinx must be able to speak a language the target understands. This spell will affect Undead. Any given level of this spell cannot be cast twice on the same target in the same day.

ZOE: 1 intelligent being; **Range:** as speech; **Duration:** instant; **ST:** mental

Pause: The target must make a Spiritual save or do nothing for a round. If it has already acted this round (except declaration phase), it does nothing until the end of the following round. If it has not yet acted this round, it does nothing until the end of the present round. Mages preparing spells lose the spell but may act the following round. They do not lose the spell points. This prayer can not stop other prayers being cast in the same phase. The Paused creature is at full defense. A *Concentrate* spell (see page 80) provides complete protection.

ZOE: 1 being; **Range:** 120'; **Duration:** 1 round; **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.

ZOE: same; **Range:** same; **Duration:** Permanent; **ST:** none

Petrify: This prayer allows the cleric to turn a single wooden object to stone. Magical items get a saving throw. This prayer will affect a mass of wood of 10L pounds or less. Living creatures made of wood get a spiritual save for no effect.

ZOE: 1 object; **Range:** touch; **Duration:** instantaneous; **ST:** see description

Phase In : This temporarily brings one incorporeal being into the plane occupied by the caster. Hence, it would allow one to attack a Phase spider or make non-corporeal Undead or Shadows solid and thereby subject to attack by normal weapons.

ZOE: 1 creature; **Range:** 120'; **Duration:** 10 minutes; **ST:** none

Plague: Generic prayer type *Cause* (see page 92). Much like *Influenza Outbreak* (see page 110), but the effects of the disease are as *Cause Terminal Disease* (see page 97).

ZOE: 1 humanoid; **Range:** 120'; **Duration:** see description; **ST:** spiritual

Poisoned Weapon: As *Poison Weapon N* (see page 113), but the number of doses of poison is essentially unlimited.

ZOE: caster's weapon ; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none to cast

Poison Potion: When this prayer is cast upon a potion or beaker of liquid, it imbues the liquid with toxic qualities of a standard poison. When drunk, the liquid has its intended effects, but also forces the user to save vs. Physical or take d6 damage plus 1 point per round with a additional save every 20 rounds. This can be cast on magical potions, poultices prepared with *Cure With Herbs* (see page 102), or mundane liquids.

ZOE: 1 quart of liquid; **Range:** 120'; **Duration:** Renewable; **ST:** none

Poison Weapon N: This magically imbues a weapon, which must have a blade or point, with N doses of poison. Sea Hags may cast it upon their claws. One dose will be injected each time the weapon hits. Each dose carries a standard Physical save and does a d6 surge and 1 point of damage per round thereafter; a new save is granted every 10 rounds (5 for very large creatures). The prayer ends if the weapon is given to another.

ZOE: caster's weapon ; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none to cast

Possess: The caster attempts to take control of the target's body. If he succeeds in a level-vs-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: 1 being; **Range:** 240'; **Duration:** indefinite; **ST:** level-vs-level

Possess Animal: Per *possess* but it only affects animals.

ZOE: 1 animal; **Range:** 240'; **Duration:** indefinite; **ST:** level-vs-level

Predict Weather: The caster will be able to make a weather forecast at the time of casting that will be valid over the range for the duration given. Magical / Clerical means of modifying the weather are not taken into account, but the prediction is otherwise accurate.

ZOE: self; **Range:** 5L miles; **Duration:** 6L hours; **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 116) or *Raise Dead* (see page 115), etc., will fail unless and until a successful *Remove Curse* (see page 115) is cast.

ZOE: 1 body; **Range:** 120'; **Duration:** permanent; **ST:** spiritual

Prophecy: This allows the caster to receive visions of the fate of nations and races. The event foretold is under the complete discretion of the Gamesmaster, who should use the opportunity to give out information. If at a loss, the result can be something unintelligible, which will be made clear in time (when the GM figures it out.) The Gamesmaster should not feel compelled to give out any information that he would rather keep to himself, nor to speak on any particular subject. The character could easily foresee the fall of a kingdom which is a thousand miles away. Predictions should have a purpose, however. For example, the above mentioned kingdom may be able to repent and save itself. Generally, a prophecy entails an obligation to do something about it (e.g. to prophesy to the sinners). If this obligation is ignored, there is a 5% cumulative chance for each time that prophesy is used that the character will lose all clerical abilities until he meets it. Frequent use of this prayer may result in the character's becoming a professional prophet --the character thereupon becomes an NPC.

ZOE: self; **Range:** special; **Duration:** 10 minutes; **ST:** none

Protection from Animals N: Generic prayer type *Protection* (see page 93). This prayer allows the cleric to create a non-movable 10' radius circular zone of protection, centered on the caster. Non-magic using, non-enchanted animals may not enter the zone if they have N or fewer hit dice. This includes giant species, provided the giant species is not the product of enchantment. It does not include lycanthropes. 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 beings get +5 x (N / 2)% to all saves vs. attacks from animals. All creatures engaging in melee with protected beings attack at -5 x (N / 2)% to hit. Note that no protection is extended vs. missile weapons or magical attacks initiated from devices.

ZOE: 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual*

Protection from Evil N: This prayer allows the cleric to create a non-movable 10' radius circular zone of protection, centered on the caster. Evil beings may not enter the zone if they have N or fewer hit dice. 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. 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 beings get + 5 x (N / 2)% to all saves vs. attacks from evil beings. All creatures engaging in melee with protected beings attack at -5 x (N / 2)% to hit. Note that no protection is extended vs. missile weapons or magical attacks initiated from devices.

ZOE: 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual*

Protection from Normal Missiles: The recipient becomes impervious to non-magical missiles fired by beings of less than the level of the caster. Missiles fired from magical weapons are considered magical. Ballistae and other engines of war are treated by summing the levels of the standard crew. Thus, a three-man ballista manned by F2s can hit a MU6 but not a MU7.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R].; **ST:** none

Protection from Normal Weapons : The recipient becomes impervious to non-magical weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as per *Protection/Normal Missiles* (see page 114).

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Putrefy Food and Water: This prayer renders edible food and water inedible. The water will be brackish and the food will taste spoiled. This prayer allows the cleric to use any of the food or water affected by this prayer as the target of any of the disease carrier spells or poison spell. If used as the target of one of these spells the food and water is restored to an edible state, but will appear under the appropriate detect as magic, diseased and/or poisoned.

ZOE: 10L pounds ; **Range:** touch; **Duration:** momentary; **ST:** none

Question Dead: The caster may ask L / 3 questions of the dead. The deceased may only answer with a single word. Their knowledge and inclination to tell the truth will be as it was at the time of death. The caster must be in the presence of the body, and the deceased cannot be dead for more than $(L-B)^2$ days, where B is the level at which the prayer is first attained. Only humanoid dead may be affected by this prayer.

ZOE: 1 dead body; **Range:** 10'; **Duration:** 10 minutes; **ST:** none

Raise Dead: The cleric points his finger at a dead humanoid body and says "Arise!" If the body makes a successful Resurrection roll, the person is alive with first level abilities and hit points, but with zero hit points remaining. The patient will regain one level per day for all purposes until back at full strength. The body cannot have suffered more than $(L-B + 1)^2$ days of decay, or the attempt is doomed. No more than one attempt may be made per body.

ZOE: 1 dead being; **Range:** 10'; **Duration:** permanent; **ST:** resurrection roll

Raise Dead Fully: This prayer is identical to *Raise Dead*, except that the time to recover levels is measured in rounds instead of days. It is not possible to cast both prayers within a week of one another.

ZOE: 1 body; **Range:** 10'; **Duration:** permanent; **ST:** resurrection roll

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 prayer. This does not give the ability to write or speak the tongue.

ZOE: self; **Range:** as sight; **Duration:** 60 + 10L minutes [R]; **ST:** none

Regeneration : The recipient heals 1 hit point per 10 minutes. Severe wounds, e.g. missing limbs, will not be healed, nor will the recipient heal from negative hit points. The wounds can have been sustained before or after the casting of the spell.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

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: 1 curse; **Range:** 240'; **Duration:** permanent; **ST:** level-vs-level

Resist Acid: Generic prayer type *Resist* (see page 93). This prayer gives resistance to magical and natural acid. Purple Worm digestion and certain extremely noxious substances qualify as magical acid.

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

Resist Cold: Generic prayer type *Resist* (see page 93). This prayer gives resistance to magical and natural cold.

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

Resist Crushing: Generic prayer type *Resist* (see page 93). Crushing includes being buried alive, constriction, bearhugs, implosions, etc. It does not include blunt weapons.

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

Resist Cure Wounds: Generic prayer type *Resist* (see page 93). Anyone affected by this prayer will be +10% to save and take -1 / die from *Cure Wounds* and +10% to save against *Cure All*.

ZOE: 1 victim; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

Resist Fire: Generic prayer type *Resist* (see page 93). This prayer gives resistance to both magical and natural fire and heat.

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

Resist Patterning: This prayer makes an object or highly-related set of objects resistant to patterning-type spells, e.g. *Patterning* (see page 62), *Sealing* (see page 117), *Shape Stone* (see page 118). Any attempt to magically improve the material must win a level-vs-level battle against the cleric to succeed; moreover, the target object counts as twice as large or massive when computing the ZOE of the patterning spells. Destructive, anti-patterning spells are unhindered by this prayer. The object(s) must weigh less than 100L pounds; in the case of huge objects, the surface may be affected to a minimum depth of 1'.

ZOE: 100L pounds ; **Range:** touch; **Duration:** lasting; **ST:** none

Resist Poison: Generic prayer type *Resist* (see page 93). The recipient gets an extra chance to save against all poisons. If there would normally be no saving throw, the subject gets the base saving throw for their level. It has no effect against poisons already in the target's body.

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

Restoration: Generic prayer type *Cure* (see page 93). This restores one drained life energy level to one recipient. The level cannot be increased above the value before the drain took place. Alternatively, this will grant the equivalent of one day's rest to anyone requiring it. It does not grant spell points.

ZOE: 1 being; **Range:** 120'; **Duration:** momentary; **ST:** special

Restore Memory: This will automatically reverse prayers of *Forgetfulness* (see page 108), 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: 1 being; **Range:** touch; **Duration:** special; **ST:** none or lvl-vs-lvl

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 GM should take note of any damage suffered after death, as well as any "overkill" the last round the body was alive. The person will remain in this coma until cured back to positive hit points, or until the prayer ends. If hit points are less than or equal to zero at prayer termination, the person dies again and cannot be resuscitated. The use of this prayer does not count against the resurrection limit

ZOE: 1 body; **Range:** 120'; **Duration:** until 6 + L rounds have transpired since death; **ST:** system shock

Retroscope: The caster can see into the past in a limited way. One reasonably intact 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 or an inscription long faded would be seen. The cleric may not regress an object more than $5^{(L-B+2)}$ years. Thus, at base level, the cleric may see the object 25 years ago. At one level higher, 125 years ago, two levels 625 years ago, etc. An object that has been worked with tools generally cannot be regressed beyond the point at which it was last worked.

ZOE: 1 object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none, spiritual if a magic item

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 69) cast on him. All level-vs-level effects use the caster's level.

ZOE: 120' r; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **ST:** level-vs-level if required

Riddle N: The Sphinx poses a riddle to the victim. If the victim fails a mental save, the victim cannot move, cannot attack the Sphinx with melee or missile attacks, nor with items, nor with spells, and cannot defend (i.e. dodge or parry) against the Sphinx's attacks. If the victim -makes- the save, the Sphinx is momentarily helpless due to confusion and surprise. Each subsequent breath phase, the Sphinx must roll a Mental save. If it makes the save, it can act normally thereafter, but the saving throw attempt counts as its action for that round regardless. The Sphinx must be able to speak a language the target understands. The spell lasts until the Sphinx voluntarily releases the target, or until the Sphinx is out of LOS to the target for at least one full round.

ZOE: 1 intelligent being; **Range:** 120'; **Duration:** special; **ST:** mental -10N%

- Rot:** One non-magical object comprising of up to 10L pounds of long-dead organic material, including wooden weapons or leather armor, is affected by rapid rot and falls to tatters. The object may be a set of associated pieces (e.g. the various components of a crossbow). Metal armor will not be significantly affected. Objects treated by spells such as *Enhance Weapon N* (see page 107) or *Enchant Armor* (see page 107) cannot be rotted.
ZOE: 10L pounds; **Range:** 120'; **Duration:** momentary; **ST:** none
- Rune of Blasting :** Generic prayer type *Rune* (see page 93). All within 5L feet of the rune when set off will take 6d6 of fire, ice, or electrical damage if they fail a Physical save. The breaker of the rune gets no save.
ZOE: Any shape up to 5L feet radius; **Range:** touch; **Duration:** see description; **ST:** physical*
- Rune of Holding:** Generic prayer type *Rune* (see page 93). This rune may not be broken or opened except by dispelling it or by winning a contest of attributes versus an 18+L strength.
ZOE: Any shape up to 5L feet radius; **Range:** touch; **Duration:** see description; **ST:** as spell
- Rune of Petrification:** Generic prayer type *Rune* (see page 93). If the breaker of this rune fails a Physical save, he will be turned to stone.
ZOE: Any shape up to 5L feet radius; **Range:** touch; **Duration:** permanent; **ST:** as spell
- Rune of the Elements:** Generic prayer type *Rune* (see page 93). The caster may specify fire, ice, or shock. The breaker of this rune will take 5d6 of the specified elemental damage. Others within 20 feet will take similar damage if they fail a Physical save.
ZOE: Any shape up to 5L feet radius; **Range:** touch; **Duration:** see description; **ST:** as spell
- Rune of Warning:** Generic prayer type *Rune* (see page 93). The caster will know that this rune has been set off.
ZOE: Any shape up to 5L feet radius; **Range:** touch; **Duration:** see description; **ST:** as spell
- Run Like the Wolf:** This prayer allows the recipient to move at double speed. This works for ground movement via legs only.
ZOE: 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Rust:** One non-magical object comprising of up to 10L pounds of metal is rendered useless by catastrophic corrosion and/or rust. The item will be brittle, weak, and useless for combat purposes. The object may be a set of associated pieces (e.g. plate or chain mail). Objects given magical bonuses by spells such as *Enhance Weapon N* (see page 107) or *Enchant Armor N* (see page 107) (but not *Flame Weapon* (see page 68)) cannot be rusted. It is to be assumed that the ZOE will include a human-sized suit of plate mail.
ZOE: 10L pounds; **Range:** 120'; **Duration:** momentary; **ST:** none
- Sanctuary:** So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must save in order to attack to cleric with missile, melee, or targeted prayers. The caster is fully vulnerable to area prayers.
ZOE: self; **Range:** n/a; **Duration:** 60 + 10L minutes [R], or until first offensive action; **ST:** spiritual
- Sealing:** This prayer will make an inorganic structure water and air tight, even against extremely high pressures. The structure must be in otherwise good shape before the prayer is cast. This prayer will not prevent sufficiently high pressure from buckling or destroying the material of which the structure is made, but the seals themselves will not break.
ZOE: 1 structure fitting within a 100' cube; **Range:** touch; **Duration:** L days; **ST:** none
- See Illusion:** This prayer will allow the recipient to detect all illusions within 60' LOS. This does not allow him to see through the illusion; he will merely know that it is false.
ZOE: 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **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 [R]; **ST:** none

Seeming Innocence: The caster appears to be the sweetest, most innocent example of whatever species she/he has assumed. Other members of this species will not believe ill of caster unless they directly witness offensive actions taken by the caster against their friends. They will also believe the flimsiest of cover stories/excuses and will not suspect the caster of lying. The caster is protected against magical probes by *Conceal Lies* (see page 99) and *Conceal Intent* (see page 99). The caster gains no magical ability to compel others to do things.

ZOE: self; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

Send Dream: Next time the specified target falls asleep, he will not regain spell points or hit points but instead will have a disturbing dream. The succubus may send a specific image or 10 word message via that dream. No trace of the dream will occur if a save is made. Any active *Sleep of Healing* (see page 118), *Protection from Evil* (see page 114), or *Control Self* (see page 73) will neutralize this spell.

ZOE: 1 being; **Range:** 10L miles; **Duration:** L hours [R]; **ST:** spiritual

Sense Intruder: The gargoyle, for as long as it does not move at all, knows the location of any new mental presences entering within a 20L feet radius from it.

ZOE: 20L' r sphere ; **Range:** none; **Duration:** until caster moves; **ST:** none

Shape Stone: This prayer enables the cleric to shape stone that with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

ZOE: self; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

Shatter Stone: This prayer causes one non-magical stone object to shatter into tiny pieces. The object must be less than 20L pounds.

ZOE: 1 object; **Range:** touch; **Duration:** instantaneous; **ST:** none

Shatter Storm: This prayer causes inorganic objects of any sort of material to explode with brilliant pyrotechnics leaving behind only dust. All objects up to 100L total pounds within the ZOE are affected, starting with the weakest substances first. Magical objects are unaffected.

ZOE: 30' radius; **Range:** 120'; **Duration:** momentary; **ST:** none

Silence 15'r: Suppresses all sound within or travelling through the ZOE. The caster may end the prayer early, and it will cease if he dies.

ZOE: 15' r sphere moving with caster; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** none

Siren Song: The cleric voices a Suggestion aloud. Any who hears it must make a Spiritual save or be affected as the *Suggest* prayer (see page 121).

ZOE: earshot; **Range:** earshot; **Duration:** two weeks; **ST:** spiritual

Sleep: Roll 4d4 for the strength of a sleep prayer; the sleep will affect creatures within the ZOE, beginning with the lowest levels, until the strength of the prayer is used up or no more creatures can be affected. It takes one point of sleep to sleep a 1st level; 2 to sleep a 2nd level; 4 for a 3rd level; 8 for a 4th level; etc. Undead or other non-living entities cannot be slept regardless of level.

ZOE: 60' cone; **Range:** 0; **Duration:** 1 hour, wakeable by non-magical means after 10 rounds; **ST:** spiritual

Sleep of Healing: Generic prayer type *Cure* (see page 93). Cast on up to L recipients, this will cause them to sleep very soundly for eight hours, at the end of which time two points of damage will be cured on each. The slumberers cannot be wakened by ordinary means, and if they are wakened by magical means, all benefits are lost. The cleric must touch all recipients within 2 rounds of casting the prayer. He is responsible for his charges' safety while asleep. Only willing recipients may be affected.

ZOE: L beings; **Range:** touch; **Duration:** 8 hours; **ST:** none

Slow Poison: Any poison in effect in the recipient's body will do half damage (i.e. 1 pt / 2 rounds using standard poison). Non-damage poisons will progress at half rate.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Somnambulist: As *Command* (see page 99), but target will carry out the command only when asleep and will not remember having done so. Each round of taking damage will give the target an additional save to wake up and break the spell.

ZOE: 1 being; **Range:** 120'; **Duration:** 2 weeks; **ST:** spiritual

Soul Rider: The caster places his awareness into a humanoid body. Although the caster will have no control over the host's body, he/she will receive all sensory input and have some idea of the target's thoughts and feelings. During the duration of this spell, the caster's body will be in a trance. The caster may end the prayer at will. The caster may maintain this prayer regardless of the location of the caster's body or the host body.

ZOE: 1 being; **Range:** 120' initially; **Duration:** Renewable; **ST:** spiritual

Speak in Tongues: Generic prayer type *Speak* (see page 94). The cleric will speak in his own language, but all hearers in the prayer range will hear him in their own native tongues. This is not an illusion.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak Languages: Generic prayer type *Speak* (see page 94). 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.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak with All Animals: Generic prayer type *Speak* (see page 94). The caster gains the ability to speak with animals of every species. Animal is as defined under *Charm Animal* (see page 98). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. Add +2 to the caster's negotiation dice.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak with Animals: Generic prayer type *Speak* (see page 94). The animal's species must be specified at the time of casting. Animal is as defined under *Charm Animal* (see page 98). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. Add +2 to the caster's negotiation dice.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak 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 prayer is first attained. Only humanoid dead may be affected by this prayer.

ZOE: 1 dead body; **Range:** 10'; **Duration:** 10 minutes; **ST:** none

Speak with Monsters: Generic prayer type *Speak* (see page 94). May not be used to speak with small children.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak with Plants: Generic prayer type *Speak* (see page 94). Plants tend not to be overly intelligent, and they tend not to notice a lot of things. Then again, they notice a lot that people miss.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak with Rocks: Generic prayer type *Speak* (see page 94). 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.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak with Statues: Generic prayer type *Speak* (see page 94). This spell works on statues or busts that are sculpted of stone and are at least one foot high. The cleric will be able to converse with the statue as if it were sentient. The statue will take on the personality of the person/creature of which it is sculpted. Statues tend to be overly conscious of damage done to them and are rather vain of their appearance and artistic value.

ZOE: 1 statue; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Speak With Undead: Generic prayer type *Speak* (see page 94). Conversation with the undead can be rather skeletal, although if given a ghost of a chance, they just might be ghoul about it.

ZOE: self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Stalk: The recipient becomes far more stealthy. Its Move Quietly and Hide skills have their chance of failure halved (i.e. 20% chance of success becomes 60%, 70% becomes 85%).

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

Statue: The cleric turns into an inanimate solid stone statue of its usual form. The cleric's senses will still be active, and he or she may choose to return to normal form at the beginning of any clerical phase. Statues do not move or breathe and are immune to poison. They are AC 0 and take only $\frac{1}{5}$ damage (round down) from all physical and magical sources, except blunt blows, which do half damage. Statues detect as concealed magic, and dispelling them will change them back into their usual form. Moreover, because they are magical, they are generally immune to low-level patterning and animation spells. For example, the *Animate Statue* (see page 95) spell will not work.

ZOE: self; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Statue Other : This bestows the *Statue* prayer (see page 120) on a willing target. The target may choose to end the spell at the beginning of any clerical phase.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Sterilize: Generic prayer type *Cure* (see page 93). This prayer will immediately kill any germs in a wound and eliminate any other agents that might impede the process of healing. This can also be used to sterilize a surface.

ZOE: L wounds on 1 being; **Range:** touch; **Duration:** permanent; **ST:** spiritual*

Stone Blow N: The next being that the cleric hits in combat must make a Spiritual save or be turned into a statue as the *Statue* prayer (see page 120). The victim will revert to normal at the beginning of the clerical spell phase N rounds after the blow. The spell may be held for up to L rounds, but only one spell may be held or released at a time. The hit still does normal damage.

ZOE: 1 being; **Range:** touch; **Duration:** N rounds; **ST:** spiritual

Stoneform: Like the *Statue Other* prayer (see page 120), but the target becomes any stone object from 50-200% of its mass.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Stone Skin N: This prayer is a *Bless* type prayer that does not stack with other bless type prayers. The recipient's skin becomes harder and more rigid. This gives +N to Armor Class, but -10N' per round to movement. It also gives +5N% to save vs. contact poisons and acid. The rigidity does not impede spell casting or manual dexterity.

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Stone to Mud: This prayer turns a large area of stone into mud. It will not affect magical stone. The resulting mud will not hold its old form for very long, although objects will not instantly sink into it.

ZOE: up to a 30' cube; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Stone Window: This prayer makes a volume of stone of up to 4 cubic feet per level completely transparent. Metal in the ZOE will remain opaque. The shape of the affected volume may be chosen by the caster as long as it falls within the above volume limitation. Magical stone will not be affected.

ZOE: 4L cubic feet; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Stone Wizard Eye: The caster touches a piece of stone with a hand and sends forth a *Wizard Eye* (see page 77). The eye travels through the stone. When it reaches the edge of stone it may see out into the space beyond. The eye is undetectable while in bulk stone but may be seen with *See Invisible* (see page 117) when it is at an edge. The caster can only move and see through the eye while he/she is touching a connected piece of stone, but breaking the connection does not end the spell. The field of view of the eye is 120° but the eye may look in any direction while at a surface. Plaster, mortar, paint, and small cracks do not block this spell. The eye moves at 240' per round.

ZOE: not applicable; **Range:** quarter mile; **Duration:** 10 minutes; **ST:** none

Suggest: If the target fails a Spiritual save, then the caster may immediately make a telepathic suggestion to him. The suggestion must be short, simple, refer to a particular course of action, and be something that the victim might very well have chosen to do of his own free will. Hence, vague commands like "become a pathological liar" or "don't trust Joe" won't work, whereas "if Joe says this, accuse him of that" might. If acceptable, the victim will then follow the suggestion. A victim who fails to save will not remember that the prayer was cast on him or that his actions were affected. The GM must use discretion to limit the scope of Suggestions.

ZOE: 1 being; **Range:** 120'; **Duration:** 2 weeks; **ST:** spiritual

Summon Animal N: This prayer summons animals from the mage *Monster Summoning Tables* (see page 84). 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. The total number of levels of animals summoned cannot be more than N. For instance, a cleric casting *Summon Animal V* could summon a 5th level animal, or a 2nd and a 3rd, etc. The animals will appear due to their normal movement in Nd4 rounds. The caster may choose which animals are summoned, but only those animals appropriate to the terrain may be summoned. The animals have the equivalent of the mage spell *suggestion* (see page 73) cast upon them, so will not do anything self-destructive. The animals will wander off at the end of the prayer.

ZOE: 1 being; **Range:** 10'; **Duration:** 12 rounds; **ST:** none

Summon Horseman: Summons one of the four avatars of entropy known as the four horsemen of the Apocalypse. See *Conjure Servant* (see page 100) for caveats, etc.

ZOE: 1 Apocalypse; **Range:** proximity; **Duration:** L hours [R]; **ST:** none

Summon Plague Rats: Any rats infested with disease within a quarter mile will come towards the Cleric with all haste. The Cleric may command the rats to head in a general direction and a simple destination. A simple destination is something like food warehouse, ship, or town. Rats are not exceptionally intelligent and will not be able to tell the difference between several ships or warehouses unless the Cleric is actually indicating one in LOS. A home actively cooking food will probably override a food warehouse, etc.

ZOE: ¼ mile sphere; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

Summon Undead N: This spell will summon one or more undead who will appear next to the caster ready to act in the next declaration phase. The caster will have complete telepathic control of the undead, and when acting out of the caster's sight they will follow the caster's orders as intelligently as they can (zombies may have problems), but they will not speak or otherwise communicate with the caster. All the caster will know while not in sight of his summonings is if they are still "alive". While the undead are within 20L ft of the caster they count as strongly controlled for the purposes of dispel undead spells.

Summon Undead N can summon 1 level N undead or 2 level N-1 undead, 4 level N-2 undead, or 8 level N-3 undead, etc... This spell can also be cast in a lasting version for double the prayer points. In this case, the undead remain as long as the caster pays the full doubled casting cost whenever spell points are regained.

Note that the special abilities carried by the undead attacks allow no saving throw to the victim. The undead that may be summoned are, in order of hit dice:

1. Zombie: 8 hp, TACO 20, AC:8, Move 60 ft, Damage d10. Zombies get no combat step.
2. Shadow: 13 hp, TACO 25, AC: 7, Move 150 ft over any solid or liquid surface (including ceilings), Damage d6 + chill. Chill gives a -5% to TACO and scout abilities for 10 minutes, and multiple chills are cumulative. Shadows move silently, and may hide as 10th level scouts. They require silver weapons to hit.
3. Wraith: 18 hp, TACO 30, AC: 5, Move 120 ft as shadow, Damage d10 + beguile. Beguile means the victim will be too confused to take any action till after the melee phase of the next round. It does not affect the target's defense. Wraiths move silently and may hide as 10th level scouts. They require magic weapons to hit.
4. Charnel Horror: 28 hp, TACO 40, AC: 4, Move 120 ft, Damage 3d6. Charnel Horrors regenerate 5 hp per round during declaration phase as long as they are above -28 hp. They can get up as a combat step. Charnel Horrors are fresh white corpses of ogres on whom bleeding wounds open and close without apparent cause.

5. Mummy: 38 hp, TACO 50, AC: 3, Move 60 ft, Damage 2d6 + fear. Target reacts as if under a clerical fear foes spell for 2d6 rounds. If they take any fire damage, mummies will begin to burn during the next round. They take 2d6 damage during the declaration phase, but have the equivalent of a 2d4 immolate spell cast on them and a Movement Haste.

6. Night Gaunt: 48 hp, TACO 60, AC: 3, Move 150 ft flight, Damage 2d8 + may enfold any target less than 8ft tall/long/wide. The enfolded target gets no action except inaudible speech and may not be targeted. The night gaunt may take no action while holding a target except the night gaunt may fly if the target weighs less than 500 lbs, may squeeze the target for d8 (does not interfere with other actions), and may drop the target during item phase. The night gaunt may strike from the air without landing, along with a mandatory half move of flight in the same direction. They fly silently, blend well with the night sky, and always know the direction to any named target whose location is not magically protected. They take +1 or better weapons to hit. Night Gaunts are 18 ft tall greenish black winged demons with large scaly folds hanging from their arms.

7. Eirmie: 58 hp, TACO 70, AC: 2, Move 180 ft flight, Damage d12 + agony. Agony deals 2 pts of damage to target during the declaration phase for 2-12 rounds, and for this duration the target may take no action except 1/2 movement. Additional hits add to the duration of agony. Eirmies may strike from the air with their 20 ft whips. They know the direction to any named target (level-vs-level if magically protected,) and take +2 or better weapons to hit. Eirmies are winged Hags with tears of blood screaming accusations that their victims killed their parents.

8. Ghost: 73 hp, TACO 85, AC: 0 and out of phase, Move 120 ft flight through any nonmagical substance, Damage 0 + possession. Ghosts possess their targets as the clerical spell *Possess* (see page 114). They leave when they choose, are forced out by spells, or if they or the target dies. Ghosts ignore armor and shields when they strike. In or out of a victim, they may only be hit by weapons that affect out of phase beings (these also affect their victim if appropriate) and clerical spells (just hit the ghost). Ghosts appear as faint white humanoid outline. There are no outward signs that a ghost is possessing a victim.

9. Death Knight: 98 hp, TACO 110, AC: -2, Move 180 ft, Damage 5d10 + death to any living mortal. Require +3 or better weapons to hit. They track as 20th level scouts. Death Knights appear as a knight and stallion, inseparable, in black armor, with mist oozing from the helmet.

ZOE: 1 or more undead; **Range:** none; **Duration:** 12 rounds or until not maintained; **ST:** none

Surprise Attack N: This prayer gives a bonus to a single surprise attack. The attack gains +5N% to hit and +5N damage. These bonuses are in addition to the normal surprise attack bonuses of +20% to hit and +4 damage. The target of the attack need not be named at casting time, but the attack must be made within the duration of the spell. The creature being given the power to make the attack must be at range touch at casting time.

ZOE: 1 being; **Range:** touch; **Duration:** 6+L rounds; **ST:** none

Suspend Animation: This prayer will automatically counteract an *Animate Objects* (see page 95), 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 prayer duration. Only the cleric placing the prayer, or a cleric who knows the prayer is in effect and wins a level-vs-level battle can awaken the subject.

ZOE: 1 being; **Range:** 60'; **Duration:** L days; **ST:** voluntary only

Temporary Drain Level: This spell allows the caster to drain a level from the next being he touches. The caster must hit the being (usual AC) in the 6+L rounds after he casts the spell. The target gets a Spiritual saving throw. The drained level will return in one hour, or earlier if a *Restoration* prayer (see page 116) is used.

ZOE: 1 being; **Range:** touch; **Duration:** 1 hour; **ST:** spiritual

Testify: The recipient of this prayer cannot lie nor substantially distort the truth. He is under no compulsion to answer any questions and retains freedom of will.

ZOE: 1 being; **Range:** 30'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

The Beast Within: If the target fails a Spiritual save at -15%, it is taken with a berserker fury. It will attack the nearest creature with its maximum attack. It gets a new save every d6 rounds to contain the fury and end the spell.

ZOE: 1 being; **Range:** 240'; **Duration:** d6 rounds (until new save attempt); **ST:** spiritual-15%

Toll: Produces a mystic disturbance within a range of (L-8)/2 miles. (Treat solid stone, earth, or metal as 10 times their actual dimension). It will be noticed by: demons, angels, free-willed elementals, *Aerial Servants*, patrolling *Invisible Stalkers*, beings in the astral plane, and members of the spell casting races who are of at least 12th level or 12 hit dice. (A spell casting race is one that has a substantial number of members able to cast spells of some kind: e.g. humans, elves, lammasu, etc.) This prayer produces no compulsion to do anything.
ZOE: (L - 8)/2 miles; **Range:** none; **Duration:** momentary; **ST:** none

Total Recall: This prayer is similar to a *Restore Memory* (see page 116) but is much stronger. An event or events of up to L hours duration, no more than L months in the past, will be recalled precisely and completely, as if by a camera and tape recorder.

ZOE: 1 being; **Range:** touch; **Duration:** permanent; **ST:** none

Touch of Stone: Anything touched by the cleric must save vs. Physical or be turned to stone. The cleric's items are not immune. Non-magical, non-living objects get no save. An object need only make one save to be immune from the spell. Large objects will only be petrified to some depth away from the cleric's hand, typically about 5 feet.

ZOE: self; **Range:** touch; **Duration:** 10 minutes; **ST:** physical

Trace Sending: This will help find the source of a phantasm, enchanted monster, projected image, etc. The target is the creature or phantasm. The caster of the sending may only prevent the trace by dismissing the sending within three rounds. Otherwise, the caster of the trace will get the direction to the caster of the sending for the entire prayer duration without range restriction.

ZOE: 1 sending; **Range:** 240'; **Duration:** ½ 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, prayer or item, which had destination (origin) within the ZOE within L rounds of casting the prayer. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time.

ZOE: 30' r; **Range:** 240'; **Duration:** ½ L days; **ST:** none

Track: A single target is acquired by LOS; it gets a Spiritual save at -30% to avoid the spell. If this fails, the cleric may track the target unerringly on a trail up to L days old. The cleric must follow the same trail as the target, so if the target took flight, the cleric must do the same. *Teleports* and *Dimension Doors* break the trail. However, if the trail is lost and the cleric happens to reintersect the path at some later point, the trail is reacquired. *Protection From Locates* (see page 72) foils the *Track* spell completely if present when the *Track* is cast, and conceals the trail for the duration of the *Protection from Locates* if cast after the *Track*.

ZOE: 1 being; **Range:** 480'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual -30%

Trance: If the target fails its Spiritual save, it becomes motionless and loses nearly all sensory perception of the outside world. If the victim takes damage, the Trance is broken.

ZOE: 1 being; **Range:** 120'; **Duration:** 12 rounds; **ST:** spiritual

Transfer N: Generic prayer type *Cause* (see page 92). Generic prayer type *Cure* (see page 93). This prayer attempts to transfer Nd6 hit points from one creature (the Cause target) to another (the Cure target). The transfer will not transfer more hit points than the Cause target has remaining; only points such as to reduce the Cause target to -1 hit point are transferred. Both creatures must fail Spiritual saving throws for the spell to work; chanting reduces both saving throws. An undead creature may not be the Cause target of the spell, but may be the Cure target. Both targets must be within the 120' range of the spell caster.

ZOE: 2 beings; **Range:** 120'; **Duration:** momentary; **ST:** spiritual for both

Trapped Speech N: This spell must be cast while the Sphinx is engaged in conversation with the victim. The conversation must continue for at least N rounds after the spell is cast, in order for the spell to take effect. This spell can be cast without visible signs or incantations, as the Sphinx manipulates the pitch and rhythm of her conversational speech. It automatically is concealed from detection as per the Mage spell modifier *Concealment*. The Sphinx may discern information about the target equivalent to N yes-or-no questions: in other words, the player may ask the GM N such questions, which the GM will answer in accordance with the target's knowledge. "Unknown" is a valid answer. A mental save will allow the victim to realize *after* the N rounds have elapsed that he has given away more information than he should, but will not prevent the Sphinx from gaining the information.

ZOE: 1 target; **Range:** earshot; **Duration:** N rounds; **ST:** mental

Troubled Sleep: Generic prayer type *Cause* (see page 92). The caster mimes sprinkling dust on up to L sleeping humanoids. Anyone making their Spiritual ST will be unaffected but will not automatically wake up. The slumberers suffer a night of troubled sleep full of nightmares and night terrors and wake up having suffered L hit points of damage. Mages regain at most 1 spell point per hour. A creature can only be affected once per night.

ZOE: L persons; **Range:** contact; **Duration:** upon awakening; **ST:** spiritual

True Sight: All things will appear in their true form to the caster. This affects all senses, not just sight. Illusions, invisibility, phantasms, and the like are ineffective. The caster will not gain insight into the inner workings of persons or locked objects, but objects hidden will be perceived. No information which would not have been granted in the absence of deceit will be available to the caster. Naturally invisible objects, such as pixies and Invisible Stalkers, will remain invisible.

ZOE: self; **Range:** as senses; **Duration:** 60 + 10L minutes [R]; **ST:** none

Typhoid Outbreak: Generic prayer type *Cause* (see page 92). Much like *Influenza Outbreak* (see page 110), but the effects of the disease are as *Cause Severe Disease* (see page 97).

ZOE: 1 humanoid; **Range:** 120'; **Duration:** see description; **ST:** spiritual

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:** L hours [R]; **ST:** none

Unholy Strength N: This Bless-type spell gives the recipient Nd3 strength points, not to exceed a total of 22. This does not sum with the mage spell *Strength* (see page 70).

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** physical

Unriddling: This prayer allows the Sphinx to work out and disassemble the structure of any continuing magical/natural effect. It thus combines the functions of *Dispel Magic* (see page 106), *Dispel Prayer* (see page 106), and *Remove Curse* (see page 115). Level-vs-level battles or other requirements will still be needed as appropriate to the application; however, the caster will have a +1 level advantage for every two points, or fraction thereof, of INT above 12. The target of *Unriddling* may be established unambiguously by *Observe Magic* (see page 69) or any similar spell, or the sphinx may cast it "blind" in the presumption that a spell is in effect. Example: if a human is moving at double speed the Sphinx may cast *Unriddling* under the presumption that the human is under the affect of a *Combat Haste* spell. If the human is in fact Hasted, whether by an actual spell or as a temporary effect from an item, a successful Unriddling will dispel the Haste. If the human is not Hasted, but is under the effect of some other spell, a successful Unriddling will dispel that spell. (If there is more than one, the GM chooses one randomly, with the proviso that the Sphinx will never "accidentally" dispel an effect she herself placed on a target.) If the human is in fact not benefiting from any spell, prayer, or temporary item effect, the Unriddling has no effect save to reveal the fact that the target is completely unenchanted.

ZOE: 1 spell; **Range:** 120'; **Duration:** Instant; **ST:** special

Ventriloquism: The priest may make the sound of his voice come from somewhere else up to the prayer's range distant. He may also use it to imitate the voices of others if he has heard a reasonable voice sample. With such preparation, the difference will not be detected.

ZOE: self; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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 prayers of prognostication, the utmost GM discretion is required. If the future in question is fairly deterministic, then fine. The prayer will not take into account any modifications of behavior caused by attempts at prognostication. Precision in timing is also difficult. Normally, only events up to L days in the future may be seen, but there is a chance of getting L years instead (boxcars on 2d6) or L hours (snake-eyes). The caster will be unaware of the results of this roll.

ZOE: self; **Range:** as sight; **Duration:** 60 + 10L minutes [R]; **ST:** none

View Past: Similar to View Future (see page 125), 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*; **ST:** none

Vulnerability Causes: Generic prayer type *Vulnerability* (see page 94). Anyone affected by this prayer will be -10% to save and +1/die from Cause Wounds and -10% to save from Cause All.

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

Vulnerability Disease: Generic prayer type *Vulnerability* (see page 94). The victim is increasingly susceptible to diseases of all forms.

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

Vulnerability Elements: Generic prayer type *Vulnerability* (see page 94). The target becomes vulnerable to heat, cold, and electricity. Every 10° above 90° Fahrenheit or below 32° Fahrenheit causes d6 damage for every three hours of exposure.

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

Vulnerability Fear: The victim takes a -10% penalty on morale checks and saves vs. Fear spells.

ZOE: 1 target; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Vulnerability Poison: Generic prayer type *Vulnerability* (see page 94). Anyone affected by this spell will be -10% to save against any poison. The surge damage will be at +1 per die. Moreover, poisons will act twice as quickly as usual, doing twice the damage (the surge excepted) with half as long between saving throws. For example, a standard poison (d6 surge, 1 point per round, save every 20 rounds) would become a d6+1 surge, 2 points per round, save every 10 rounds, with -10% to save.

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

Wall of Stone : This creates a stone wall 2' thick. The maximum area is 1000 square feet, and the wall must lie 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.

ZOE: see description; **Range:** 120'; **Duration:** L days; **ST:** none

Warp Enchantment: If the cleric wins a level-vs-level battle against the maker of the target enchanted object, the power of the enchantment is suppressed or broken. The cleric may then reshape the physical object, warp the magical intent, or even break the enchantment entirely, as desired.

ZOE: 1 object; **Range:** 10'; **Duration:** momentary; **ST:** level-vs-level

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 *Resist Fire* prayer (see page 116).

ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

Wild Hunt: The Cleric conjures a supernatural force that, over the duration of the spell, moves from one end of the area of effect to the other, destroying all living or undead animals (or people) it encounters, except those that win a level-vs-level battle against the caster. The force manifests as a swarm of unstoppable hunting beasts; they devour their victims, leaving no trace. Accordingly, victims cannot be raised nor their items recovered.

Prayer points used to call the *Wild Hunt* are not regained for 1 week.

The *Wild Hunt* may only be called between dusk and midnight, and lasts until dawn. The *Wild Hunt* will not enter the ZOE of a *Dawn* prayer (see page 102), but will pass around it. The approach of the Hunt is clearly audible, and followers of Carrunos will recognize what is coming (and the advisability of getting out of the way). Beings can leave the ZOE before the destructive effect sweeps over their current location without restriction, and re-enter the ZOE after the sweep without danger.

The *Wild Hunt* can be invoked either on a straight track or a trail. In either case, the ZOE starts at the Cleric's location and reaches the end of the ZOE precisely at dawn; the cleric has no control over the *Wild Hunt* once it has started. A straight-track ZOE is a rectangle 1 mile wide and 2L miles long, in the direction specified by the caster. A trail ZOE requires that the Cleric be standing on the trail of some specific being(s) at the time of casting (and know the fact via successful Tracking roll). The ZOE will then sweep a 1-mile swath along that trail until it reaches the current location of the being(s) that made it; these beings will be included in the destruction.

The casting Cleric may opt to "ride" the destructive force, traveling along with it until the duration expires; this transports the Cleric but does not give him any control over the *Hunt's* actions. The casting Cleric is immune to the *Hunt* when calling it, and while riding it, but if he moves in front of the zone of destruction by some other means of travel, he is as vulnerable to it as any other living being. (He has a 50% chance of surviving the level-vs-level battle.)

ZOE: 1 mile wide, variable length track; **Range:** zero; **Duration:** until dawn; **ST:** special

Withstand Causes: Generic prayer type *Withstand* (see page 94). This prayer protects against all Cause prayers (e.g. *Cause Wounds N*, *Cause Blindness*, *Cause Fear*).

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

Withstand Charm: Generic prayer type *Withstand* (see page 94). This prayer protects against *Charm*, *Hold*, *Hypnotism*, *Sleep*, *Suggestion*, and *Word of Command*.

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

Withstand Cures: Generic prayer type *Withstand* (see page 94). This will protect against all Cure prayers (e.g. *Cure Wounds*, *Cure Blindness*, *Cure Disease*).

ZOE: 1 being; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

Withstand Detection: Generic prayer type *Withstand* (see page 94). The target gains an extra ST to avoid being detected by any Detect-type spell.

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

Withstand Fear: Generic prayer type *Withstand* (see page 94). The recipient gains +10% on morale checks and an additional saving throws vs. Fear spells.

ZOE: 1 being; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

Withstand Inquiry: Generic prayer type *Withstand* (see page 94). As *Withstand Detection* (see page 126), but the target gains an extra saving throw against ANY magical attempt to obtain information about or from the target, including *Detect* and *Locate* spells, *Testify* (see page 122), *Inquisition* (see page 110), etc. It does not, however, provide protection against *Commune* (see page 99) or *Contact Higher Plane* (see page 77) questions concerning the target, as these are indirect.

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

Wolf's Toll: The cleric creates an audible stirring that will be heard for 10 miles. The signal is propagated by the animals of the region, each producing their sound as the wave passes through. The speed of the wave is about 1 mile per minute. In addition, the caster may choose a simple emotion to propagate on the Toll. To those who can hear, the effect is quite remarkable. Most humanoid will understand the origin of the stirring and feel its emotion, and all animals will take notice of the message of the Toll. Any Carrunos clerics over 4th level who have met the caster will recognize the Toll as his/her doing. The spell produces no compulsion to do anything. The Toll can only go where there are animals to carry it. Once begun, the spell cannot be dispelled. This spell must be cast verbally, and the caster must make a lot of noise.

ZOE: 10 mile radius; **Range:** none; **Duration:** momentary; **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 3N, and will grant him leadership as follows: He may give a single command to those of similar aims (not just the same religion). The command will be obeyed if a *Charisma Battle* is won by the cleric. This percentage 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 prayer to rally adventurers under the influence of a fear prayer or the like. In this case, use the formula under *Fear* (see page 73).

ZOE: self; **Range:** LOS; **Duration:** 60 + 10L minutes [R] or for 1 command; **ST:** special

Word of Recall: This is a flawless teleport prayer, for the cleric and his inanimate possessions only, back to a predetermined haven. The haven must be known to the cleric, and he must consecrate it for this use. A cleric may have only one such haven, and should only be allowed to change it under circumstances that make it essential that he change it.

ZOE: self; **Range:** infinite; **Duration:** instantaneous; **ST:** none

Write Languages: Per *Read Languages* prayer (see page 115) but it gives the ability to write fluently in the language also.

ZOE: self; **Range:** as sight; **Duration:** 60 + 10L minutes [R]; **ST:** none

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