

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE PLAYING



GRINDHOUSE EDITION

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Character Creation

Summary

1. Roll Ability Scores
 - a. Note Bonuses
 - b. Is the Character Suitable?
2. Choose a Character Class
 - a. Determine Hit Points
 - b. Record To-Hit and Saving Throws
3. Select Alignment
4. Determine Starting Possessions
 - a. Roll Money
 - b. Buy Equipment
5. Choose a Name

Roll Ability Scores

Roll 3d6 for each ability score (Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom), in order, and record them on your character sheet.

A player may decide to swap the position of one ability score that was rolled with another.

Each ability score has a Modifier which is associated with it:

<i>Ability Score</i>	<i>Modifier</i>
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Explanation of Ability Scores

Charisma

Charisma is the measure of a character's aptitude for leadership and the respect others bestow on the character's authority. It is not a measure of the appeal of a character's personality (the player must portray the character's personality) nor a measure of beauty. Charisma modifiers affect the character's ability to hire retainers and the loyalty of those retainers.

Constitution

Constitution is the measure of a character's health, vitality, and toughness. Constitution modifiers affect a character's Hit Points and fitness for certain physical activities such as traveling long distances.

Dexterity

Dexterity is the measure of a character's agility and reflexes. Dexterity modifiers affect a character's Armor Class, ability to hit with ranged weapons, and ability to act first in combat.

Intelligence

Intelligence is the measure of a character's knowledge prior to the start of play. Intelligence does not measure a character's memory or ability to solve puzzles; it is the *player's* wits that must be used in these situations. Intelligence modifiers affect the character's ability to learn languages, saving throws against all spells, and - for Magic-Users - it affects the time (and thus expense) required to research spells and create magic items, as well as influencing the saving throws of subjects of the Magic-User's spells.

Strength

Strength is a measure of a character's raw power. Strength modifiers affect a character's ability to hit in mêlée combat, open stuck doors, or succeed in unarmed combat.

Wisdom

Wisdom is the measure of a character's connection to the greater universe, and the strength of the character's spirit. Wisdom does not affect the character's ability to make good decisions or judge situations or characters; it is the *player's* own judgment which must be used in these situations. Wisdom modifiers affect the character's non-spell related saving throws, and for Clerics it affects the time (and thus expense) required to research spells and create holy items, as well as influencing the saving throws of subjects of the Cleric's spells.

Is the Character Suitable?

If the total of all ability score modifiers is less than zero, then discard the character and begin the process again.

Choose a Character Class

Every Player Character must choose a class. Most people encountered in the game world will have no character class at all, and are known as zero level characters. A character's class cannot be changed once play begins.

Four of the player character classes are human: Cleric, Fighter, Magic-User, and Specialist. Non-humans are classes unto themselves, and those available to players are known as Demi-Humans: Dwarf, Elf, and Halfling.

Cleric

Some religions teach the people how to receive the grace of their loving deity. Some religions teach the people how to survive the wrath of a cruel and vicious deity. Some religions simply strive to teach the truth about creation. All religions serving true powers have one thing in common: orders of those selected few who

are not mere priests, but spiritual warriors endowed by their deity with mystic powers. These few are known as Clerics.

Clerics may cast spells from the Cleric spell list. Full details of a Cleric's magical abilities are detailed in the Magic section.

Level	Experience Points	Hit Points	Saving Throws				Spells per Level									
			Paralyze	Poison	Breath Weapon	Magical Device	Magic	1	2	3	4	5	6	7		
1	0	1d6	14	11	16	12	15	1								
2	1,750	+1d6	14	11	16	12	15	2								
3	3,500	+1d6	14	11	16	12	15	3								
4	7,000	+1d6	14	11	16	12	15	3	1							
5	14,000	+1d6	12	9	14	10	12	3	2	1						
6	28,000	+1d6	12	9	14	10	12	3	3	2						
7	56,000	+1d6	12	9	14	10	12	4	3	3	1					
8	112,000	+1d6	12	9	14	10	12	4	3	3	2					
9	224,000	+1d6	10	7	12	8	9	4	3	3	3	1				
10	336,000	+2*	10	7	12	8	9	4	4	3	3	2				
11	448,000	+2*	10	7	12	8	9	5	4	4	3	3	1			
12	560,000	+2*	10	7	12	8	9	5	4	4	3	3	2			
13	672,000	+2*	8	3	8	4	6	5	4	4	4	3	3	1		
14	784,000	+2*	8	3	8	4	6	5	5	4	4	3	3	2		
15	896,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3		
16	1,008,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3		
17	1,120,000	+2*	6	2	6	4	5	6	5	5	5	4	4	3		
18	1,232,000	+2*	6	2	6	4	5	6	6	5	5	4	4	3		
19	1,344,000	+2*	6	2	6	4	5	7	6	6	5	5	4	4		
20+	+112,000/lvl	+2*/lvl	6	2	6	4	5	8	7	7	6	5	5	4		

* Constitution modifiers no longer apply

Fighter

Slaughter defines man's history. Every new era is defined by the cruelty man inflicts upon man, or the victory fighting against it. To those in power, soldiers are but tools to shape the populace to their whims. The price that is paid to enact their desires is irrelevant to those giving the orders.

In battle, there is no law. Man maims man. Horribly wounded men scream for mercy as their life's blood pours out from cruelly hacked wounds. Their cries are ignored and their lives extinguished by those too cruel or frightened to listen. Poets and politicians speak of the honor of battle for a just cause, but in battle there is no justice. There is just death from metal implements that crush, slash, and stab.

To be willing to slaughter at another's command in the name of peace and nobility, to be hardened to the deaths of loved companions, to be immersed in this worthlessness of life, that is the life of a soldier.

Fighters are these soldiers that have seen the cruelty of battle, have committed atrocities that in any just universe will damn them to Hell, and have survived.

Fighters begin with the best combat capabilities in the game, and are the only character class to further improve in combat skill as levels are gained.

<i>Level</i>	<i>Experience Points</i>	<i>Hit Points</i>	<i>Paralyze</i>	<i>Poison</i>	<i>Saving Throws</i>		
					<i>Breath Weapon</i>	<i>Magical Device</i>	<i>Magic</i>
0*	–	1d6	16	14	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

* NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Magic-User

Most of the world lies sheltered from the existence of magic, encountering it only as it victimizes them. They huddle in their churches for comfort and trade their freedom and dignity to a ruler as they beg for protection, all for the fear of the supernatural which they do not, and cannot, understand.

Magic-Users choose a different path. Instead of cowering away from the darkness, they revel

in it. They see the forces of magic as a new frontier to explore, a new tool for the attainment of power and knowledge. If it blackens the soul to equal that of any devil, it is but a small price to pay.

Magic-Users may cast spells from the Magic-User spell list. Full details of a Magic-User's magical abilities are detailed in the Magic section.

Level	Experience Points	Hit Points	Saving Throws				Spells per Level													
			Paralyze	Poison	Breath Weapon	Magical Device	Magic	1	2	3	4	5	6	7	8	9				
1	0	1d6	13	13	16	13	14	1												
2	2,250	+1d4	13	13	16	13	14	2												
3	4,500	+1d4	13	13	16	13	14	2	1											
4	9,000	+1d4	13	13	16	13	14	2	2											
5	18,000	+1d4	13	13	16	13	14	3	2	1										
6	36,000	+1d4	11	11	14	11	12	3	2	2										
7	72,000	+1d4	11	11	14	11	12	3	3	2	1									
8	144,000	+1d4	11	11	14	11	12	4	3	2	2									
9	288,000	+1d4	11	11	14	11	12	4	3	3	2	1								
10	432,000	+1*	11	11	14	11	12	4	4	3	2	2								
11	576,000	+1*	9	9	12	9	8	5	4	3	3	2	1							
12	720,000	+1*	9	9	12	9	8	5	4	4	3	2	2							
13	864,000	+1*	9	9	12	9	8	5	5	4	3	3	2	1						
14	1,008,000	+1*	9	9	12	9	8	6	5	4	4	3	2	2						
15	1,152,000	+1*	9	9	12	9	8	6	5	5	4	3	3	2	1					
16	1,296,000	+1*	6	7	8	5	6	6	6	5	4	4	3	2	2					
17	1,440,000	+1*	6	7	8	5	6	7	6	5	5	4	3	3	2	1				
18	1,584,000	+1*	6	7	8	5	6	7	6	6	5	4	4	3	2	2				
19	1,728,000	+1*	5	6	7	4	4	7	7	6	5	5	4	3	3	2				
20+	+144,000/lvl	+1*/lvl	5	6	7	4	4	8	7	6	6	5	4	4	3	2				

* Constitution modifiers no longer apply

Specialist

Fighters are adventurers because they are so inured to death that they cannot settle down to a normal life. Magic-Users are those that have pursued the dark arts and are no longer welcome in society. Clerics are charged by their god to go forth and perform their special duties.

Specialists? They do it because they *want* to. Whether inspired by greed, boredom, or idle curiosity, Specialists are professional explorers risking life and limb simply because a less active life is distasteful to them. In some ways this makes them the only sane and normal adventuring characters, but in other ways it makes them the most unusual.

The Specialist is unique because the character class has no special abilities of its own. Instead, a Specialist is better at certain activities that all characters are able to do at a basic level. The Specialist begins at the same default level in these activities as other characters, but receives “points” which can be used to be better in the chosen skills. The available skills (and their default starting values for all characters) are:

- * Architecture (1 in 6)
- * Bushcraft (1 in 6)
- * Climb (1 in 6)
- * Languages (1 in 6)
- * Open Doors (1 in 6)
- * Search (1 in 6)
- * Sleight of Hand (1 in 6)
- * Sneak Attack
- * Stealth (1 in 6)
- * Tinker (1 in 6)

Most of the rules covering these skills are in the Adventuring: Rules of the Game section of this book.

For skills that are “x in 6,” allocating a point increases the chance by one. For example, Languages begins at 1 in 6. A Specialist allocating a point there increases his chance to 2 in 6.

For other characters, Sneak Attacks are merely attacks made by surprise. A Specialist can multiply the damage done by a Sneak Attack by allocating points in this skill. Assume that the damage multiplier is x1 for all characters, and every point allocated increases the multiplier by one. If a Specialist has any points in Sneak Attack, then he also gets a +2 bonus to hit above any other bonuses when performing a Sneak Attack.

When use of an ability is attempted, the player must roll d6 and if the result is equal to or less than the ability, the action is successful. In some cases the Referee will make the roll if the character would not immediately know if they were successful. For example, the character will easily be able to tell if they’ve successfully picked a lock or not, so the player can make that roll. On the other hand, the character would not know, after searching for traps, if they failed to find a trap or if there simply isn’t one present. The Referee will make that roll.

If a Specialist has a 6 in 6 skill, the roll to succeed is made with two dice, and only if both dice come up 6 does the attempt fail.

The Specialist must be unencumbered to use any of the class abilities that involve movement, and must have Specialist Tools (see Equipment section) to use Search for finding traps or to use Tinker for opening locks or other such activities.

<i>Saving Throws</i>								
<i>Level</i>	<i>Experience Points</i>	<i>Hit Points</i>	<i>Paralyze</i>	<i>Poison</i>	<i>Breath Weapon</i>	<i>Magical Device</i>	<i>Magic</i>	<i>Skill Points</i>
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+ 2
3	3,000	+1d6	14	16	15	14	14	+ 2
4	6,000	+1d6	14	16	15	14	14	+ 2
5	12,000	+1d6	11	12	14	13	12	+ 2
6	24,000	+1d6	11	12	14	13	12	+ 2
7	48,000	+1d6	11	12	14	13	12	+ 2
8	96,000	+1d6	11	12	14	13	12	+ 2
9	192,000	+1d6	9	10	12	11	10	+ 2
10	288,000	+2*	9	10	12	11	10	+ 2
11	384,000	+2*	9	10	12	11	10	+ 2
12	480,000	+2*	9	10	12	11	10	+ 2
13	576,000	+2*	7	8	10	9	8	+ 2
14	672,000	+2*	7	8	10	9	8	+ 2
15	768,000	+2*	7	8	10	9	8	+ 2
16	864,000	+2*	7	8	10	9	8	+ 2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+ 2/lvl

* Constitution modifiers no longer apply

Dwarf

The Dwarfs are a dying race. Once the most powerful people on the planet, their decline has left them a spiritually shattered people. Once they took great pride in their grand architecture, their technological supremacy, and loved each other just as hard as they worked.

But they did not change with the world, and as the rest of the world's inhabitants came into their own, the Dwarfs retreated into their subterranean fortresses. War and impotence stripped the Dwarfs of their pride, and all that was left was to work.

And work is the life of the average Dwarf. There is no love, no joy. Just never ending work meant to numb the brain and appease the spirit through the acquisition of gems and precious metals. Dwarfs really don't even breed anymore, such is their disregard for the basic pleasures of existence.

But not all are like that. Some strike out into the world, wanting to *live*. These types often have just as much trouble settling down in human society as their own, and become wandering adventurers.

As a race, Dwarfs are short and stocky, about four feet tall and one hundred thirty-five pounds. They live about three hundred years. They typically have a ruddy complexion and rather gruff personalities; joviality is an unknown quality in Dwarfs, even those roaming the surface. All Dwarfs value their beards, and the length of one's beard is the real measure of a Dwarf's virility and worth, and often the beard is exquisitely styled and decorated.

Dwarfs are not a magic-using race, but are fierce and resilient warriors. They do have a natural connection with the Earth itself and a cultural understanding of construction and due to this has a greater Architecture score than other characters.

Dwarfs are able to bear incredible burdens; it takes five additional items for Dwarfs to gain the first encumbrance point. Dwarfs receive a +1 bonus to their Constitution modifier (so a Dwarf with a 12 Constitution has a +1 modifier instead of the usual 0 modifier, for example). Dwarfs also continue to apply Constitution modifiers, if any, to hit points gained after level nine.

Saving Throws

<i>Level</i>	<i>Experience Points</i>	<i>Hit Points</i>	<i>Paralyze</i>	<i>Poison</i>	<i>Breath Weapon</i>	<i>Magical Device</i>	<i>Magic</i>	<i>Architecture</i>
0*	-	1d8	12	10	15	11	14	3 in 6
1	0	1d10	10	8	13	9	12	3 in 6
2	2,200	+1d10	10	8	13	9	12	3 in 6
3	4,400	+1d10	10	8	13	9	12	3 in 6
4	8,800	+1d10	8	6	10	7	10	4 in 6
5	17,600	+1d10	8	6	10	7	10	4 in 6
6	35,200	+1d10	8	6	10	7	10	4 in 6
7	70,400	+1d10	6	4	7	5	8	5 in 6
8	140,800	+1d10	6	4	7	5	8	5 in 6
9	281,600	+1d10	6	4	7	5	8	5 in 6
10	422,400	+3	4	2	4	3	6	6 in 6
11	563,200	+3	4	2	4	3	6	6 in 6
12+	+140,800/Avl	+3	2	2	2	2	4	6 in 6

* NPCs only, all Player Characters begin at Level 1

Elf

Once the epitome of enlightenment and responsibility, elfin civilization has fallen before the expansive nature of Man. Where once the Elf nations ruled the forests, the plains and the mountains, their now-small numbers live in secret enclaves, possessing great power but utterly impotent in matters of projecting it. Unlike the Dwarfs, the Elves recognize that this is simply the way of things, and accept their decline with grace. Their attitude towards man is not so unified, however. Some see Man as the natural heir to creation and seek to guide him and help him rule in wisdom. Some see Man as a great blight, and work to destroy him before he destroys all natural order.

And some, considered young and foolish by their people, walk among Man.

Elves are creatures of magic related to the faerie. As such, they typically enjoy living in the

deep wilderness and adapting their homes to be in harmony with their surroundings. They are on average about five feet tall, and usually slender. Their most striking features are their pointed ears (how large these ears are will differ from region to region) and disproportionately large eyes which are often a color not found in the other races.

Player Character Elves are those gifted individuals that are trained as both Fighters and Magic-Users. Elves use the same spell lists and spell progressions as Magic-Users. Full details of an Elf's magical abilities are detailed in the Magic section.

Elves' enhanced senses allow them to Search more effectively than others (2 in 6 chance), and they are less often surprised than other races (1 in 6 chance).

Level	Experience Points	Hit Points	Saving Throws				Spells per Level											
			Paralyze	Poison	Breath Weapon	Magical Device	Magic	1	2	3	4	5	6	7	8	9	Search	
0*	-	1d6	15	14	17	15	17											2 in 6
1	0	1d6	13	12	15	13	15	1										2 in 6
2	3,000	+1d6	13	12	15	13	15	2										2 in 6
3	6,000	+1d6	13	12	15	13	15	2	1									2 in 6
4	12,000	+1d6	11	10	13	11	13	2	2									3 in 6
5	24,000	+1d6	11	10	13	11	13	3	2	1								3 in 6
6	48,000	+1d6	11	10	13	11	13	3	2	2								3 in 6
7	96,000	+1d6	9	8	9	9	11	3	3	2	1							4 in 6
8	192,000	+1d6	9	8	9	9	11	4	3	2	2							4 in 6
9	384,000	+1d6	9	8	9	9	11	4	3	3	2	1						4 in 6
10	576,000	+2**	7	6	7	7	9	4	4	3	2	2						5 in 6
11	768,000	+2**	7	6	7	7	9	5	4	3	3	2	1					5 in 6
12	960,000	+2**	7	6	7	7	9	5	4	4	3	2	2					5 in 6
13	1,152,000	+2**	5	4	5	5	7	5	5	4	3	3	2	1				6 in 6
14	1,344,000	+2**	5	4	5	5	7	6	5	4	4	3	2	2				6 in 6
15	1,536,000	+2**	5	4	5	5	7	6	5	5	4	3	3	2	1			6 in 6
16	1,728,000	+2**	5	4	5	5	7	6	6	5	4	4	3	2	2			6 in 6
17+	+192,000/lvl	+2**/lvl	3	3	3	3	5	7	6	5	5	4	3	3	2	1		6 in 6

* NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Halfling

Halflings are curious creatures who are popularly known as creatures of leisure, but there is far more to them than that. Usually standing about three feet tall, all other physical features of Halflings will differ by region, but one never varies: They have rather large, hairy feet and will prefer to go barefoot. Their feet are sufficiently protected and insulated that they suffer not frostbite in the winter, nor disease or parasitical infestation in warmer climes. Halflings as a race do tend to take their pleasures very seriously, and the fat and happy Halfling stereotype has taken hold because rural farmers, while dedicated and fastidious in their work, have all the food they could ever want and not a lot of reason to engage in moderation. Those used to that stereotype are very surprised the first time they meet a chiseled, battle-scarred warrior Halfling. Halflings live on average about one hundred years.

One stereotype of Halflings that rings true is that while they tend to be gracious to guests and not shy about invitations, they do prefer to be home. Halfling Player Characters are those that have left their homelands to seek adventure and fortune. They are generally seen as troublemakers (and perhaps a touch crazy) by their kin who are not so inclined.

Halflings are very quick and agile folk, and so add one to their Dexterity modifier and receive a one point bonus to Armor Class when not surprised. In the wilderness, Halflings have the uncanny ability to stay hidden and so have a 5 in 6 Stealth skill. Halflings also begin with a 3 in 6 Bushcraft skill due to Halfling society being traditionally in harmony with nature.

Due to their size, Halflings may not use large weapons, and must use medium weapons two-handed.

<i>Saving Throws</i>									
<i>Level</i>	<i>Expense Points</i>	<i>Hit Points</i>	<i>Paralyze</i>	<i>Poison</i>	<i>Breath Weapon</i>	<i>Magical Device</i>	<i>Magic</i>	<i>Bushcraft</i>	
0*	-	1d6	12	10	15	11	14	3 in 6	
1	0	1d6	10	8	13	9	12	3 in 6	
2	2,000	+1d6	8	6	10	7	10	3 in 6	
3	4,000	+1d6	8	6	10	7	10	3 in 6	
4	8,000	+1d6	6	4	7	5	8	4 in 6	
5	16,000	+1d6	6	4	7	5	8	4 in 6	
6	32,000	+1d6	4	2	4	3	6	4 in 6	
7	64,000	+1d6	4	2	4	3	6	5 in 6	
8	128,000	+1d6	2	2	2	2	4	5 in 6	
9	256,000	+1d6	2	2	2	2	4	5 in 6	
10+	+128,000/lvl	+2**/lvl	2	2	2	2	4	6 in 6	

* NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply

Determine Hit Points

Randomly determine the character's starting hit points according to their level chart, and add the character's Constitution modifier. First level characters have a minimum number of hit points they possess. If the rolled amount is less than the indicated number on the following chart, simply use the number shown on the chart instead.

<i>Class</i>	<i>Minimum Hit Points</i>
Cleric	4
Fighter	8
Magic-User	3
Specialist	4
Dwarf	6
Elf	4
Halfling	4

These minimums are not used when rolling for hit points gained after first level. For determining hit points at level two and higher, it is simply the shown die roll plus the Constitution modifier.

The character's starting hit points are the maximum hit points the character can ever have without gaining a level. While the character will lose hit points in various ways during the course of adventuring, there are different methods of healing damage done. No amount of healing can cause the character to gain more than their normal maximum number of hit points.

Record Attack Bonus and Saving Throws

In combat, the attacking character makes a d20 roll, and if the roll (after all modifiers are applied) is equal to or greater than the target's Armor Class, the attack is a success. A natural 20 is always a hit (unless the enemy is only vulnerable to special weapon types which the attacker does not possess, but this is a rare situation), and a natural 1 is always a miss.

Many characters, including all Player Characters, get an Attack Bonus which they add to their to-hit roll. As the following chart shows, most classes get a +1 Attack Bonus. The Fighter gets an attack bonus of +2 at first level, and gains an additional +1 every time a level is gained.

<i>Class And Level</i>	<i>Attack Bonus</i>
<i>Fighter</i>	<i>All Others</i>
0	0
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
9+	+10

Saving throw charts for Player Characters of all classes and levels are found within the individual class descriptions. The Referee will inform the player when a saving throw needs to be made, and what category of save it is. The number on the chart is the number that needs to be rolled (after all modifiers are applied), or higher, to successfully save. A natural 20 is always a successful save, and a natural 1 is always a failed save.

These saving throws cover all possible save situations. When there is a doubt as to which save category to use, start at the left column on the Saving Throw chart and move to the right, using the first category which matches the particular effect.

Paralyze will cover any effect in which the victim is unable to move (such as petrification, being the subject of a *Hold Person* or *Web* spell, etc.).

Poison will be used for any situation where hit points are irrelevant and the result is unconsciousness or death.

Breath Weapon is used for area effects.

Magical Device includes situations with all magic items that have spell-like effects, be they wands, staves, rings, etc.

Magic includes any magical effect from a cast spell or innate ability.

Select Alignment

Alignment is a character's orientation on a cosmic scale. It has nothing to do with a character's allegiances, personality, morality, or

actions. Alignments will mostly be used to determine how a character is affected by certain magical elements in the game. The three alignments are Lawful, Neutral, and Chaotic.

Lawful

The universe has an ultimate, irrefutable truth, and a flawless, unchanging plan towards which all events inevitably march. As time moves on, all distraction and resistance to this plan falters until everything is in its perfect state forevermore, without alteration or the possibility of possibilities. Those who are Lawful in alignment are part of an inevitable destiny, but have no knowledge of what that destiny is and what their role will be in fulfilling it. So they are forever look for signs and omens to show them their proper way.

Chaotic

The howling maelstrom beyond the veil of shadows and existence is the source of all magic. It bends and tears the fabric of the universe; it destroys all that seeks to be permanent. It allows great miracles as reality alters at the whim of those that can call the eldritch forces, and it causes great catastrophe as beings we call demons (and far, far worse) rip into our reality and lay waste to all. Everything that is made will be unmade. Nothing exists, and nothing can ever exist, not in a way that the cosmos can ever recognize. Those who are Chaotic in alignment are touched by magic, and consider the world in terms of ebbing and flowing energy, of eternal tides washing away the sand castles that great kings and mighty gods build for themselves. Many mortals who are so aligned desperately wish they were not.

Neutral

To be Neutral is merely to exist between the forces of Law and Chaos. Mortal beings exist as Neutral creatures, and remain so throughout their existence unless taking specific steps (often unwittingly) to align themselves otherwise. In fact, most beings would be rather displeased with the notion of pure Law and Chaos, as they are defined in alignment terms. Even most who would claim allegiance to Law or Chaos are not actually Lawful or Chaotic. In the real world, every human being that has ever existed has been Neutral.

Clerics must be Lawful. Elves and Magic-Users must be Chaotic. All others are free to choose their alignment.

Determine Starting Possessions

All characters begin their adventuring careers with money and equipment with which to start their adventuring career. Players will roll for how much money their character begins with, and then buy equipment with that money. All equipment is assumed to have been acquired before play starts.

The basic unit of money in LotFP: Weird Fantasy Role-Playing is the Silver Piece. A number of other coins are also used with the following conversion rates:

1 Gold Piece = 50 Silver Pieces = 500 Copper Pieces

All characters are assumed to begin play with a decent set of traveling clothes appropriate for the weather conditions in the starting area of play at no cost. Magic-Users begin play with a spellbook at no cost.

Starting Money

Every character begins with $3d6 \times 10sp$. If a character starts above first level, then they begin with 180sp plus $3d6 \times 10sp$ for every level greater than one. For example, a fourth level character would begin with $180 + (9d6 \times 10) sp$.

Buy Equipment

The Referee should inform players if there are any restrictions, changes, or additions to the equipment tables before characters are created. Costs are given for both City and Rural areas (for these purposes a City is a settlement with a population of at least 1,000 people and Rural is any place at least one full days' travel from a City). New characters, since their equipment is considered to be gathered during their travels prior to the start of play, may use the less expensive prices when buying equipment.

All costs are considered to be for average situations, and a Referee may freely decide that some (or all) prices are more or less expensive based on location, culture, economic or political upheaval, strong guilds, etc.

Choose a Name

A character's name is, after character class, perhaps the most important identifying feature of a character. The Referee should inform players as to the general theme of the campaign, and it is important to choose a name that will complement that theme. "Ragnar Thorsson the Giant Slayer" would not be appropriate if a Referee has declared that the upcoming game has an ancient Egyptian theme, for instance. This character may be around for quite some time, so care should be taken when choosing a name.

Equipment Lists

<i>Armor</i>			
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>	<i>Base AC</i>
<i>Leather Armor</i>	25sp	50sp	14
Chain Armor	100sp	–	16
Plate Armor	1,000sp	–	18
Shield	10sp	25sp	
Leather Barding	250sp	–	14
Chain Barding	500sp	–	16
Plate Barding	1,000sp	–	18

Characters wearing armor receive the Base AC listed for their armor type. Unarmored characters have a Base AC of 12.

Shields increase AC by 1 point versus *mêlée* attacks, and by 2 points versus missile attacks.

<i>Weapons</i>			
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>	<i>Damage</i>
Cestus	10sp	–	d3
<i>Garrote</i>	5sp	–	d6
Lance	30sp	–	d10
Mancatcher	20sp	–	–
Polearm	30sp	–	d8
Rapier	15sp	–	d8
Spear	5sp	3sp	d6
Staff	5sp	3sp	d4
Weapon, Great	50sp	–	d10
Weapon, Medium	20sp	50sp	d8
Weapon, Minor	5sp	5sp	d4
Weapon, Small	10sp	10sp	d6
Whip	10sp	25sp	d3

The generic “weapon” categories are only for rules and reference purposes. Characters purchasing such an item must specify exactly what sort of weapon is being purchased.

Silver weapons cost ten times more than standard weapons, and have a 1 in 10 chance to break whenever they are used to attack, even if the attack misses.

- * Cestus: This includes all sorts of fist wrappings and brass knuckle weapon types. Users suffer a -2 penalty to hit opponent with an unadjusted AC of 15 or better.
- * Garrote: Use of this weapon requires an attack from surprise, or a successful grapple. If a hit is scored, the target is considered grappled and will take d6 damage per round.
- * Lance: This weapon can be used one-handed if charging on horseback. Otherwise, it is effectively a polearm (pike).
- * Mancatcher: A successful hit with this weapon requires the victim to make a saving throw versus paralysis. If unsuccessful, the victim is considered helpless – and so is the wielder of the mancatcher while the target is being held for purposes of defending against attacks. This weapon must be wielded with two hands.
- * Polearm: This two-handed weapon can be used to attack from the second rank, may be used to receive a charge, and receives a +1 bonus to hit opponents with an unadjusted AC of 16 or better.
- * Rapier: This one handed weapon suffers a -2 penalty to hit opponents with an unadjusted AC of 15 or better.
- * Spear: This can be used to attack from the second rank, and may be used to receive a charge.

- * Staff: This must be wielded with two hands.
- * Weapon, Great: These weapons must be wielded with two hands. Two-handed swords, mauls, and great axes are included in this category.
- * Weapon, Medium: These weapons include standard swords, battle axes, and maces. Halflings must wield them two-handed.
- * Weapon, Minor: These are small one-handed weapons including daggers and clubs, and suffer a -2 penalty to hit opponents with an unadjusted AC of 15 or better.
- * Weapon, Small: These are one-handed weapons, including short swords and hand axes.

- * Whip: This weapon is ineffective against targets with unadjusted AC 14 or better, but allows mêlée attacks on opponents up to 10' away.

An “unadjusted” Armor Class is that of solely the armor and shield. Dexterity modifiers, magical modifiers, or any other adjustments are not counted when determining unadjusted AC.

Some weapons can attack “from the second rank.” This is used when there is a definite battle line in combat. Usually only those on the front line of battle may strike, but those weapons usable from the second rank allow those behind the line to strike as well.

Missile Weapons

<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>	<i>Damage</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>
Blowgun	5sp	–	–	< 20'	< 50'	< 80'
Bow, Long	75sp	–	d6	< 50'	< 600'	< 900'
Bow, Short	25sp	25sp	d6	< 50'	< 300'	< 450'
Crossbow, Heavy	30sp	–	d8	< 50'	< 200'	< 600'
Crossbow, Light	25sp	–	d6	< 50'	< 150'	< 400'
<i>Rock</i>	–	–	d2	< 10'	< 20'	< 30'
<i>Sling</i>	1sp	5cp	d4	< 50'	< 300'	< 450'
Dart	1sp	–	d4	< 10'	< 20'	< 30'
Spear	5sp	1sp	d6	< 10'	< 20'	< 60'
Other Thrown Weapon	(same as mêlée equivalent)			< 10'	< 20'	< 30'

Arrows and crossbow bolts cost 5cp each, sling bullets cost 2cp each.

Targets at Medium range are -2 to hit, -4 to hit at Long range.

Light crossbows can only be fired every other round and ignore 2 AC points, heavy crossbows

fire every third round and ignore 4 AC points.

Each missile weapon may be fired once per round with the exception of the crossbows noted above.

Slings fired with stones instead of bullets have half the listed range.

<i>Animals</i>		
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
Carrier Pigeon	10gp	10gp
Dog	1gp	2sp
Horse, Riding	100sp	100sp
Horse, War	500sp	–
Livestock	10sp	5sp
Mule	50sp	25sp
Pony	75sp	50sp

<i>Vehicles</i>		
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
Cart	50sp	25sp
Coach	500sp	–
Wagon	150sp	75sp
Chariot	250sp	–
Boat, Raft	5sp	5sp
Boat, Canoe	30sp	25sp
Boat, Lifeboat	100sp	–
Boat, Trireme	10,000sp	–
Boat, Quadrireme	50,000sp	–
Boat, Longship	30,000sp	–
Boat, River Galley	4,000sp	8,000sp
Boat, Riverboat	1,000sp	2,000sp
Boat, Sailboat	6,000sp	12,000sp
Boat, Cog	15,000sp	–
Boat, Caravel	39,000sp	–
Boat, Carrack	48,000sp	–
Boat, Galleon	60,000sp	–
Boat, Cutter	45,000sp	–
Boat, Brig	90,000sp	–
Boat, Corvette	135,000sp	–
Boat, Frigate	180,000sp	–

<i>Containers</i>		
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
<i>Backpack</i>	3sp	1sp
<i>Barrel</i>	1sp	5sp
<i>Chest</i>	10sp	5sp
<i>Pouch</i>	5cp	1cp
<i>Quiver</i>	5sp	10sp
<i>Sack</i>	5cp	2cp
<i>Saddlebag</i>	1sp	5cp

A quivers plus the arrows or bolts it carries (20 maximum) count as one item together for encumbrance purposes.

Good quality boats cost 5% more. Excellent quality boats cost 15% more. Advanced boats cost 33% more. Poor boats cost 10% less, and Awful boats cost 25% less.

Details on boat types can be found under the Maritime Adventures rules.

<i>Food</i>		
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
Bottle of Wine/Liquor, Poor	5cp	2cp
Bottle of Wine/Liquor, Decent	> 1sp	> 1sp
Bottle of Wine/Liquor, Rich	> 1osp	–
Drink, Cheap	1cp	1cp
Drink, Decent	3cp	2cp
Drink, Good	6sp	4cp
Drink, Rich	> 15sp	> 1osp
Meal, Fancy	1sp	5cp
Meal, Horrid	2cp	1cp
Meal, Rich	> 15sp	> 1osp
Meal, Standard	5cp	3cp
Rations, Iron/Day	2sp	1sp
Rations, Standard/Day	1sp	5cp
Feed, Animal/Day	1sp	5cp

<i>Services</i>		
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
Post, Local	1sp	–
Post, Municipal	5sp	–
Post, Kingdom	15sp	15sp
Post, Outrealm	25sp	25sp
Coach, Local	1sp	1cp
Coach, Travel, per day	1osp	1osp
Coach, Charter, per day	2osp	–
Freight, per pound per day	5cp	5cp
Ship Passage, per day	2sp	–
Ship, Charter, per day	10osp	10osp

<i>Lodging</i>		
per day unless noted		
<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
Lodging, Barn	–	1cp
Inn, Poor	1sp	5cp
Inn, Average	5sp	2sp
Inn, Secure	1osp	5sp
Inn, Fancy	> 25sp	> 2sp
Inn, Extravagant	> 10osp	> 25sp
Rent, 1 month (per 10' sq)	3osp	15sp
Stabling	1sp	5cp

The cost to buy instead of rent is one hundred times the listed rent price.

Miscellaneous Equipment

<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>	<i>Item</i>	<i>Cost, City</i>	<i>Cost, Rural</i>
<i>Air Bladder</i>	1sp	1sp	Lock	7sp	10sp
Bedroll	2sp	1sp	Mallet	3cp	3cp
Block and Tackle	2sp	3sp	Manacles	10sp	15sp
Book, Blank	5sp	10gp	<i>Map, Kingdom</i>	10sp	25sp
Book, Reading	10sp	20gp	<i>Map, Local</i>	1sp	5sp
Book, Spell (Blank)	100sp	–	<i>Mirror, Glass</i>	10sp	15sp
Caltrop	5cp	–	<i>Mirror, Silver</i>	30sp	–
<i>Candle</i>	1cp	1cp	<i>Mirror, Steel</i>	1sp	5sp
Chain, per foot	1sp	2sp	<i>Nails</i>	1cp	2cp
<i>Chalk</i>	1cp	1cp	<i>Paper</i>	2cp	2cp
<i>Clothing, Extravagant</i>	> 20sp	–	Pick, Miner's	6sp	12sp
<i>Clothing, Normal</i>	5sp	2sp	<i>Pipe</i>	1sp	5cp
<i>Clothing, Poor</i>	1sp	5cp	Pole, 10'	1sp	5cp
Clothing, Winter Travel	10sp	5sp	Riding Gear	25sp	10sp
Cookpots	1sp	5cp	Rope, 50'	3sp	3sp
Crampons	5sp	5sp	Scroll Case	1sp	3sp
Crowbar	2sp	2sp	Shovel	3sp	3sp
Drill	5sp	5sp	<i>Soap</i>	1cp	1cp
Fishing Gear	1sp	1sp	Specialist's Tools	20sp	–
Flask of Lamp Oil	5cp	5cp	<i>Spike, Iron</i>	3cp	5cp
<i>Garlic</i>	3cp	1cp	<i>Spike, Wooden</i>	1cp	1cp
<i>Gem</i>	> 5sp	> 5sp	Spyglass	250sp	–
Grappling Hook	5sp	10sp	Tent, Grand	25sp	–
<i>Holy Symbol, Silver</i>	25sp	50sp	Tent, Pavilion	50sp	–
<i>Holy Symbol, Steel</i>	10sp	10sp	Tent, Personal	5sp	10sp
<i>Holy Symbol, Wood</i>	1sp	1cp	Tent, Regular	10sp	20sp
Holy Water	25sp	25sp	Tinderbox	1sp	5sp
Hourglass	100sp	–	<i>Tobacco</i>	1sp	5cp
<i>Ink</i>	1cp	5cp	Torch	1cp	1cp
Instrument	> 1sp	> 5sp	<i>Vial or Bottle, Empty</i>	5cp	7cp
<i>Jewelry</i>	> 10sp	> 10sp	Waterskin	1sp	1sp
Ladder, 10'	10sp	7sp	<i>Whistle</i>	1sp	1sp
Lantern	3sp	5sp	<i>Wolfsbane</i>	1sp	1cp
Lard	1cp	1cp			

Italicized items are considered Non-Encumbering items for encumbrance purposes, although the Referee may rule that quantities of the items do count towards encumbrance. Italicized and bolded items are Oversized.

Adventuring: The Rules of the Game

Architecture

Clues, warnings, and rewards can be built into the very structures of a character's surroundings. Determining if a certain portion of a structure was built at a different time than the surrounding construction, determining if a passage shifts or slopes gradually, detecting if a particular structure is unsafe to travel in/on, determining what culture or even specific method of construction was used for any specific structure, all of these things (and more - this list merely illustrates some possibilities) may be important in keeping explorers alive and/or helping them achieve their goals of unlocking ancient mysteries.

Any character has a 1 in 6 chance to any of these features in the surrounding architecture. Use of this skill is not passive; the character must spend one turn examining the structure.

Climbing

All characters have a base 1 in 6 chance to use the Climb skill, which allows a character to climb walls and other sheer surfaces without obvious handholds. Characters (except Specialists) must be unencumbered to make this attempt. Failure means that the character falls from a random point in the climb. Characters with two free hands can climb ropes and ladders with no die roll needed.

Doors

Locked doors are impassable without a key, picking the lock (which requires a Tinker skill roll and Specialist Tools) or breaking the door down. Breaking the door down requires the

appropriate equipment (some sort of axe for a wooden door, a pick for stone, etc) and takes 1 turn for wooden doors, 2 or more turns for doors made of other materials.

Many doors in dungeons and ruins are merely stuck. To open a standard stuck door (wood with iron banding), a character must successfully make an Open Doors roll (base 1 in a 6 chance), Strength modifiers apply to the roll's chances, so having a Strength modifier of +1 means there is a 2 in 6 chance of opening the door. Use of a crowbar adds 1 to the chance, and each additional person helping adds another (although only two people can attempt to open a standard-sized door). Each attempt takes 1 turn.

Doors made of stronger or heavier materials may need a greater number to open (a giant stone door may have a -2 in 6 chance to be opened, requiring bonuses before there's even a chance to open it, for example), or be impossible to open.

Excavations

A single man can excavate 3 cubic feet of earth per hour if he has proper equipment (Strength modifiers apply to the number of cubic feet). He can dig at ½ rate if he has improvised tools, and ¼ rate with no tools at all.

Experience Points

Experience Points (XP) are a measure of improvement and progress for Player Characters. They are the way the game "keeps score." However, like many other concepts in this game, XP is an abstract concept and not a literal measure of the experiences a character

has had or what a character has learned. Not all character actions and successes will result in XP awards, nor will all adventures involve XP.

At the end of every session of play, Experience Points will be awarded to characters who participated in the game. These Experience awards are to be divided equally amongst the surviving participants of the adventure. Characters present for portions of the adventure should only get a share of Experience for the activities in which they participated. Experience Points are gained in two ways: Defeating Enemies and Recovering Treasure.

Defeating Enemies

Defeating enemies is a minor way of gaining experience. This is not a game about combat or slaying foes; these activities are simply frequent necessities in the harsh reality of the game. Characters who prefer to fight when it is unnecessary are lunatics, possibly psychotic, and not likely to survive long in a game run by a competent Referee.

To count for XP purposes, an “enemy” must be a threat and predisposed to hostility with the PCs. Randomly slaying a villager, slaughtering livestock, hunting, etc, does not count for XP.

For purposes of XP, “defeating” is defined as winning a battle against a foe where force of arms is used or at least threatened. An enemy must be brought to 0hp, or lose a Morale check, or surrender in order to count as “defeated.” Sneaking past, tricking, or negotiating with an enemy may prevent combat and lead to other rewards but it does not translate to XP. Using magic to neutralize or pacify an enemy *does*

count, so spells such as *Sleep* or *Charm* do count towards “defeating” an opponent.

Sometimes enemies surrender and are ransomed or let free, or flee an earlier battle, and return to fight again. An enemy can only count for XP once in any given game session.

<i>Enemy Hit Dice</i>	<i>XP Award</i>
< 1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1,000
10	1,250
11 +	1,500

Monsters with special abilities count as one Hit Die more, and classed characters count as one Hit Die more than their level.

Recovering Treasure

This is the primary method for gaining XP in the game. However, not all monetary gains are counted as “treasure.” The following may gain the characters wealth, but they do not count for XP purposes:

- * Coins looted from bodies outside of adventure locations

- * Rewards
- * Selling equipment stripped from foes
- * Selling magical items that have been used by a PC or retainer
- * Tax income
- * Theft of wealth from mundane merchants, rulers, and citizens
- * Trade, commerce, and other business activity (including selling of mundane items stripped from foes)

The following treasures do count for XP purposes:

- * All valuable objects recovered from uncivilized or abandoned areas
- * Money hoarded by creatures who have no actual use of it

Treasure is calculated for XP only after it has been returned to a secure location. One silver piece worth of treasure is worth 1 experience point. Experience is divided between all surviving party members involved in an adventure.

Gaining a Level

When a character earns enough experience to qualify for the next level, the change will happen the next time the character has returned to a secure location. At that point the character's level changes, and all benefits of that next level are immediately granted. Three points to consider:

A damaged character that gains a level has his new additional hit points added to both the current and maximum total. The character will still be damaged for the same amount of points as before. For example, a 1st level Fighter has a maximum of 8hp, but after a battle only has 3hp

left (5 points lost). The XP gained from the battle and resulting treasure was enough to push him to the next level. After returning to town, the player rolls 1d8 for the character's additional hit points for gaining a level. The player rolls a 5, so the Fighter's maximum hit points increased to 13, and the current hit point total becomes 8 (still 5 points lost).

Spellcasting characters must still prepare all spells as normal. The increased number of spells available to cast does not automatically make the number of spells already prepared instantly increase as well.

Magic-Users and Elves who gain a free spell for their spellbook must still research that spell as usual and take the usual amount of time. It simply won't cost money.

Characters may only gain a maximum of one level per game session. Any experience over halfway to the next level earned from a single session is lost.

Foraging and Hunting

Characters may be able to find food and water during their journeys overland. To find food in the wilderness, the character must roll against their Bushcraft skill, with terrain modifying the skill as follows:

<i>Terrain</i>	<i>Chance of Finding Food</i>
Plains	+1 in 6
Mountain	normal
Forest	+2 in 6
Desert	-1 in 6
Jungle	+2 in 6
Swamp	normal

Hunting takes time, and the distance traveled during a day where successful hunting occurs is lessened by $d_4 \times 25\%$. Unsuccessful hunting takes all day. Success means that d_4 days' worth of meals have been acquired for the party.

d_{10} units of ammunition are expended in the attempt. If a character does not have a proper missile weapon, the chance to find food is lowered by 1. If a character has no missile weapon at all, reduce by one more. If it is winter, reduce chances by another point unless in the desert, where that doesn't matter.

All food gained from foraging and hunting is considered "standard rations."

Finding enough water to drink is easy in most environments, but in the desert water can only be found on a 1 in 12 chance per day.

Getting Lost

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Referee will roll d_6 , and on a 1 the party may go off course. The Referee should then make a secret roll against the highest Bushcraft skill among the characters in the traveling group. If this roll fails, the group is lost.

If the roll indicates that the group is lost, they likely will not realize it immediately. They will continue on in their travels, and may not understand they are off course for days. The Referee will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only

slightly off course. For example, if the group intended to go south, they are actually headed southwest or southeast.

Hazards

Ability Score Loss

Loss of ability scores only affects the character so much as their bonuses will change. A character dropping from Strength 13 to Strength 12 will no longer have any Strength modifier, for example. This is most striking with Constitution, as any change in Constitution modifier is applied immediately to both current and maximum hit points.

A character who falls to zero in any ability score dies.

Aging

Characters who grow old will lose their faculties and eventually die. The chart below gives the starting age that characters must make a saving throw versus paralysis, at what ages there are penalties to the modifier, and how often the saving throw must be made. A failed saving throw means that one random ability score will permanently decrease by one point.

If a character is aged by magical means, then all saving throws that would have needed to be made if the aging occurred naturally must be

	<i>No Modifier</i>	<i>-2 Mod</i>	<i>-4 Mod</i>	<i>Interval</i>
Dwarf	200	250	300	5
Elf		∞		
Halfling	70	80	100	1
Human	40	50	60	1

made immediately, with any ability score penalties also being applied immediately.

Damage

When a character (or creature) suffers damage, the amount of damage is deducted from the character's current hit points. When hit points reach 0, the character becomes unable to take any action, and in most cases falls completely unconscious. The character becomes mortally wounded at -3 hit points and will die in 10 minutes. No healing, magical or otherwise, can prevent death at this point. Death is instantaneous at -4hp.

Disease

Characters exploring in godforsaken ruins, ancient tombs, and trackless wilderness may become exposed to all sorts of plagues and illness. More natural, chronic illnesses will not be a part of the game as far as PCs are concerned. The Referee is free to introduce an NPC stricken by cancer or some other illness.

Diseases are individual in nature, but all have the following characteristics: incubation period, infection time, interval and effect.

When exposed to a disease, the Referee will make a poison save on behalf of the character. If the save is failed, then the character has contracted the disease. The incubation period describes the length of time before the character is affected, and at that point the character must make another save, and another save at every interval point for the duration of the infection time, or else suffer the effect for each failed save. This save is made with a -2 penalty

if the character is not at rest for the duration of the infection.

For example, the Green River Fever might have an incubation period of one week, an interval of four hours, an infection time of three days, and the effect of lowering Intelligence. So beginning one week after a character has been infected, that character must make a saving throw every four hours for three days (a total of 18 saving throws), or lose Intelligence points.

Drugs & Alcohol

Drugs are treated much as poison would be, but the effects of a failed saving throw (no save if intentionally using drugs) are usually much less severe than death. The Referee will determine the effects of specific drugs in his campaign.

Alcohol is far more pernicious, as it is quite common for most everyone to use it to excess. Teetotalers will be *extremely* rare. Drunk characters are -2 to Dexterity and saving throws.

Falling

Characters suffer 1d6 points of damage per 10' they fall, up to a maximum of 20d6 for a 200' fall.

Poison

There are a variety of ways that a character can become poisoned. When exposed to poison, the character must make a saving throw against poison or suffer the effects. Typical effects of poison are instant death, falling into a deep slumber, or perhaps ability score or hit point damage. Only all-or-nothing effects are considered poison. Poisons that cause gradual or

incremental effects are considered drugs for rules purposes.

Starvation

A character must eat at least one full meal a day and drink water every day or suffer ill effects.

For every 24 hours a character goes without food, the character must make a poison save or one Constitution point is lost. For every 24 hours a character goes without water, their Constitution drops by half unless they make a poison save. After three such failed water saves, the character will be dead. Constitution losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment.

Sleep Deprivation

A character must sleep at least four hours per twenty-four hour period in order to properly function. If this is not the case, the character suffers a -1 penalty to all rolls (10% penalty for d% rolls) until the situation is corrected. If the character continues on further without sleeping, there is a cumulative -1/10% penalty for each additional day that passes without proper rest being taken.

Healing

Damaged characters who have at least half of their hit points remaining recover 1hp after a peaceful night's rest. Taking a watch shift does not prevent this recovery unless something *happens* during the shift. Damaged characters who have at least half of their hit points remaining can also recover an additional d3hp by resting a full day. There must be no traveling,

fighting, researching, running, searching, hunting, or foraging to count as "rest," and the character must have adequate food and water. Basically, the character can do no more than converse and walk around his immediate area.

Characters who have less than half of their hit points remaining are in worse shape. They recover nothing from a night's rest, and recover only 1hp by resting a full day.

A character at zero or fewer hit points will wake up after d6 hours. The character will not be able to carry any equipment or stand up, but can communicate and crawl at a movement rate of 10'.

If the character rests the entire day in a comfortable bed in a clean room, then an additional 1hp is recovered.

Characters who have suffered temporary ability score loss recover at a rate of one point per day of rest. All affected ability scores will enjoy this recovery per week.

Characters can make no recovery if resting in a dungeon or similarly hostile environment.

Healing restores hit points and ability scores only to their normal maximum, never more.

Languages

Most Characters are assumed to begin play being fully fluent in their native tongue, and are literate as well if they have an Intelligence of 7 or greater. Elves and Dwarfs will know the local human tongue in addition to the tongue of their particular clan (Halfings use the local human language).

Mapping

When a character comes into contact with another language, their chances of knowing the language is 1 in 6, with the character's Intelligence modifier applying. If a character has a Languages skill at a greater level than 1 in 6, use that as the base chance instead.

There is a -1 penalty if the language is not local to the culture (Spanish, French, Swedish, English, and German would be part of the same "cultural group" to use a real-world example), -2 if the language is considered exotic (English versus Japanese, for example, or the tongue of a different race to use a more common game situation), and -3 if it is an ancient, dead language.

A character gets one attempt to know any particular language. If that one attempt fails, the character simply does not know the language.

Magical languages cannot be known using this method.

Light and Vision

Underground, or other places with no light, require characters to carry light sources in order to see. Torches and lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Characters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time.

The Referee's judgment will determine how far characters can see in other situations.

Mapping a structure or underground complex requires one character in the party to have paper and ink and two free hands. The Referee is only obligated to give verbal descriptions of the area, and if asked by a player how his map compares to the real map, the Referee is only obligated to point out very obvious errors.

If the PCs are moving at "exploration" speed, then the Referee should give exact dimensions of hallways and areas – such measurements are one reason that progress is so slow.

Extremely irregular areas, such as natural caves, can best be left to rough descriptions, since accurate mapping without a full survey team is simply impossible.

Outdoor mapping is a little more free. If using the hex map system of overland travel, the Referee informs the players what sort of terrain their characters are moving into and the surrounding terrains as well (unless in terrain which obstructs their vision).

Movement and Encumbrance

A character's movement rate is determined by how much gear he is carrying, or how much he is encumbered. In the strictest sense, this should be determined by adding up the weight of all the gear a character is carrying. Realistically, no one keeps track of such things during a game. However, the Referee has the authority to call an audit of a character's inventory at any time, so players should make sure that their character is carrying a reasonable amount of equipment and that all of the equipment fits somewhere on the character or in a pack. Worn items, such as cloaks, jewelry, backpacks, etc, do not themselves count as items for encumbrance purposes. Carried sacks full of stuff count as an oversized item. 100 coins count as one item.

Character wearing chain armor*	+1 Point
Character wearing plate armor*	+2 Points
Character is carrying 6 or more different items** overall	+1 Point
Character is carrying 11 or more different items** overall	+1 Point
Character is carrying 16 or more different items** overall	+1 Point
Character is carrying 21 or more different items** overall	+1 Point
Character is carrying an oversized item	+1 Point per item

* Armor only counts towards this category

** Multiple small items of the same type (spikes, arrows, etc) count as one item for this purpose. Worn clothing/armor/jewelry do not count for encumbrance purposes. All weapons count as separate items. Very small single items do not count for encumbrance purposes. Oversized items are counted separately.

Oversized items include great and other two-handed weapons, any item that requires two hands to carry or is as tall as the carrying character.

<i>Encumbrance Points</i>	<i>Encumbrance</i>	<i>Movement Rate per turn Exploration</i>	<i>Per round Combat</i>	<i>Running per round</i>	<i>Per day Miles</i>
0 -1	Unencumbered	120'	40'	120'	24
2	Lightly Encumbered	90'	30'	90'	18
3	Heavily Encumbered	60'	20'	60'	12
4	Severely Encumbered	30'	10'	30'	6
5 +	Overencumbered	0'	0'	0'	0

For mounts, use the following:

If an animal is pulling a cart or other vehicle, the load of the vehicle (as per this scheme) is applied to the animal as well. Multiple mounts pulling a vehicle divide the total encumbrance points between them.

For every human or dwarf riding the animal	+5 Points (plus rider's Enc level)
For every elf riding the animal	+4 Points (plus rider's Enc level)
For every halfling riding the animal	+3 Points (plus rider's Enc level)
Animal is wearing leather barding	+1 Point
Animal is wearing chain barding	+2 Points
Animal is wearing plate barding	+3 Points
Animal is pulling a vehicle	+5 Points per axle
Per 5 items the animal is carrying	+1 Point
A Teamster has packed the animal's load	-5 Points

<i>Encumbrance Points</i>	<i>Encumbrance</i>	<i>Movement Rate per turn Exploration</i>	<i>Per round Combat</i>	<i>Running per round</i>	<i>Per day Miles</i>
0 -10	Unencumbered	240'	80'	240'	48
11 -15	Lightly Encumbered	180'	60'	180'	36
16 -20	Heavily Encumbered	120'	40'	120'	24
21 -25	Severely Encumbered	60'	20'	60'	12
26 +	Overencumbered	0'	0'	0'	0

Mules subtract five points from their encumbrance load but move at half the listed speeds. Ponies move at the listed speeds but automatically start with 6 points of Encumbrance.

All per-day travel distances include periodic rests. Characters apply their Constitution modifier to their per-day travel distance on foot.

The movement rates shown on the table above are figured based on an 8 hour day of travel on open road. The terrain type will alter the rate somewhat, as shown on this table:

<i>Terrain</i>	<i>Adjustment</i>
Jungle, Mountains, Swamp	x 1/3
Desert, Forest, Hills	x 1/2
Clear, Plains, Trail	x 2/3
Road	x 1

Bad weather also affects travel:

<i>Conditions</i>	<i>Adjustment</i>
High Winds or Precipitation	x 1/2
Storm Conditions	x 1/3

Characters may choose to perform a forced march, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters, and inflicts this damage on animals from the first day. An animal that suffers 5 or 6 points of damage in this manner dies at the end of a day's journey.

Searching

Many items and features of interest are hidden from open view, with secret doors or compartments being the classic example. To find these things, characters must search for them. Under normal conditions, searching takes one turn per character per 10' of area searched. Hidden items or features have a base 1 in 6 chance of being found per turn of searching. The Referee may create hidden elements that are more difficult (or easier) to detect at his discretion. If a character's Search skill is greater than 1 in 6, use that as the base chance to find something during a search.

Note that finding a secret door does not grant understanding of how it works. The Referee may require additional rolls or other actions to be taken before the door can be opened.

Sleight of Hand

Picking the pockets of an unaware person, hiding a small object from a search, readying a weapon without any observers noticing, swapping out an object on a weight-sensitive plate with a similarly-weighted bag of sand, these and more are examples of Sleight of Hand. A character has a base 1 in 6 chance to successfully perform such an activity.

Stealth

Stealth allows a character to sneak around and hide. In order to use the Stealth ability, those that the character wishes to hide from must not already be aware of the character's presence, and there must be somewhere to hide. Stealth is not invisibility! If the character hears

enemies coming down a bare hallway, the character would not be able to simply hide with no cover, for example. In a room with furniture, the character would be able to use Stealth to hide, but if someone were to conduct a search of the room, the character would be found.

If a character attacks after successfully using Stealth, that attack is always considered to be from surprise, even if the enemy is already engaged in battle.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Referee's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning.

Time

Within the game, time passes as is convenient for play. If the characters are simply waiting for whatever reason, then the Referee can say, "Two days pass," or whatever is needed. If nothing of importance happens, then players merely mark off their characters' food supplies or upkeep costs as appropriate, and handle any other business that occurs during that time.

There are periods when keeping a strict record of time is important. Most measures of time are self-explanatory in the rules, as they match our

real measurements of time. However, there are three units of time that have special meaning in the game.

The “turn” is ten minutes long. This is often used as a marker for spell durations and underground exploring.

The “round” is six seconds long. This is primarily used for time management during combat and for the duration of combat-oriented spells.

The “segment” is one second long. During each round of combat, characters will act in different orders. The exact moment their actions occur is called the “segment.”

Tinkering

Manipulating small mechanical objects is an activity called Tinkering. Tinkering is often used to open locks or remove small mechanical traps. Note that only mechanical locks where the character has access to the keyhole (or other opening mechanism) are able to be manipulated in this manner. Only traps which have been found, and which have a mechanism accessible to the character, may be disarmed. For example, a tripwire is a trap which a character may attempt to disarm, as is a lock with a poison needle. A pressure plate which, when pressed, collapses the ceiling, would be an example of a trap the character could not disarm, because the mechanism itself is behind the walls, floor, or ceiling.

Other uses of Tinkering (setting traps, for example, or jury-rigging impromptu devices) should be adjudicated by the Referee on a case-by-case basis.

A character gets one attempt to use Tinkering on any particular object. If that one attempt fails, the character must gain a level before attempting to manipulate that object again.

The base chance of success for Tinkering is 1 in 6.

Traps

Dungeons and ruins frequently contain traps, including spear-throwers, covered pits, etc. The Referee will decide what is required to trigger a trap, and what happens when the trap is triggered. In general, there must be some way to avoid or reduce the effect of the trap being sprung. For instance, a save against paralysis is often used to avoid falling into a covered pit, while spear-throwers, automated crossbows, and the like are sometimes treated as if they were monsters (attacking the victim’s Armor Class at some given attack bonus).

Any character uses the Search skill (base 1 in 6 chance) to determine if an area or object has any secret mechanism or function, including traps. A successful use of this skill does not tell what the function is (it may very well be something that the character should want to trigger!), but will let the character know that it is there and how it is triggered. The search takes one turn per 10’ square searched.

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic-Users, Elves, and/or Clerics may be able to detect magical traps at the given 1 in 6 chance, at the Referee’s discretion.

Maritime Adventures

<i>Watercraft Table</i>					
		<i>Sailing</i>	<i>Rowing</i>		
	<i>Required Crew</i>	<i>Miles per Day</i>		<i>Cargo (tons)</i>	<i>Ship Hit Points</i>
Raft	1	–	18	0.3	1
Canoe	1	–	18	0.5	3
Lifeboat	1	–	18	0.75	4
Trireme	170	24	18	65	24
Quadrireme	170	24	18	320	36
Longship	75	24	18	40	15
River Galley	20	24	18	50	12
Riverboat	16	24	18	10	6
Sailboat	1	24	–	3	5
Cog	20	48	–	150	20
Caravel	35	72	–	100	25
Carrack	82	48	–	685	34
Galleon	150	48	–	150	104
Cutter	20	72	–	190	27
Brig	45	72	–	250	42
Corvette	84	96	–	270	51
Frigate	84	72	–	610	60

Good vessels have 5% greater speed and Ship Hit Points.

Excellent vessels have 10% greater speed and Ship Hit Points.

Advanced vessels have 15% greater speed and Ship Hit Points.

Poor vessels have 10% less speed and Ship Hit Points.

Awful vessels have 25% less speed and Ship Hit Points.

Water Vessels

Characters might employ any number of watercraft. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their ship hit points and maximum cargo load.

Ship Hit Points (shp) operate in the same manner as hit points do for monsters and characters, except that 1 shp represents 10 hit points of damage. Any attack which does less than 10 hit points of damage does not cause the loss of a ship hit point. If a vessel is damaged to 0 or fewer ship hit points, it will no longer move and

ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Water Conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if the vessel is moving upstream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Referee might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sandbars might impact travel times.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Referee will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Referee. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley (defined for these purposes as any ship with a rowing speed listed) has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore has clear terrain. Oth-

erwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

<i>Roll</i>	<i>Movement Adjustment</i>	<i>Wind Conditions</i>
2	No Sailing	No Wind
3	- $\frac{3}{4}$ all movement	Greatly Unfavorable
4	- $\frac{1}{2}$ all movement	Unfavorable
5	- $\frac{1}{4}$ all movement	Slightly Unfavorable
6-8	None	Normal
9	+ $\frac{1}{4}$ all movement	Slightly Favorable
10	+ $\frac{1}{2}$ all movement	Favorable
11	x2 all movement*	Greatly Favorable
12	x3 all movement**	Fierce Wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of $-\frac{1}{2}$ to movement instead and cause 3d6shp damage. All ships take 1d6 shp damage as well.

***The ship will travel in a random direction determined at the Referee's discretion, as discussed previously. Galleys will sink 80% of the time. All ships take 5d6 shp damage.

Crew

If there are fewer crew members on board than the minimum listed, ships operate at a lower level of effectiveness.

If there is less than a full crew but more than three-quarters crew, ship speed is reduced by 25% or the ship takes 1d6 shp damage that day.

If there is less than three-quarters crew but more than one-half, ship speed is reduced by 25% *and* the ship takes 1d6 shp damage that day.

If there is less than one-half crew but more than one-quarter, ship speed is reduced by 50% and the ship takes 1d6 shp damage that day.

If there is less than one-quarter crew then the ship cannot be controlled. It drifts as decided by the Referee and the ship takes 1d6 shp damage that day.

Encounters at Sea

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or “sneaked up on” a ship may never surprise a monster. When the Referee rolls for a random encounter, the distance the monster is from the group is 4d6 x 10 yards.

Waterborne Chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups' speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuers speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters.

Vessels and Damage

It takes a half complement of crew a full day to repair 1 shp, a full complement of crew a full day to repair 2shp. As long as the vessel never loses half of its shp, all damage may be repaired at sea by the crew. If the ship takes more than half its shp in damage, then the ship can not be repaired to more than half its original shp without being in a proper port. If the ship goes below 25% of its original shp, then the ship can

not be repaired to more than 25% its original shp without being in a proper port.

Ship-to-Ship Combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150 – 300 yards

Attacks as: Fighter level equal to crew number firing

Area effect: 10' square

Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crew members 3 turns to extinguish flames caused by a fire attack. For every five additional crew members, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Damage: $(1d4 + 4) \times 10$ shp or 3d8 hp; $(1d6+5) \times 10$ shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second

damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d%) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crew members come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and Armor Class.

Retainers

<i>Type</i>	<i>Daily Wage</i>	<i>Monthly Wage</i>	<i>Monthly Live-In Wage</i>	<i>Space Requirements (in feet square)</i>	<i>Share</i>
Accountant	1% of amount handled			10' + 20'	-
Alchemist	-	250sp	187sp	15'	-
Animal Handler	14sp	140sp	105sp	10'	-
Armorer	-	50sp	37sp	10'	-
Butler	-	150sp	112.5sp	10'	-
Coachman	6sp	60sp	45sp	10'	-
Craftsman	-	100sp	75sp	10' + 20'	-
Guard	8.4sp	84sp	63sp	10'	-
Guide	14sp	-	-	-	1/10
Henchman	-	-	-	10'	½
Laborer	5.6sp	56sp	42sp	10'	-
Linkboy	4.2sp	42sp	31.5sp	10'	-
Mercenary, Archer	-	125sp	93.75sp	5'	1/5
Mercenary, Cavalry	-	200sp	150sp	5'	1/5
Mercenary, Infantry	-	100sp	75sp	5'	1/5
Mercenary, Polearm	-	150sp	112.5sp	10'	1/5
Physician	28sp	280sp	210sp	20'	-
Sailor	-	-	63sp	-	1/5
Sailor, Captain	-	-	250sp	-	1
Sailor, Navigator	-	-	100sp	-	½
Sailor, Oarsman	-	-	30sp	-	1/5
Scholar	-	100sp	75sp	10'	-
Servant	5.6sp	56sp	42sp	10'	-
Slave	(1sp)	-	-	5'	-
Slave Master	-	70sp	52.5sp	10'	-
Spy	-	200sp	-	-	-
Teamster	10sp	100sp	75sp	10'	-

An adventuring party is often more than the sum of the PCs. A support network of NPCs is often necessary to really allow expeditions into the unknown to reach their full potential. Who's going to excavate the area around the Pharaoh's tomb so the entrance may be discovered? Who's going to carry all that treasure back? Are the pack animals efficiently utilized? Who's guarding the camp? And what is done with all that treasure after it's been recovered? Surely the PCs aren't a traveling gold caravan. Where do the PCs live? Surely not in a hovel if they've become successful treasure seekers. Who looks after their household when they're away?

These support characters are called Retainers.

Here are the basic types of retainers and their basic stats:

The Daily Wage is the cost of hiring one person of this type for a single day. The Monthly Wage is the cost of hiring a worker long-term, although the worker retains his own residence and is expected to work no more than 1/3 of any particular day. If no long-term contract is worked out, or the length of employment is unknown at the start, then the Daily Wage must be paid, even if the length of employment lasts longer than one month.

The Monthly Live-In Wage is for those retainers who live on their employers' property and have room and board included in their wages. The Space Requirements detail how much living space the retainer requires for living space on the property. If there is a "+" number, the second number is the work space they require in addition to their living space.

Most retainers will absolutely not subject themselves to danger. Those that are willing to be in dangerous situations will receive a share of treasure (and experience) as noted. Note that these shares are only for those actions the retainer takes direct part in.

Any full-time retainer who is not noted to receive shares will be due a death benefit payable to their family (or the local magistrate should no family be known) equal to one hundred times their daily wage (or twelve times their monthly wage if no daily wage is given). Families of retainers who do receive shares will expect a death benefit of half the usual share (50% chance that any particular retainer has a family who would try to collect). This benefit merely divides gold, not experience.

Details of what each type of retainer does are found below.

Accountant

Households are largely disorganized affairs. Any household with five or more retainers that does not include an accountant costs +d20% more to run in any particular month as money slips through the cracks.

Alchemist

Alchemists reduce the amount of laboratory time needed for any magical research by d6 days per project. They must be present for the entire project, and paid by the month.

Animal Handler

While it is assumed that an odd animal here and there can be taken care of by its owner, a mass of animals creates its own chaos. Any property

which has at least five animals (meant for hauling, work, or riding) needs an Animal Handler, and one Handler is required for each twenty such animals.

Armorer

Armorerers are required to forge new armor and weapons and to keep existing armaments in good condition. One armorer per fifty armed troops is necessary.

Butler

A household can be a very disorganized place. If a character wanted to deal with all of the aspects of handling the day to day issues of retainers, they'd just be bosses instead of explorers. A Butler (sometimes called a Steward) acts as head of the household and interacts with the staff so the master of the house doesn't have to. If there are at least three different types of retainers (not counting sailors or mercenaries), then a Butler is necessary or every-one's morale drops by one.

Coachman

A coachman is a character's personal driver, on call to transport the PC about town. For short-term employment, see the Coach Charters in the Services section of Equipment. Coachmen do not travel across the frontier or go anywhere that isn't a safe, civilized area on reasonably maintained roads – see Teamsters for that.

A coachman's wages do not include the coach or animals to pull it.

Craftsman

Craftsmen include carpenters, masons, metalworkers, tailors, and other such types that take raw materials and make finished goods. Each

craftsman hired will specialize in only one such trade, but an estate can hire one general craftsman to work as a handyman.

Guard

Guards are much like mercenaries, but they are not expected to travel. They will guard property and act as bodyguards for members of the household when out and about.

Guide

Guides are adept at finding their way in the wilderness. With a guide in tow, the chances of becoming lost are reduced.

Henchman

Henchmen are different in that they are not exactly hired help, but adventuring sidekicks. They also are classed characters. Characters can only hire henchmen that are at least two levels below their own. Henchmen are often found during adventures as allies, and make for great back-up PCs if and when a player's character dies.

Laborer

Laborers are those who do construction work, excavations, heavy lifting, and other physical sorts of labor. For every ten laborers, a foreman who is paid twice the average laborer's wages is needed.

Linkboy

A linkboy is a servant who is a torch/lantern bearer. They do not do heavy labor or carry equipment (else the linkboy is treated as a laborer).

Mercenary

Mercenaries are paid warriors-for-hire. If recruited from the citizenry, all equipment

must be supplied by their employers. To hire an existing mercenary company, their employer must hire at least 20 at once, and even then the standard gear is leather armor and a mêlée weapon. Mounted mercenary troupes cost ten times the normal amount.

For every ten mercenaries, there must be one sergeant, who earns double what the average mercenary does, or their morale drops by one. Any group of one hundred or more mercenaries must have a captain (paid ten times as much as an individual soldier).

Mercenaries are always 0 level, with sergeants being 1st level Fighters. Captains will be from 1st to 3rd level.

Physician

A character under the care of a physician in comfortable, safe surroundings (not in a dungeon or in the wilderness) recovers double the usual number of hit points.

Sailor

Sailors, it will come as no surprise, man ships of the sea. They can handle every duty on board, from scrubbing the decks to repelling pirates. For every ten sailors, there must be a mate to organize them or the sailors' morale drops by one.

Sailors are assumed to live on their ship.

Sailor, Captain

A ship full of sailors isn't going to respect a land-lubber, no matter how competent (or rich). A proper sea captain is necessary to organize and command the crew, else the crew's morale drops by one.

Sailor, Navigator

Every vessel that leaves sight of land requires a Navigator on board, or else it has an increased chance of getting lost.

Sailor, Oarsman

If a vessel to be crewed is an oared ship and not a sailing ship, oarsmen may instead be employed. Other than their pay, they are essentially the same as sailors.

Scholar

Scholars reduce the amount of laboratory time needed for any magical research by d4 weeks per project. They must be present for the entire project, and paid by the month.

Servant

Every proper household requires servants to answer the door, bring the tea, cook meals, tidy up, run messages, and generally make life convenient and comfortable for the master of the house. Guests of importance will feel they are in a home of ill-breeding if they are not greeted, and waited upon, by a servant. There should be one servant per five rooms on the property and one servant per ten individuals living on the premises.

Slave

Slaves are intelligent beings who are owned by others. Many societies frown upon (to various degrees, some quite severely) owning slaves that are the same race/religion/ethnicity as the predominant population, but look back to real world history and one can find a great many examples of slavery in practice. The role of slavery in the campaign world is determined by the Referee.

A slave costs 50sp, or 20sp if purchased as a child.

A slave counts as half a person in a property's food budget since they are often fed leftover or substandard fare, even when otherwise treated well.

Slave Master

Even well-treated slaves are still slaves and not willing workers. For every ten slaves, a slave master is needed to oversee them.

Spy

Well-to-do households and powerful families need to know what is happening in the private halls of others like them – even if just to be made aware of hostile intentions. Just the same, every household of influence will be targeted by others hoping to get information out of it. Spies perform the tasks of a regular retainer, but is paid an extra sum to snoop around a bit and report all relevant information to their employer. A spy is always a long-term employee.

Teamster

A teamster is an expert at efficiently packing animals and preparing them to haul cargo (or pull vehicles) over long distances. Teamsters alleviate some of a pack animal's encumbrance and lessen the chance of vehicles breaking down while traveling.

Hiring Retainers

In most civilized areas, it is not difficult to find people who are out of work. The Referee will determine how many qualified applicants are available for any particular position, and it generally costs about 2sp to get word out about the job opening.

When the applicant meets the hiring character, there are three or four factors which influence whether the applicant takes the job, and how loyal he is:

- * Payment
- * Employer's Charisma
- * Term of Service
- * Living Quarters, if long term employment is offered

There is no adjustment to loyalty if the offered pay is standard. For every 50% increase, add one to the rolls below. For every 10% decrease, subtract one.

The employer's Charisma modifier applies to both rolls.

If employment is promised to be ongoing, at least three months, then add one to both rolls.

If there will be long-term employment where the employee will live on the character's property, the size of the employee's living space is an issue. If it is as listed, there is no adjustment. If it is half as large, there is a -2 modifier on the rolls, and for every 50% increase, there is +1.

Roll 3d6 twice on the following table when a character attempts to hire a retainer. The first roll will determine if the applicant accepts the

position, and the second roll on the same table will determine the retainer's loyalty (or morale) score.

<i>Roll</i>	<i>Accept Position?</i>	<i>Loyalty/Morale</i>
3	No	2
4		3
5		4
6		5
7		6
8		6
9		7
10		7
11		7
12		7
13	Yes	8
14		8
15		9
16		10
17		11
18		12

The Referee will make both of these rolls and the results will be kept secret. Players should never know exactly how (dis)loyal their retainers are.

When Loyalty Should Be Checked

For domestic retainers, Loyalty should be checked whenever there is any danger encountered during the course of their normal duties. If there is anything scandalous or illegal that happens, they must also check loyalty. A change in their superior may cause a check, and cer-

tainly any change in pay or living conditions would trigger a check. Being asked to perform duties beyond their normal job description would cause a check as well.

For positions where danger is expected, any opportunity to greatly profit at the employer's expense (say treasure is found) would cause a check, and being asked to do obviously dangerous things would cause a check. Using retainers as cannon fodder or trap testers will cause an immediate check, not only of the employee so treated, but for every one of that character's retainers.

For actual combat situations, see the section on Morale under the Combat section.

In situations where the servant's employer is not clearly the one behind the orders, a check is in order. Retainers are hired by specific characters, and will not stand to be treated as a "servant pool" by the entire group of PCs!

It is up to the Referee what happens as a result of a failed roll, although it should have something directly to do with the retainer's function (for example, an Accountant would embezzle money) or the trigger of the loyalty check (a maid might go to the authorities if she discovered criminal activity).

Property and Finance

Comparing the wages of common workers and the starting money for PCs makes it obvious that the starting player character is already in a position of privilege. That the character will then likely pursue further wealth, and indeed such wealth is necessary to advance in level, makes it obvious that successful characters in this game will become quite rich.

What to do with all that wealth?

Property

Owning property is a great way for characters to both spend, and invest, their wealth. The prices given for property in the Equipment section are averages; the Referee is of course free to create custom price lists for different locations and conditions. At the very least, a place to store excess treasure will be needed, as well as people to guard it and run things while the character is off adventuring.

Owning property gives a character a stake in local politics and will lead to many NPCs becoming involved in the character's life.

Note that for the purpose of these rules being a landowner does not imply rulership over anything other than the household staff. The complexities of being a political power are beyond the scope of these rules, which assume characters are explorers and adventurers.

Upkeep

It costs 1gp per month per resident of the household for food and other essential supplies.

A landowning character must pay d6% of the property's value every year just for simple

maintenance. This will be increased by d10% if there is no accountant on staff, and another d4% if there is no handyman or craftsman on the payroll.

Taxes

A landowning character must pay d4+3% of the property's value per year in taxes, adding another d10% if an accountant is not on staff.

Investment

Another method of using (and hopefully growing!) wealth is investment. Merchant houses importing and exporting goods, explorers looking for sponsors for their latest expeditions, craftsmen looking for capital to open their own shop in town – all of these give a character opportunity to invest and profit.

These rules will be handled abstractly, unless the Referee wants to be specific. The player merely specifies how much the character wishes to invest and what level of risk the investment involves. It is assumed that even if a character owns a business he will not be involved in the day-to-day operations, since the character is an adventurer!

Yearly Return

A stable investment will grow d8-4% a year. A risky investment will grow d20-10% a year. A wild investment will grow d%-50% a year.

Add +d4% if an accountant is on staff.

If the final growth is a positive number, the character will receive that much money in cash, to be kept, spent, or re-invested as the character

wishes. If the final growth is a negative number, the character receives no money and the value of the investment decreases.

These yearly return amounts “explode.” If the maximum number on the die is rolled, roll again, adding the new number (without the modifier), and keep rolling and adding as long as the maximum number is rolled. If the minimum number is rolled, roll again, and subtract that number from the return (without a modifier), and keep rolling and subtracting as long as the minimum number is rolled.

Example 1: A character has 50,000sp invested in a Risky venture. On the yearly roll, he rolls a 20, meaning a 10% gain (alas, no accountant). Because he rolled a 20, he rolls again, and gets a 3. He adds this 3 to the original 10, totaling a 13% gain. He earns 6,500sp!

Example 2: A character has 10,000sp invested in a Stable venture. On the yearly roll, he rolls

a 1, meaning a 3% loss (again, no accountant, the fool!). Because he rolled a 1, he rolls again, and gets a 7. He subtracts that 7 from the original -3, totaling a 10% loss. The character makes no money and his investment loses 1,000sp in value.

A character may only freely withdraw his investment at the time of the yearly return. Otherwise, there is a penalty of $d6+4\%$.

All numbers include taxes due on the investment.

Bankrupt!

There is a chance that an investment will simply go bust during every given year, and the character will lose every last copper he has in that investment. The chances are:

Stable Investment	5%
Risky Investment	10%
Wild Investment	25%

Encounters

Encounters are any situation where the player characters meet other characters or creatures in uncertain circumstances. There is no limit to the options available for an encounter. Attack? Parley? Run? Sneak around?

Surprise

When surprise is possible, roll 1d6 for each side which might be surprised; most normal characters are surprised on a roll of 1 – 2. Surprised characters are unable to act for one round. Characters or creatures which are well hidden and prepared to perform an ambush surprise on a roll of 1 – 4 on 1d6. Some characters or creatures are described as being less likely to be surprised; reduce the range by 1 for such creatures.

Note that explorers traveling in a large party underground with light sources and metal armor clomping on stone floors aren't going to surprise anything.

Encounter Distance

Encounters begin with the closest opposing characters 3d6 x 10' apart, unless there are specific details which would define the encounter distance. In environments with limited visibility (such as underground), the maximum encounter distance will be the visibility distance. Note that creatures that can see in the dark and have ranged combat capabilities will certainly attack from beyond the range of their opponents' vision.

Reactions

In most instances, NPCs' reactions will be obvious based on the circumstance of the encounter. If there is any doubt, consult the following chart:

<i>Roll</i>	<i>Reaction</i>
2	Friendly
3 - 5	Indifferent
6 - 8	Neutral
9 - 11	Unfriendly
12	Hostile

This chart can also be used in any situation where someone is attempting to convince an NPC as to a course of action and there is doubt as to the outcome.

Combat

Initiative

There are two methods of determining initiative:

- * One player rolls a d6 for the PCs' side, and the Referee rolls a d6 for the opposition. The winner's side acts first, the loser acts second.
- * All PCs roll d6 for initiative individually, and the Referee rolls initiative once for every enemy type in combat. Then the Referee counts down from 6 to 1 (with each of these units being a segment of combat), with everyone acting on their particular initiative segment.

If opposing groups roll the same initiative number, break ties using the Dexterity modifier. For creatures without a Dexterity score, the Referee can roll 3d6 to determine their Dexterity for purposes of initiative only. If there are still ties, then all tied combatants act simultaneously.

Things to Do in One Round

These given options are certainly not an exhaustive list of possible actions. The Referee has the final say in what can or cannot be done in one round.

Attack

A character may attack if there is an enemy within striking range. The Referee will inform the player what the opponent's AC is, and the player rolls a d20 to determine if his character hits. If the result is equal to or greater than the defender's AC (including all modifiers), then the character inflicts the weapon's damage upon the opponent.

Fighters, Dwarfs, and Elves have two extra options when attacking. They are:

* **Press:** This is a fierce attack, at the expense of defense. + 2 to hit, -4 AC penalty.

* **Defensive Fighting:** This is a more conservative attack, emphasizing defense more than offense. + 2 AC bonus, -4 to hit.

Armor Class adjustments remain in effect until the character's action in the following round.

Attacking ends a character's round.

Cast a Spell

Casting a spell during combat is a very risky proposition because the caster leaves himself completely helpless while doing so. Magic-Users must both hands free (a staff or wand in hand is acceptable), Elves need but one free hand, to cast a spell. Clerics must have their holy symbol in one hand, for the entire round, no dropping anything at the beginning of the round, and no moving the entire round in order to cast a spell.

Spells with an instantaneous or permanent duration take effect right away. All other spells take effect at the beginning of the next round before initiative rolls are made.

If a character has taken any damage earlier in a round, the character can not cast a spell that round.

Change Weapons and Attack

If a character is not holding the weapon they want to use, he may drop what is in his hands and draw a weapon (assuming the weapon is in an accessible place such as on a belt scabbard). There is a -2 penalty to hit during the round this happens.

Hold Action

Sometimes winning initiative over a foe isn't all that advantageous because it is important to know what the opponent is going to do before deciding for oneself. Any action may be held until the end of the round, and at the time the action is taken, it happens simultaneously, not before, other actions are taken. For instance, if waiting for an enemy to close later in the round before attacking, when that enemy closes both attacks happen simultaneously; the one holding their action does not act first.

Move

A character can move up to $1/3^{\text{rd}}$ his normal movement rate in feet every round, and may also attack during this round if there is an enemy within that distance.

Alternately, a character can charge, moving their full rate and doing double damage, but they suffer a -2 AC penalty that round.

Characters with weapons that can receive a charge automatically strike first against any character closing into m \acute{e} l \acute{e} e range with them, unless they have already acted that round, and do double damage against enemies actually charging.

Parry

Characters may decide to defend themselves in combat at the expense of all other possible activity. No other action is allowed during a round in which a character parries, although the player may decide their character is parrying at any point during the round, even out of initiative sequence, provided the character has not yet acted. This gives a +2 AC bonus for the round, +4 bonus for Fighters, Dwarfs, and Elves.

Use an Item

If an item is in a character's hands, or handy on their belt, the character may use it freely. If the item is in a pouch, the item will take $d3+1$ rounds to ready (including the first round). If the item is in a sack or backpack, it will take 3d6 rounds. During this time, the character can be attacked as if from behind; if the character defends himself with his normal AC, the round does not count as searching for an item. It is not a good idea to sit there and rifle through one's pack while somebody is trying to kill you.

Other Combat Issues

Aiming

If using a missile weapon, a character can decide to take a full round to aim. This means taking absolutely no action for an entire round except aiming, with no Dexterity modifiers to AC. On the following round the aiming character receives a +4 to hit when firing on his action. The aiming time is in addition to normal reload times.

Attacking from Behind

If a character is attacked from behind by an enemy he is not aware of, he loses all Dexterity and shield modifiers to AC and the enemy receives a further +2 bonus to hit.

Cover

Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

25% cover	+2 AC bonus
50% cover	+4 AC bonus
75% cover	+7 AC bonus
90% cover	+10 AC bonus

Firing into Mêlée

Firing into mêlée with a missile weapon is a very uncertain thing. If doing so, randomly determine who in the mêlée is actually targeted – the firing character does not get to choose – before rolling to hit.

If the firing character takes a full round to aim, one possible target of the firing character's choice counts as two people in the mêlée when determining targets. For example, if a character fires into a combat where two of his allies are fighting a lone enemy, normally there would be an equal chance of targeting each. After aiming, the enemy would count as two figures, giving a full 50% chance that the enemy would be the one targeted.

Significantly larger characters or monsters in a mêlée count as two characters for random targeting purposes, and truly gargantuan creatures may be fired upon using the normal rules.

Dexterity modifiers do not apply, for either the firing character or the targets, when resolving missile fire into mêlée.

Helpless Opponents

Helpless opponents, defined as those sleeping, bound, magically frozen, etc., are automatically

hit for maximum damage by anyone attacking them with a mêlée weapon.

Holy Water

Holy water may be sprinkled on an opponent within mêlée range, and the opponent will always be considered AC 12 in this situation unless using actual armor and/or shield. This takes up both the attacker's hands and actions for the full round.

Holy water, if in a glass container, may be thrown with the same range modifiers as a rock. If it hits, it will only break and unleash the holy water 75% of the time. Otherwise it simply does damage as a rock.

Holy water inflicts 1d8 damage against appropriate targets such as undead, summoned creatures, innately magical beings such as Elves, etc.

Invisibility and Darkness

Characters fighting opponents they cannot see suffer a -6 penalty to hit in mêlée and all attacks against them by the unseen party are considered to be "from behind" (if the unseen party is able to see, of course!). Missile attacks against unseen targets automatically miss, although Referees may check to see if a random char-

acter is hit in the dark if a character fires wildly into occupied dark space.

Morale

NPCs and monsters don't always fight to the death; in fact, most will try to avoid death whenever possible. Each NPC should include a Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, the NPC(s) are willing to stand and fight. If the roll is higher than the score, the NPC has lost his nerve. NPCs with a Morale score of 12 never fail a Morale check; they always fight to the death.

In general, Morale is checked when NPC(s) first encounter opposition (if they do not outnumber their opponents), and again when the monster party is reduced to half strength (by numbers if more than one NPC, or by hit points if the NPC is alone). For this purpose, enemies incapacitated by *Sleep*, *Charm*, *Hold*, or similar magic are counted as if dead.

The Referee may apply adjustments to an enemy's Morale score in some situations, at his discretion. Generally, adjustments should not total more than +2 or -2. No adjustment is ever applied to a Morale score of 12. An NPC that fails a Morale check will generally attempt to

flee; intelligent monsters or NPCs may attempt to surrender, if the Referee so desires.

Note that special rules apply to retainers; see the relevant rules in the Retainers section.

Mounted Combat

Mounted characters receive +1 to hit (unless using minor or small weapons) and a +1 AC bonus when in mêlée combat with enemies on foot. Mounted characters receive a -5 penalty to hit with missile fire while mounted.

Oil and Fire

Lobbing flasks of flaming oil is a popular tactic of explorers. Here is how that works:

The oil flask must be in hand, its lid or stopper removed, and a wick of some sort (usually a bit of cloth) already prepared and lit.

Lamp oil is not napalm. If a creature is subjected to ignited lamp oil, they suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a saving throw versus breath weapon or else suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the character becomes engulfed in flames.

A creature completely engulfed in fire is in trouble. The creature suffers 1d8 damage per

round until they die or put the fire out, and if so engulfed will immediately flee in search of water, or failing that, simply run aimlessly until collapsing.

Of course any fire has a chance to set alight wood structures or objects, not to mention material such as curtains, carpets, tapestries, etc.

Pursuit

When one character or party is running from another, it is not merely a matter of movement rate which decides the outcome unless the chase is over open territory. Otherwise, both sides in a pursuit roll d20 and add their movement rate divided by 10. For example, characters with 120' movement roll d20 + 12. The higher roll wins. Individual rolls for those with different movement rates may be used at the Referee's discretion. You don't have to outrun the enemy, you just have to outrun your slowest ally!

No mapping or other record is allowed during pursuit. The Referee will declare in general terms where the character goes. "You run down, past two doors, and duck to the left in a passageway," is perfectly fine description in a dungeon, with the character not being told

details along the way. After all, the character has been running for his life with a flickering light source through hostile territory! Wilderness pursuit will be rather less mysterious of course.

Dropping items or money or treasure or food might make pursuers break off pursuit, depending on why they are pursuing. If a character drops valuable goods, or treasure, in the path of treasure-seeking enemies, those enemies must make a morale check to stop pursuit. If an unintelligent creature is pursuing, then food is what it wants, and the appropriate food dropped causes a morale check. Dropping an obstacle, such as flaming oil, will normally stop pursuit as well.

Unarmed Combat

Fists are treated as minor weapons, doing 2dhp damage.

Wrestling

A character may attempt to wrestle another to either immobilize or take something out of the opponent's hands.

The attacker must have both hands free. The defender, if he is armed and has not yet acted during the round, may immediately make an

attack against the aggressor before the wrestling is resolved.

Wrestling is resolved with a contested roll. Both parties roll d20 and apply both their mêlée Attack Bonus and Strength modifier. Ties are decided by Dexterity modifier, or a die roll if both are still tied. The winner decides whether the loser is immobilized, if he will attempt to disarm the loser of the contest, or if he releases the loser.

An immobilized opponent may usually take no action other than attempting to escape on his next action, but may instead attack a grappling opponent with natural or minor weapons. Resolve this with another wrestling roll. Any character immobilized in three successive wrestling contests is considered pinned and helpless – no further attempts to escape may be made.

If disarmament is attempted (and this includes snatching any held object, not just taking away weapons), the defender must make a save vs. paralysis to keep hold of the object.

While wrestling, attacks are made against all involved as if they were surprised.

If there are multiple opponents attempting to wrestle a single defender, all attackers make

their rolls as normal, but only the best roll is used with a +1 bonus for each additional attacker.

Creatures whose physiology or special abilities suggest grappling (tentacles, adhesive, multiple limbs) gain a further +1 bonus to its wrestling roll per hit die.

Clerics

Cleric magic is divinely inspired, and is granted to Clerics through prayer. Whether these powers are granted to Clerics by higher powers, if these higher powers are what the Cleric believes them to be, or if all Cleric spells are merely ritualized forms of sympathetic magic, are all subjects frequently debated. Only one thing is for sure: Cleric magic is indeed magic of a sort. Even though Cleric spells are formalized in a way that Magic-User spells are not, their results cannot be duplicated by non-Clerics.

The process of gaining, preparing, and casting Cleric spells are indeed formalized, but only within a religion. Different religions, and even different sects within the same religion, execute their magical rituals differently from one another.

Beginning Spells

Clerics may cast any spell on their spell list, and do not use spell books. So all first level Clerics have full access to all first level spells, for instance.

Preparing Spells Each Day

A Cleric must rest for six continuous hours before preparing spells. After resting, the Cleric must meditate and pray for a number of hours equal to the highest level spell being prepared. This process is sometimes called memorizing spells.

Spells remain in memory until they are cast, and once they are cast, the power of the spell leaves the caster. However, the same spell may be prepared multiple times. The Cleric's spell

charts give the maximum number of spells that may be memorized at each level and the Cleric may never have more than this number prepared at one time. Clerics may simply dismiss spells from the mind uncast, clearing their "spell slot" for other spells when preparing them as usual.

Reversible spells must be prepared as either the "straight" or reversed version; the decision can not be made at the time of casting.

A Cleric can only safely prepare spells once every twenty-four hours. The mind simply can't handle any more.

Spell Scrolls

Scrolls are magical items which allow a Cleric to cast a spell without prior memorization, even if the spell is of higher level than the Cleric is able to cast. The scrolls are written in the language of the writer, so no Read Magic is necessary, but to use a scroll a Cleric must be able to read the language of the writer. Curiously, scrolls written by Clerics of different religions may be used with no penalty or modification, and it is this fact that leads some philosophers to believe that Cleric magic is not actually connected to religion or deities other than in the Cleric's own belief.

Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if in combat takes the entire action of the caster to use.

All spells cast from scrolls use the level of the reader, not the writer, to determine the effects of the spell.

Writing a Scroll

Any Cleric may create a spell scroll for any spell he is able to cast.

The process costs 50sp per day in offerings to the Cleric's deity and/or ritual expenses.

Even though a scroll is essentially a "one-use" formula for a spell, scrolls must be individually created with the requisite prayers and meditation.

Protection Scrolls

Clerics are able to create scrolls which can repel certain types of creatures. The Cleric creating the scroll even gets to choose which category. It can be as specific as the Cleric wants ("Humanoids who dwell in the Foul Caverns!"), but can only be so general as to make easy distinction between affected and non-affected creatures.

The making of such scrolls requires a sacrifice – a number of creatures of the target class must be sacrificed (in a manner consistent with the Cleric's religious teachings) to capture the warding magic. The number of Hit Dice worth of creatures determines the length of time of the scroll's crafting as well as the chance that the preparation will be successful. Each 5 Hit Dice worth of creatures means one day of preparation, and the total number of creature Hit Dice equals the percentage chance that the process will successfully create a working Protection scroll.

It costs 50sp per day in offerings to the Cleric's deity and/or ritual expenses to create a Protection scroll.

Protection scrolls, when used, will prevent the target class of creature from approaching within 10' of the user for $d_4 + 2$ turns.

Creating Holy Water

Water that is to be made into holy water must first be at rest in a basin in a place holy to the Cleric's religion. Then, at the same time every day for nine days straight, a Bless spell must be cast on the basin and its contents. On the tenth day the water must be placed in a vial made of silver or other impressive container (worth 50sp or more), and then the tenth Bless cast upon it. Only then can it be used to combat the unnatural and the evil.

Most "holy water" used in religious rituals and services is merely symbolic. While suitable for its purpose, it does not have potency against the undead or otherworldly creatures unless this ritual is performed.

Researching a Spell

A Cleric's player may invent totally new spells for his character to research. The player must first write the spell in the format of the other spells in the spell lists. The Referee must approve the spell, and should revise the spell for the player in advance of any research (sometimes this will merely involve altering the spell level). If successful, the character now has a spell that no other character in the game has!

The process costs 100sp per day in sacrifices and/or ritual costs as determined by the Cleric's religion.

Note: There are many sources of new spells found in published supplements and online sources. It will be up to the Referee to decide whether researching these spells would count as being on a "standard spell list" or not. The Referee also has the right to change the listed level of the spell as suits the campaign, change other details, or even disallow a spell entirely.

Time of Magical Activities

When writing scrolls or researching spells, the character (and player) will never know exactly how long it will take.

The player must declare ahead of time how long the character will take to perform the activity. The Referee will randomly determine the actual necessary length of time it should take according to the table below (which the player may also use to estimate how long they wish to work). The period must be uninterrupted for the character; any significant interruption undoes all work and the project must be started anew. The costs up to that time are wasted. Only after the time passes in-game and the money is spent will success be determined.

If the character spent equal to or greater the amount of time necessary, then the work is automatically a success. If the character spent less time, the entire project is a failure; all work has been for naught, all money spent is wasted, and the process must begin from scratch. There is a 10% chance that any failed project results in a curse determined by the Referee.

The time required is doubled if the Cleric is not working in a temple or church of his religion of a size more than a thousand square feet times the level of the spell.

The character's Wisdom modifier is applied to the final number of required days (with a positive modifier lessening the number of days, of course). There is always a minimum of one day.

Writing a Scroll	Spell Level x 2d6 Days
Researching a New Spell	Spell Level x 4d6 Days

Casting Spells

Spells are cast by a combination of mental concentration, gesticulation, and chanting. In order to cast a spell, a Cleric must clutch a holy symbol of his religion and be able to chant freely. A character that is bound, gagged, Silenced, or otherwise unable to gesture or speak may not cast spells. Casting a spell may not be done secretly, stealthily, or disguised as another activity; the actions will be obvious to all.

Magic-Users

Magic is art, not science. Each work of magic, from casting a spell, to writing a scroll, to creating a potion, is something that must be done from scratch each time. Merely replicating what has already been done will never work.

A spell is a fairly standardized effect that has been repeatedly created by many Magic-Users. While every Magic-User must use a spellbook to store their magical knowledge – mortal brains are not structurally designed to hold this information – there is no “formula” for any particular spell. Take the spell *Magic Missile*, for instance. It is a very common spell, especially for traveling and adventuring Magic-Users. But if you looked at the spellbooks of one hundred Magic-Users which all contain *Magic Missile*, none would look the same. Each spell notation is a combination of reference notes, philosophical debate against the universe, and gibberish scribbling, all of which serves one purpose: To trigger dream-state understanding within the Magic-User’s mind. Nothing contained in a spell book is a “how to” guide so much as an individual recipe for self-induced hypnosis.

All rules concerning Magic-Users also apply to Elves unless specifically noted.

Beginning Spells

At the start of play, every Magic-User’s spellbook contains *Read Magic* plus three other randomly-determined first level spells.

Upon attaining a new level, a Magic-User may add one random spell to his book free of charge from his choice of spell levels he’s able to cast – but the time for researching or transcribing the spell remains as standard.

Preparing Spells Each Day

A Magic-User must rest for six continuous hours before preparing spells. After resting, the Magic-User must study using a spellbook for a number of hours equal to the highest level spell being prepared. This process is sometimes called memorizing spells.

Spells remain in memory until they are cast, and once they are cast, they fade from the mind like a dream upon waking. However, the same spell may be prepared multiple times. The Magic-User’s spell charts give the maximum number of spells that may be memorized at each level and the Magic-User may never have more than this number prepared at one time. Spells may not be simply dismissed from the mind; they must be cast to clear the “spell slot.”

Reversible spells are effectively two different spells: the “normal” version and the reversed version. They must be researched, transcribed, and prepared as different spells.

A Magic-User can only safely prepare spells once every twenty-four hours. The mind simply can’t handle any more.

Magic-Users may only prepare spells which are written in their spell books.

Spell Scrolls

Scrolls are magical items which allow a Magic-User to cast a spell without prior memorization, even if the spell is of higher level than the Magic-User is able to cast. A Magic-User must cast *Read Magic* in order to read a scroll (even to identify the spells contained on it!), but at

any point thereafter the spell may be cast from a scroll. A scroll may have multiple spells on it, but only one spell may be cast at a time. Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if in combat it takes the entire action of the caster to use, just like casting a normal spell.

All spells cast from scrolls use the level of the reader, not the writer, to determine the effects of the spell.

Writing a Scroll

Any Magic-User may create a spell scroll for any spell in his spellbook.

The process costs 50sp per day.

Even though the scroll is essentially a “one-use” formula for a spell, they still must be individually researched and crafted and not mass-produced. Indeed, making a copy of a spell scroll will not imbue the copy with magical energy, or perhaps making the copy would dissipate all magical energy from the original as well!

Transcribing a Spell from a Scroll to a Spellbook

If a Magic-User finds a spell scroll containing a spell not already in the Magic-User’s spellbook, he may instead transcribe the spell into his spellbook. This will remove the spell from the scroll.

The process costs 20sp per day.

Transcribing Spells from Spellbook to Spellbook

Spellbooks are large, bulky things, and valuable at that. While a Magic-User may freely use any spellbook upon which he has cast *Read Magic*, sometimes a Magic-User may want to consolidate spell books or create new ones. This process is similar to writing scrolls, but does not erase the spell from the original source.

The process costs 10sp per day.

Researching a Spell

If a Magic-User wishes to add a spell to a spellbook without a prior reference of the spell (a scroll or another spellbook), there is more intensive research to be done. A Magic-User may research spells of a higher level than he is able to cast and add them to his spellbook, but he may never prepare such spells. He may, however, write them on scrolls.

A player may invent totally new spells for his character to research. The player must first write the spell in the format of the other spells in the spell lists. The Referee must approve the spell, and should revise the spell for the player in advance of any research (sometimes this will merely involve altering the spell level). If successful, the character now has a spell that no other character in the game has!

For spells that are on the standard spell lists, the process costs 25sp per day.

For wholly original spells, the process costs 30sp per day.

Note: There are many sources of new spells found in published supplements and online sources. It will be up to the Referee to decide whether researching these spells would count as being on a "standard spell list" or not. The Referee also has the right to change the listed level of the spell as suits the campaign, change other details, or even disallow a spell entirely.

Creating a Potion

Spells which affect a person may, for all intents and purposes, be made into liquid form so that the imbiber gains the benefit of the spell. The maker of the potion must be able to cast the spell being turned into a potion. If a Cleric assists the Magic-User, a potion capturing the essence of any of the healing spells (*Cure Wounds* or *Cure Disease*) can be made, if the Cleric is high enough level to cast the spell in question.

The process to make a potion costs 50sp per day.

Creating a Staff or Wand

Staves and wands can be used to hold magical power for later use. These are the steps to creating a staff or wand:

Determine What Spell the Item Will Contain

A wand or staff can only ever cast the spells that it is designed to cast. Wands can generally hold only one specific spell, but up to three different spells may be used if they are all closely related in effect. Staves can have up to three spells, five if they are all closely related.

Enter the Original Charges

Once all the work on the physical staff or wand is completed and the proper preparations are made, a *Permanency* spell must be cast on the item, followed by at least one casting of every spell to be represented in the staff or wand. However, the maximum number of charges will also be determined at this point, as the total number of spells cast into the wand (not counting the *Permanency*) will determine its maximum number of charges. Usually the lowest level spell is the one cast multiple times in order to increase the charges. These spells must be cast without interruption into the item, so it is usual for a group of mages, or a mass number of scrolls, to be used in the effort.

The maximum number of charges a wand can handle is 99, with 49 for staves.

The base number of charges used by each spell is determined by the levels of spells included. The lowest level spell expends one charge, and the difference between spell level of effects determines the number of charges that higher-level effects expend. For example, a wand that can cast *Invisibility 10' Radius* and *Mass Invisibility* would lose one charge each time a *Invisibility 10' Radius* is used, and four charges for each *Mass Invisibility*, for that spell is four spell levels more than *Invisibility 10' Radius*.

Recharging a Staff or Wand

The *Permanency* spell must be cast on a staff or wand in order to recharge it. In this case, and only this case, any lost Constitution is not lost permanently and is healed at the normal rate. However, it is not a definite process, as each time the spell is cast, the Magic-User must make

a save versus magic, and only on a success does the spell cause the staff or wand to regain a charge.

The process of making a staff or wand costs 50sp per day.

Time of Magical Activities

When transcribing or researching spells, the character (and player) will never know exactly how long it will take. Magic is a risky business.

The player must declare ahead of time how long the character will take to perform the activity. The Referee will randomly determine the actual necessary length of time it should take according to the table below (which the player may also use to estimate how long they wish to work). The period must be uninterrupted for the character; any significant interruption undoes all work and the project must be started anew. The costs up to that time are wasted. Only after the time passes in-game and the money is spent will success be determined.

If the character spent equal to or greater the amount of time necessary, then the work is automatically a success. If the character spent less time, the entire project is a failure; all work has been for naught, all money spent has been wasted, and the process must begin from scratch. There is a 10% chance that any failed project results in a curse, to be determined by the Referee.

The time required for items 1 – 5 is doubled if the Magic-User is not working in a library worth at least 1,000sp per level of the spell in question. Time to create a potion is doubled if the Magic-User is not working in a laboratory

worth at least 1,000sp per level of the spell the potion will duplicate. Creating a Wand or Staff requires both a library and a laboratory worth at least 1,000sp each per highest spell level included or the time is doubled.

The character's Intelligence modifier is applied to the final number of required days (with a positive modifier lessening the number of days, of course). There is always a minimum of one day.

Castling Spells

Spells are cast by a combination of mental effort, gesticulation, and incantations. In order to cast a spell, a Magic-User must have both hands free (or be carrying a staff or wand) and be able to recite the incantation freely (elves merely require one free hand). A character that is bound, gagged, Silenced, or otherwise unable to gesture or speak may not cast spells. Casting a spell may not be done secretly, stealthily, or disguised as another activity; the actions will be obvious to all.

Magic-Users may not cast spells if they are more than Lightly encumbered. Elves may not cast spells if they are more than Heavily encumbered.

Libraries and Laboratories

Magic-Users use libraries and laboratories to assist their magical activities. Each library or laboratory is ranked on its cost; For every 500sp in value of a library, a ten foot square is needed to store the books, and every 1,000sp of a laboratory requires a ten foot square of space. These are non-transportable (at least, not without

major effort, certainly not part of normal travel). Laboratory and library elements may only be purchased in large cities. Libraries and laboratories discovered and somehow transported only add d% of their value to the looter's own, due to possible duplication, differences in methods, etc, between mages.

Every time the laboratory is used, the Magic-User must make a saving throw versus magic.

If the roll is successful, the laboratory loses d20% in value due to used supplies. If the roll is failed, wasted supplies and accidents reduce the value of the laboratory by 2d20%. On a natural 1, there is a dangerous explosion which destroys 5d20% of the laboratory's value, the project being worked on is destroyed, and the Magic-User (and alchemist, if present) both take d10 damage (save versus breath weapon for half).

1	Writing a Scroll	Spell Level x 2d6 Days
2	Transcribing a Spell from Scroll to Spellbook	Spell Level x 1d6 Days
3	Transcribing a Spell from Spellbook to Spellbook	Spell Level x 1d3 Days
4	Researching a Spell on the Spell Lists	Spell Level x 3d6 Days
5	Researching a New Spell	Spell Level x 4d6 Days
6	Creating a Potion	Spell Level x 1d6 Days
7	Creating a Wand or Staff	Total Levels of Included Spells x 10 x 1d6 Days

Cleric Spells

First Level

1. Bless
2. Command
3. Cure Light Wounds*
4. Detect Evil*
5. Invisibility to Undead*
6. Protection from Evil*
7. Purify Food & Drink*
8. Remove Fear*
9. Sanctuary
10. Turn Undead

Second Level

1. Augury
2. Delay Poison
3. Enthrall
4. Heat Metal
5. Heroism
6. Resist Cold
7. Resist Fire
8. Silence 15' Radius

Third Level

1. Cure Disease*
2. Dispel Magic
3. Magic Vestment
4. Remove Curse*
5. Sacrifice*
6. Water Walk

Fourth Level

1. Cure Serious Wounds*
2. Detect Lie
3. Divination
4. Neutralize Poison*
5. Protection from Evil 10' Radius*
6. Spell Immunity

Fifth Level

1. Commune
2. Cure Critical Wounds*
3. Dispel Evil
4. Insect Plague
5. Quest
6. True Seeing*

Sixth Level

1. Anti-Magic Shell
2. Find the Path*
3. Forbiddance
4. Heal*
5. Tongues*
6. Word of Recall

Seventh Level

1. Control Weather
2. Earthquake
3. Holy Word*
4. Part Water

Magic-User Spells

First Level

1. Bookspeak
2. Charm Person
3. Comprehend Languages*
4. Detect Magic
5. Enlarge*
6. Faerie Fire
7. Feather Fall
8. Floating Disc
9. Hold Portal
10. Identify
11. Light*
12. Magic Aura*
13. Magic Missile
14. Mending
15. Message
16. Read Magic*
17. Shield
18. Sleep
19. Spider Climb
20. Summoning
21. Unseen Servant

Second Level

1. Audible Glamer
2. Change Self
3. Detect Invisible
4. ESP
5. Force of Forbiddment
6. Forget
7. Invisibility
8. Knock
9. Levitate
10. Light, Continual*
11. Locate Object*
12. Magic Mouth
13. Mirror Image
14. Phantasmal Force
15. Ray of Enfeeblement
16. Speak with Animals
17. Stinking Cloud
18. Wall of Fog
19. Web
20. Wizard Lock

Third Level

1. Army of One
2. Clairvoyance
3. Detect Illusion
4. Dispel Magic
5. Explosive Runes
6. False Alignment
7. Fly
8. Gaseous Form
9. Gust of Wind
10. Haste*
11. Hold Person
12. Howl of the Moon
13. Invisibility 10' Radius
14. Phantasmal Psychedelia
15. Protection from Normal Missiles
16. Secret Page
17. Speak with Dead
18. Strange Waters II
19. Suggestion
20. Water Breathing*

Fourth Level

1. Charm Monster
2. Confusion
3. Creation, Minor
4. Dig
5. Dimension Door
6. Extension
7. Globe of Invulnerability, Minor
8. Growth of Plants
9. Hallucinatory Terrain
10. Invisibility, Improved
11. Mnemonic Enhancer
12. Polymorph Others
13. Polymorph Self
14. Protection from Normal Weapons
15. Seven Gates
16. Shadow Monsters
17. Speak with Plants
18. Wall of Fire
19. Wall of Ice
20. Wizard Eye

Fifth Level

1. Airy Water
2. Animate Dead
3. Chaos
4. Cloudkill
5. Contact Outer Sphere
6. Creation, Major
7. Faithful Hound
8. Feeblemind
9. Hold Monster
10. Interposing Hand
11. Magic Jar
12. Passwall
13. Secret Chest
14. Stone Shape
15. Telekinesis
16. Teleport
17. Transmute Rock to Mud*
18. Wall of Force
19. Wall of Iron
20. Wall of Stone

Sixth Level

1. Animate Dead Monsters
2. Barrier
3. Contingency
4. Death Spell
5. Disintegrate
6. Geas
7. Glass Eye
8. Globe of Invulnerability, Major
9. Legend Lore
10. Lucubration
11. Mind Switch
12. Move Earth
13. Phantasmal Supergoria
14. Projected Image
15. Shades
16. Speak with Monsters
17. Stone to Flesh*
18. Suggestion, Mass
19. Veil
20. Weird Vortex

Seventh Level

1. Animated Artwork
2. Bestow Spell Ability
3. Duo-Dimension
4. Grasping Hand
5. Instant Summons
6. Invisibility, Mass
7. Magic Sword
8. Phase Door
9. Power Word Stun
10. Prismatic Sphere
11. Prismatic Spray
12. Prismatic Wall
13. Remote Surveillance
14. Reverse Gravity
15. Simulacrum
16. Spell Turning
17. Statue
18. Vanish
19. Vision
20. Witchlamp Aura

Eighth Level

1. Antipathy/Sympathy
2. Charm Person, Mass
3. Clone
4. Demand
5. Maze
6. Mind Blank
7. Permanency
8. Polymorph Any Object
9. Symbol
10. Trap the Soul

Ninth Level

1. Imprisonment*
2. Lost Dweomer
3. Power Word Kill
4. Shape Change
5. Temporal Stasis
6. Time Stop

Spell Descriptions

Spells noted as Permanent do not end once they take effect unless they are Dispelled in some manner (*Anti-Magic Shell*, *Dispel Magic*, etc). Spells that are marked as Instantaneous can not be Dispelled.

Spells with a range of 0 may only effect the caster, or the effect must be centered on the caster. Spells with a range of Touch are only effective if the caster physically touches the subject of the spell. The caster's skin must be uncovered at the point of contact but the subject's skin does not.

Airy Water

Magic-User Level 5

Duration: 1 turn/level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of effect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Animate Dead

Magic-User Level 5

Duration: Instantaneous

Range: 0

This spell energizes the faint memories of life that cling to the bodies and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the

entities inhabiting these bodies are chosen by the caster, these undead are under his total control. However, the faint memories of life retained by the bodies struggle with the invaders, and this conflict makes them destructive. They will always interpret any instructions in the most violent and destructive manner possible. They will also prefer to attack those they knew in life, no matter their former relationship with the person in question.

The bodies remain animated until they are destroyed. One hit die worth of undead per level of the caster may be created per casting. The caster assigns one or two Hit Dice per undead as desired. Each special ability desired for the undead by the caster increases the Hit Dice "cost" of undead by one (except energy drain, which increases it by two) without increasing their actual Hit Dice. Only mindless undead are created by this spell, and they must be commanded verbally.

Animate Dead Monsters

Cleric Level 5

Duration: Instantaneous

Range: 10'

This spell energizes the faint memories of life that cling to the bodies and skeletons of creatures, animating them to a mocking caricature of their living selves. The intellect and willpower of the individual is no longer present, allowing these undead to be under the total control of the caster. However, these creatures retain faint memories of what life used to be, and so their jealousy makes them destructive. They will always interpret any instructions in the most violent and destructive manner possible.

They remain animated until they are destroyed. One hit die worth of undead per level of the caster may be created per casting. The creatures have their original Hit Dice as in life, as well as any special abilities they once had, in addition to their newfound undead abilities. Each additional special ability desired for the undead by the caster increases the Hit Dice “cost” of undead by one (except energy drain, which increases it by two) without increasing their actual Hit Dice. Only mindless undead are created by this spell.

Animated Artwork

Magic-User Level 7

Duration: 1 round/level

Range: 30'

The caster may take an object or creature depicted in art (be it a drawing, painting, etc.) and bring it to life in the real world. The object may be used as if it were real (because it now is!), and any creature will believe it is what the art was depicting, with full abilities, under control of the caster.

Note that the quality of the piece will affect the power of the creature or item in the real world. A masterwork (defined as being worth 1,000+sp) will yield perfect creations, quality but less essential works will only be at 50% power, and anything less (scribbles on paper!) will be at 25% effectiveness. Drawing a quick serviceable doodle takes two rounds.

Anti-Magic Shell

Cleric Level 6

Duration: 1 turn/level

Range: 0

Casting this spell restores the supremacy of natural order in a small area for a short amount

of time. Within a 10' radius around the caster, all magic (except Cleric spellcasting) is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired. Spells cast through the *Anti-Magic* area will be ineffective. Innately magical creatures may not pass through the area, but magical beings with physical form will merely lose all magical abilities while in the *Anti-Magic* area. The shell does not move with the caster.

Antipathy/Sympathy

Magic-User Level 8

Duration: Permanent

Range: 30'

This spell causes an object or location to emanate magical vibrations that either attract or repel either a specific kind of intelligent creature or creatures of a particular alignment. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. If alignment is used as a qualifier, the options are Lawful or Chaotic; Neutral is not an option.

If the spell is used to create *Antipathy*, creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so.

If the spell is used to create *Sympathy*, an object or location emanates magical vibrations that attract the designated target type, causing

them to feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Army of One

Magic-User Level 3

Duration: 1 round/level

Range: Touch

The recipient of this spell becomes a peerless warrior, able to move in battle with inhuman reflexes. The subject is able to make one melee attack for every opponent already engaging him. Each attack must be against a different opponent, and the extra attacks are not gained if the subject must move to engage a foe.

Audible Glamer

Magic-User Level 2

Duration: 1 round/level

Range: 60' + 10'/level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 beings' worth for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the Referee will determine how much sound and how many individuals it might

represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus magic to realize the effect is illusory, but only if they actively attempt to disbelieve.

Augury

Cleric Level 2

Duration: Instantaneous

Range: 0

This spell allows the caster to see a vision of all timelines, possibilities, and probabilities for but a moment, allowing him a chance to determine whether a particular action will bring weal or woe. Because the caster is afforded only a glimpse of the possibilities and because he does not know all the forces at work at any particular time, the vision may be misinterpreted.

The base chance for deciphering a true answer is 70% + 1% per caster level. This roll is made secretly. The augury can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

If there is a reward for a particular action, but no risk, the answer is "weal." If a certain action will bring the caster closer to a stated goal, the answer is "weal." If there is a reward for a particular action but risk involved, the answer is "weal." Risk but no reward is "woe." Reward but with overwhelming risk is "woe." An action that leads the caster further away from a stated goal is "woe." The Referee must judge all outcomes to determine the correct answer. If there is no clear answer, then there is a flat 50% chance of "weal" or "woe." These answers are

for successful rolls as noted above, and a failed roll will always give the opposite answer.

Barrier

Magic-User Level 6

Duration: 3 rounds/level

Range: 30'

This spell creates a wall of whirling steel (of whatever shape the caster desires) up to 20' long per caster level, or a ringed wall of whirling steel with a radius of up to 5' per two levels. Either form will be up to 20' high (as allowed by available space). Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a save versus breath weapon reducing damage to half.

If the caster evokes the *Barrier* so that it appears where creatures are, each creature takes damage as if passing through the wall. Each creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful save vs. breath weapon.

A *Barrier* provides cover (+4 Armor Class bonus) against attacks made through it.

Bestow Spell Ability

Magic-User Level 7

Duration: Special

Range: Touch

This spell allows a Magic-User to grant some of his own spell ability to a subject. When casting this spell, the caster chooses spells he has already prepared and transfers those spells to the subject. The subject now has those spells prepared (and casts them at his, and not the original Magic-User's, level), and the original caster no longer does.

Furthermore, until the subject casts the spells he has been granted, the Magic-User is unable to prepare spells in those "slots." For example, if a Magic-User casts *Bestow Spell Ability* and grants his Fighter comrade use of the *Knock* and *Web* spells, the Magic-User loses the ability to prepare two second level spells altogether until the Fighter casts those spells.

If the subject dies without casting the granted spells, the Magic-User regains his spell "slots" after seven days.

Bless

Cleric Level 1

Duration: Instantaneous

Range: Touch

This spell bestows the favor of the Cleric's deity upon the subject. That subject receives a number of points (d6 + caster's level) to allocate to any die rolls made in the future except damage rolls. To-Hit, saving throws, skill checks, surprise checks, whatever the subject desires. The subject trades the points on a 1-for-1 basis and may adjust the roll by that many points however he sees fit. The number of points to be used on a roll must be declared before the roll is made. All unused points are lost at dawn.

No rolls relating to damage or anything concerning magic use may be modified by *Bless*. Elves and other intrinsically magical creatures may not benefit from *Bless*.

Change Self

Magic-User Level 2

Duration: 1 turn/level

Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

Chaos

Magic-User Level 5

Duration: 1 round/level

Range: 120'

This spell connects creatures with the greater truths of the universe, so overwhelming them that they behave strangely and unpredictably. All creatures in the spell's 30' radius area of effect become confused (see below for effect), and only Magic-Users, Fighters, Dwarfs, Elves, and creatures with an intelligence of 4 or lower are entitled to a saving throw at all. Creatures that fail their saving throws (check each round) act randomly in accordance with the following table:

<i>Roll</i>	<i>Effect</i>
1	Attacks the caster or caster's allies
2	Acts normally
3	Babbles incoherently
4	Meanders away from the caster for a full turn
5	Attacks the nearest creature
6	Attacks own allies

Notes: A confused character that can't carry out the indicated action does nothing but babble incoherently. A creature that meanders away is not entitled to further saving throws, but will

be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

Charm Monster

Magic-User Level 4

Duration: See Below

Range: 120'

The *Charm Monster* spell makes its subject utterly enamored with the caster and desperate to please him if the saving throw versus magic is failed. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the *Charm!*). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply.

Only one monster is charmed if it has more than four Hit Dice. 3d6 monsters of 4 or less Hit Dice are affected. Undead creatures are unaffected by this spell. Abuse or neglect of the subject will trigger another saving throw to negate the *Charm*, and murderous violence triggers a save but with a +5 bonus to the roll. The subject, if intelligent, will realize they have been victims to mesmerism and retain full memory after the spell ends.

Charm Person

Magic-User Level 1

Duration: See Below

Range: 120'

The *Charm Person* spell makes a single subject utterly enamored with the caster and desperate to please him if the saving throw versus magic is failed. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the *Charm!*). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply.

This spell works on all humans and human-like creatures (except Elves); other (non PC class) humanoids are not affected if they have more than four Hit Dice. Abuse or neglect of the subject will trigger another saving throw to negate the *Charm*, and murderous violence triggers a save but with a +5 bonus to the roll. The subject, if intelligent, will realize they have been victims to mesmerism and retain full memory after the spell ends.

Charm Person, Mass

Magic-User Level 8

Duration: See Below

Range: 5'/level

The *Mass Charm Person* spell makes a number of subjects (twice the total number of Hit Dice

as the caster's level) utterly enamored with the caster and desperate to please him. Each receives a saving throw versus magic to resist the charm. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subjects to fulfill them.

Any request which is not against the subjects' interests or personality will be followed. Any request which is against the subjects' interests or personality triggers a saving throw to refuse the request (but this will not break the *Charm!*). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subjects will comply.

This spell works on all humans and human-like creatures (except Elves); non-human or demi-human humanoids are not affected if they have more than four Hit Dice. Abuse or neglect of the subject will trigger another saving throw to negate the *Charm*, and murderous violence triggers a save but with a +5 bonus to the roll. The subjects, if intelligent, will realize they have been victims to mesmerism and retain full memory after the spell ends.

Clairvoyance

Magic-User Level 3

Duration: 1 turn/level

Range: See Below

Clairvoyance is a means of seeing events in a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot

penetrate metal; sheets of any type of metal between the caster and the target area will prevent the Magic-User from being able to snoop upon the area. The caster will be able to hear sounds in a 10' radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he were standing at the spell's focal point, for a normal distance but in all directions at once (for the vision is in his mind's eye).

Clone

Magic-User Level 8

Duration: Instantaneous

Range: Touch

This spell allows the growth of a perfect physical duplicate of a person (or any living creature) and pulls the consciousness of that person from an alternate timeline, trapping it in the false body.

To create the duplicate body, the Magic-User must have access to this spell, and a small piece of flesh from the creature to be duplicated. Then, using a laboratory worth at least 15,000sp, the new body is grown from this piece of flesh. This process takes 2d4 months, -d4 weeks if an alchemist is present the entire time.

Once the duplicate reaches maturity, the Magic-User may then cast the spell and this is what imprisons the alternate timeline version of the original person in this clone body.

The alternate version of the person is exactly like the original in all ways, but if the clone becomes aware of the original, he will believe that the original is an abomination to be destroyed. The clone may not be so happy about the caster pulling him "through a gate" and

robbing him of all his possessions (the clone spell does not duplicate items), so the caster must prepare for this.

The clone acts and thinks just as the original because it is the original in every respect. But because the timelines are not identical, anyone who knows both the original and comes into contact with the clone has only a 1% chance in any situation of detecting that the clone is not the original.

Cloudkill

Magic-User Level 5

Duration: 1 round/level

Range: 30'

Casting this spell allows the smoke emitted from the infernal fires of Hell to spew forth onto the Earth to cause destruction and suffering. A 20' x 20' x 20' cloud of poison gas forms which moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The gas kills any creatures of 3 or fewer Hit Dice or levels it comes in contact with if they fail a saving throw versus poison; creatures having 4 or more Hit Dice or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Command

Cleric Level 1

Duration: 1 round

Range: 10'

When a Cleric casts this spell, he may give the subject a single word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to die,

this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 levels or hit dice or an Intelligence of over 12 is entitled to a saving throw. This spell is ineffective against undead.

Commune

Cleric Level 5

Duration: See Below

Range: 0

By entering into deep meditation, the Cleric's spirit momentarily ascends to its final reward for a glimpse of the afterlife of the devout believer. If the Referee judges that the Cleric has not been faithful to his religion, the Cleric must make a saving throw versus magic (Wisdom modifiers apply). If the roll fails, then the Cleric finds himself in the afterlife reserved for heretics and apostates – more horrible than any other punishment reserved for mortal souls. The spell will have no benefit, and the Cleric will effectively age 10 years from the experience as the soul returns to the body, ending the spell.

If the Cleric has been at the very least reasonably devout, or succeeds in the saving throw, the caster experiences the afterlife reserved for the most blessed, the ultimate paradise. In this place, all time and all knowledge are one. The Cleric's player may ask three questions that can be answered "yes or "no," representing the Cleric's efforts to see specific events within the All, and the Referee must answer truthfully.

If the spell is cast more than once a week and if the Cleric is not devout the saving throw to prevent a glimpse of eternal damnation is made

at a -1 penalty, cumulative per number of times the spell is cast. If the Cleric is devout, he must make a saving throw versus magic (Wisdom modifiers apply inversely; a high Wisdom makes this saving throw more difficult), with a -1 cumulative penalty every additional time a week the spell is cast, or else the overwhelming joy and vindication of his beliefs is too strong and he will not return from paradise.

*Comprehend Languages**

Magic-User Level 1

Duration: 1 turn/level

Range: 0

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages by summoning the spirits of the all-knowing dead to translate for him. The creature or the writing must be touched by the caster before the spirits may deliver any translation. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Obscure Languages, the opposite of *Comprehend Languages*, dispels the effects of *Comprehend Languages*, or can be used to make spoken or written language incomprehensible by summoning spirits to possess the lips of a speaker, or the eyes of a reader, ruining all chances of communication.

Confusion

Magic-User Level 4

Duration: 1 round/level

Range: 120'

This spell touches the minds of any living creatures within a 15' radius circle around the

target point to see the interconnectedness of everything in creation, causing them to become confused, making them unable to independently determine what they will do as they struggle to determine which of their actions will be least likely to ultimately lead to the destruction of all matter. A saving throw vs. magic is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

<i>Roll</i>	<i>Effect</i>
1	Attacks the caster or caster's allies
2	Acts normally
3	Babbles incoherently
4	Meanders away from the caster for a full turn
5	Attacks the nearest creature
6	Attacks own allies

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Contact Outer Spheres

Magic-User Level 5
Duration: See Below
Range: 0

The stars are repositories of all knowledge. By means of this spell, the Magic-User enters in communion with the star of his choice in order to receive wisdom and information. The caster asks questions of the star, and the star answers. The stars resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with "yes," "no,"

"maybe," "never," "irrelevant," or some other one-word answer.

The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the star during the same round. The caster may choose how many questions to ask, and which star to ask. The chart below gives a sample of possible stars, with the brightest stars being the most likely to answer truthfully, but others may be available as the Referee chooses. First roll on the table below to see if the star will give a truthful answer. Then roll to see if the caster is possessed by a psychic beast roaming the interstellar ether between the caster and the answering star. The caster may ask as many questions as he dares risk, although of course possession ends the spell immediately.

A character that becomes possessed will remain that way for the same number of weeks as the total number of questions asked.

<i>Star Consulted</i>	<i>True Answer</i>	<i>Possession</i>
Alpha Centauri	50%	5%
Sirius	55%	10%
Altair	60%	15%
Fomalhaut	65%	20%
Arcturus	70%	25%
Algol	75%	30%
The Hyades Cluster	80%	35%
Almach	85%	40%
Polaris	90%	45%
Antares	95%	50%

Contingency

Magic-User Level 6

Duration: Instantaneous

Range: 0

This spell allows the caster to cast another spell on himself, with its effect delayed until a specific situation occurs as dictated by the caster. The spell to be brought into effect by the *Contingency* must be one that affects the caster's person.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *Contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether wants it to at the time.

Only one *Contingency* may be in effect at a time; if a second is cast, the first one (if still active) is dispelled.

Control Weather

Cleric Level 7

Duration: 4d12 hours

Range: 0

To be in control of divine power is to control the natural order, and this spell is the ultimate manifestation of that control as the caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest.

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control Weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

If the weather is completely foreign to the area, the spell's duration is cut in half.

Creation, Major

Magic-User Level 5

Duration: Instantaneous

Range: Touch

The caster creates an object of nonliving vegetable (rope, cloth, wood, etc.) or inorganic (metal, stone, plastic) matter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a finely sculpted throne from a pebble, etc. The item exists only for the duration of the spell.

Creation, Minor

Magic-User Level 4

Duration: Instantaneous

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc. The item exists only for the duration of the spell.

*Cure Critical Wounds**

Cleric Level 5

Duration: Instantaneous

Range: Touch

By the power of the Cleric's faith, this spell restores 4d6 hit points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 13th level, the spell restores 4d6 + 13 hit points.

The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict hit points of damage.

*Cure Disease**

Cleric Level 3

Duration: Instantaneous

Range: Touch

Through the mercy of divine powers, this spell allows a Cleric to cast out the sin and degeneracy in a person that allows evil spirits to invade their body and misalign their humors. But because man (and demi-human) is a naturally immoral and spiritually disgusting creature, the subject of the spell must make a saving throw versus magic in order for the spell to be effective.

A successful casting instantly cures all diseases, including mummy rot and lycanthropy. If used against oozes or slimes, they do not receive a saving throw and suffer 1d6 damage per level of the caster (the cleric suffers an attack's worth of damage when touching the slime with this attack).

Cause Disease (reverse of *Cure Disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus magic is allowed. This disease can be cured with the casting of *Cure Disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

*Cure Light Wounds**

Cleric Level 1

Duration: Instantaneous

Range: Touch

By the power of the Cleric's faith, this spell restores 1d6 hit points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 5th level, the spell restores 1d6+5 hit points.

The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict hit points of damage.

*Cure Serious Wounds**

Cleric Level 4

Duration: Instantaneous

Range: Touch

By the power of the Cleric's faith and the strength of the life force of the wounded character, this spell restores 1d6 hit points to one damaged character, plus a number of points equal to the level of the caster, plus a number of points equal to the level of the subject. For example, if the caster is 10th level and the character being healed is 5th level, the spell restores 1d6+15 hit points.

The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict hit points of damage.

Death Spell

Magic-User Level 6

Duration: Permanent

Range: 10'/level

A living creature requires a certain amount of order within its body to maintain its functions. This spell causes the internal organs of its subject to stop functioning as a greater whole, killing him immediately. The victim is allowed to save versus poison to resist the spell; failure means instant death. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

Delay Poison

Cleric Level 2

Duration: Instantaneous

Range: Touch

This spell counteracts the work of poison already done, weakening it, giving its victim a new chance at life. Any character that has succumbed to poison within the previous 24

hours may make a new saving throw to resist its effects when this spell is cast.

Demand

Magic-User Level 8

Duration: Permanent until Triggered

Range: See Below

Personal objects, bodily refuse such as hair or nail clippings, or even freely given gifts are dangerous in the hands of a wizard. *Demand* allows the caster to mentally contact the previous owner of such an object, provided the mage has it in his possession, delivering both a message and a *Suggestion* (as per the spell) unless the target makes a saving throw versus magic.

*Detect Evil**

Cleric Level 1

Duration: Instantaneous

Range: Line of Sight

This spell allows the caster to know if anything that is within his field of vision (or on his person) is Chaotic. For the purposes of this spell, Chaotic is defined as: Undead creatures, any extra-dimensional or extra-planar creatures that are not specifically Powers of Law or angels, any creature with innate magical abilities (including Magic-Users but not Clerics), artifacts, symbols, or sacred places dedicated to evil gods, and supernatural creatures incapable of being good.

Mortal creatures, physical objects not directly connected to evil deities, traps, poison, or places where great atrocities have taken place are not considered Chaotic or evil for the purposes of this spell. It detects supernatural disturbances, not ill intent or foul deeds.

Curiously, this spell does not detect magical items or effects.

The reverse of this spell detects Law instead of Chaos.

Detect Illusion

Magic-User Level 3

Duration: 3 rounds + 2 rounds/level

Range: 0

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible

Magic-User Level 2

Duration: 5 rounds/level

Range: 10'/level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Lie

Cleric Level 4

Duration: Instantaneous

Range: 0

This spell allows the caster to determine if any one statement made to him in the past hour was the truth or a lie. Honest mistakes are not detected as lies, nor are untrue statements made by charmed or bewitched individuals, for they know not what they say.

Detect Magic

Magic-User Level 1

Duration: Instantaneous

Range: Line of Sight

This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures, magical items, or any creature or object under the effect of an ongoing spell. Spellcasters such as Magic-Users and Elves do not detect as magic with this spell, but anyone that is under the effects of an active spell does.

The spell does not identify the nature of the magic, only that magic is present.

The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

Dig

Magic-User Level 4

Duration: Instantaneous

Range: 30'

This lesser form of *Move Earth* allows the caster to dig or excavate areas of soil, mud, or sand in 10' cube increments. The dirt is only moved to just around the opening of the excavation. If

desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a save versus paralysis to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus magic to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Dimension Door

Magic-User Level 4

Duration: Instantaneous

Range: 10'

This is a minor version of the *Teleport* spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within 360°. The being always arrives at exactly the spot desired by the caster. Unwilling subjects are granted a saving throw. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate

Magic-User Level 6

Duration: Instantaneous

Range: 120'

This spell undoes the bonds of creation that keep a single creature or object together. Up to a 10' x 10' x 10' cube of material is entirely disintegrated, leaving behind no evidence that it ever existed.

Dispel Evil

Cleric Level 5

Duration: Instantaneous

Range: 30'

Through the magnificence of the most holy powers of the universe, all summoned or other enchanted creatures within 30' of the caster must succeed in a saving throw versus magic or be destroyed. Even if the saving throw is made, any creature that would otherwise have been banished will suffer a penalty of -7 to hit the caster for the next 6 turns.

Magic-Users and others with prepared spells (but not Clerics) must make a saving throw for every prepared spell, and a failure means that spell is lost until prepared again. Creatures affected by this spell include, but are certainly not limited to, demons, familiars, and elementals.

Dispel Magic

Cleric Level 3

Duration: Instantaneous

Range: 120'

Magic is unnatural and unwanted in the intended order of things. This spell empowers the proper forces of existence to expel the foul energies known as magic as if they never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast on the same segment in combat as a spell from an enemy combatant, *Dispel Magic* can be used to disrupt and negate that spell.

Monsters with magical ability or able to create magical effects (including Elves but not Magic-Users) lose the ability to use these powers for

2d6 turns if they are within the area of effect and fail a saving throw.

All magical items within the area of effect are temporarily disenchanting. They regain their enchantment after 2d6 turns. If the caster casts *Dispel Magic* as a touch effect, then any item so touched is permanently disenchanting.

Dispel Magic negates magical curses or diseases for only 2d6 turns.

Dispel Magic

Magic-User Level 3

Duration: Instantaneous

Range: 120'

As a Magic-User grows in knowledge and power, he becomes able to dismiss magic as well as conjure it. This spell empowers the proper forces of existence to expel the foul energies known as magic as if they never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast on the same segment in combat as a spell from an enemy combatant, *Dispel Magic* can be used to disrupt and negate that spell.

All magical items within the area of effect are temporarily disenchanting. They regain their enchantment after 2d6 turns, but one-use items such as potions and scrolls (but not spellbooks) are permanently nullified.

There is one important exception - a Magic-User's *Dispel Magic* has no effect on Cleric spells.

Dispel Magic negates magical curses or diseases for only 2d6 turns.

Divination

Cleric Level 4

Duration: Instantaneous

Range: 0

The Divine powers know everything that was, everything that is, and everything that will be. This spell allows the Cleric to distract his god with his resplendent devotion and allow some of the god's knowledge to slip into the world. The Cleric can then interpret those memories to gain information regarding an area, building, area of a dungeon, and other similar places.

Information gained includes, in vague terms, a general idea of how powerful the creatures are there, the general amount of treasure present, what kind of resistance to attack is present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct divination is 60% + 1% per caster level. The Referee should roll this secretly. If the dice roll fails, false information is delivered.

Duo-Dimension

Magic-User Level 7

Duration: 1 round/level

Range: 0

This spell banishes one dimension of the caster's three dimensions of being, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but

the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Earthquake

Cleric Level 7

Duration: Instantaneous

Range: 120'

The wrath of divine power is a terrible thing to behold, and this spell allows the Cleric to command this wrath and unleash it against his enemies! An intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

*Enlarge**

Magic-User Level 1

Duration: 1 turn/level

Range: 5'/level

The forces of magic do not recognize the relationships of size and distance between things; it is the limitations of the mind's ability to master magic that results in strictures such as "spell range." But sometimes the infinite nature of magic can be applied to material objects. This spell causes instant growth (and corresponding increase in weight and damage done) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same

function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre or a giant, for example) with corresponding strength adjustments.

The damage done by an Enlarged character during mêlée is increased by the same percentage as his size.

The reverse of *Enlarge*, *Reduce*, can reduce objects or creatures in size by the same proportions as *Enlarge*. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

Entbrall

Cleric Level 2

Duration: See Below

Range: 100'

When one's voice is given Divine authority, it will be listened to. This spell allows the Cleric to hold the attention of a crowd and possibly to influence that crowd. Any non-hostile beings within 100' will stop what they are doing to listen to the Cleric speak.

The Cleric may compel a crowd to action. If the Cleric attempts to persuade the crowd to do something they are already inclined to do, they will act if they fail a saving throw versus magic (just because they want to does not make it a good idea, else wouldn't they have already acted?). If the Cleric attempts to persuade the crowd to do something that offends their sensi-

bilities, they will attack the Cleric if they fail their saving throw.

The spell ends immediately if any of the subjects of the spell are attacked or harmed in any way, if there is a powerful distraction that breaks the crowd's attention, or if the Cleric stops speaking to them.

ESP

Magic-User Level 2

Duration: 1 turn

Range: 60'

If you know how to listen, thoughts are as audible as any voice, and those who care not about the privacy of all living things can hear them. This spell allows the Magic-User to perceive the thoughts of one character within 60' of him at a time. The caster understands the meaning of all thoughts even if he does not share the person's language. The ability to hear thoughts is obstructed by rock 2' thick or greater or any amount of lead.

Explosive Runes

Magic-User Level 3

Duration: Permanent until triggered

Range: Touch

Magic-Users are miserly and jealous people, guarding their secrets as if they can take them to the grave. These runes are traced by a caster upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 2d6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus magic is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The

caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful *Dispel Magic* spell. A Magic-User has a 5% chance per level of detecting the runes, and a Specialist has a flat 5% chance.

Extension

Magic-User Level 4

Duration: See Below

Range: 0

This spell reminds magic forces that it is not bound by natural time and so lengthens the duration of another spell previously cast by the Magic-User by 50%. The previous spell must still be active.

Faerie Fire

Magic-User Level 1

Duration: 2 rounds/level

Range: 80'

A pale glow surrounds and outlines the subjects, making them hypervisible. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The Magic-User may affect creatures within a 40' radius, and may outline up to one human-sized creature per caster level. The faerie fire can be blue, green, or violet, according to the Magic-User's choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers a +2 bonus to hit them while the spell is in effect.

Faithful Hound

Magic-User Level 5

Duration: 1 round/level

Range: 10'

This spell summons a guardian spirit to act as a guard dog for a particular area. This spirit is invisible to all but the caster. The area must be close to the caster, however, for if the caster is more than 30' from the area the spirit guards, it will return to the outer realm. The spirit can detect virtually any creature that enters the area: it can detect invisibility, can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the spirit will begin howling with its echoing, supernatural bay. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 Hit Dice for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. It has AC 19 and cannot be harmed by normal weapons.

False Alignment

Magic-User Level 3

Duration: 1 turn/level

Range: 0

This spell masks the caster's true alignment. For all intents and purposes, not to mention spell effects, the caster will be considered to have a Neutral alignment for the duration of this spell.

Feather Fall

Magic-User Level 1

Duration: See Below

Range: 10'/level

The affected creatures or objects in range fall slowly. *Feather Fall* instantly changes the rate at which the targets fall to that of a feather (about 5' per round), and the subjects take no damage upon landing while the spell is in effect. The spell ends immediately when the subject stops falling.

The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds + 200 pounds per level may be affected, such that a 1st level Magic-User can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind

Magic-User Level 5

Duration: Permanent

Range: 120'

This spell turns the neural pathways of the target into a superconducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw versus magic (with a -4 penalty!), it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or

communicate coherently. The subject remains in this state until a *Dispel Magic* or *Remove Curse* spell is used to cancel the effect of the *Feeblemind*.

However, if the target succeeds with his saving throw, he is considered to be under the effect of a *Haste* spell for as many rounds as the caster has levels.

*Find the Path**

Cleric Level 6

Duration: 1 turn/level

Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *Maze* spell. *Find the Path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the Path* can be used to remove the subject from the effect of a *Maze* spell in a single round.

Lose the Path (reverse of *Find the Path*) renders a touched being completely incapable of finding its way.

Floating Disc

Magic-User Level 1

Duration: 6 turns

Range: 20'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly

Magic-User Level 3

Duration: d6 turns + 1 turn/level

Range: Touch

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Forbiddance

Cleric Level 6

Duration: Permanent

Range: 120'

Forbiddance seals a 60' square area against all planar travel into or within it. This includes all teleportation spells (such as *Dimension Door* and *Teleport*), plane shifting, astral travel, and all

summoning spells. Such effects simply fail automatically.

Force of Forbiddent

Magic-User Level 2

Duration: 1 turn/level or until concentration lapses

Range: 120'

The caster can block one subject of less than 6 Hit Dice from being able to advance past a certain point, being blocked by a wall of magical force. A saving throw applies, but at -2. The caster must maintain concentration thereafter in order to continue blocking the creature. Missiles will penetrate the magical force, and can do so in either direction. However, magical arrows are disenchanting if they pass through the barrier.

Forget

Magic-User Level 2

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus magic, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted.

Gaseous Form

Magic-User Level 3

Duration: 1 minute/level

Range: Touch

The subject, but not his gear, becomes insubstantial, shapeless, misty, and translucent. The character cannot touch or affect material objects, nor pass through solid objects or cast spells while in gaseous form.

A gaseous creature floats at a 10' movement rate. It can pass through small holes or narrow openings, even mere cracks, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid.

The subject must be willing for the spell to take effect. The subject, not the caster, can decide to end the spell before the duration runs out. When regaining physical form, the subject may do so into an empty set of clothes and/or suit of armor.

Gate

Magic-User Level 9

Duration: See Below

Range: 30'

Casting a *Gate* spell has two effects. First, it creates an interdimensional connection between the caster's current dimension and a separate specified dimension travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the gate. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the gate. Gods, if called, will most likely send representatives rather than come through a gate personally. Some creature will always come through

the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (1%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The Referee must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Geas

Magic-User Level 6
Duration: See Below
Range: Touch

The whims of a proficient wizard are not often ignored. This spell forces its victim, if a saving throw versus magic is failed, into performing one service specified by the wizard. This service may be a lengthy quest, an immediate action, almost anything the wizard desires as long as it is a definite action. The wizard may not, however, order the victim to harm himself deliberately. The victim retains his own wits and faculties, but must make the wizard's service his top priority at all times else fall under the effects of a curse (specified by the Magic-User). The only way to remove the curse is to com-

plete the service, and when that service has been performed the spell terminates.

Glaß Eye

Magic-User Level 6
Duration: 1 round/level
Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Globe of Invulnerability, Major

Magic-User Level 6
Duration: 1 round/level
Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all Magic-User spell effects of 4th level or lower. The area or effect of any such spells does not include the area of the *Major Globe of Invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast out of the magical globe. Spells of 5th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *Dispel Magic* spell.

Globe of Invulnerability, Minor

Magic-User Level 4

Duration: 1 round/level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all Magic-User spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *Minor Globe of Invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *Dispel Magic* spell.

Grasping Hand

Magic-User Level 7

Duration: 1 round/level

Range: 10'/level

A *Grasping Hand* can automatically grapple one opponent who fails their saving throw versus paralyzation. Once they fail their saving throw, they will be held fast for the duration of the spell, and can be moved as the caster wishes at a movement rate of 60'. The "hand" has no physical form, so there is no way for allies to pry the "hand" loose and it will not block attacks made against the restrained creature.

Growth of Plants

Magic-User Level 4

Duration: Permanent

Range: 120'

Plant growth causes normal vegetation (grasses, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants

entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Gust of Wind

Magic-User Level 3

Duration: 1 round

Range: 10'/level

This spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10', and will hold medium-sized creatures back from moving.

Hallucinatory Terrain

Magic-User Level 4

Duration: Permanent

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster may affect 1' square area per caster level.

*Haste**

Magic-User Level 3

Duration: 1 round/level

Range: 60'

This spell makes creatures move and act more quickly than normal. One creature per caster level within a diameter of 60' may be affected. A hasted creature may make double the normal number of actions and automatically wins initiative (effectively going on segment 7). All of the hasted creature's modes of movement

(including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Only one spell may be cast per round while hasted.

Haste dispels and counters slow effects.

Slow, the reverse of *Haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

*Heal**

Cleric Level 6

Duration: Instantaneous

Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *Feeblemind*, and poison. It heals all but 1d4 hit points of damage.

Harm (reverse of *Heal*) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as *Cause Disease*.

Heat Metal

Cleric Level 2

Duration: 7 rounds

Range: 40'

Those who would dare take up arms against the gods' chosen shall burn. This spell targets one opponent and causes all metal arms and armor (including impromptu weapons!) to become hot enough to burn flesh. As insurance against hypocrisy, the caster's arms and armor heats up as well.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but

deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	d4
3-5	Scorching	2d4
6	Hot	d4
7	Warm	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable; body (covered by metal armor), bedridden from extreme burns; head (covered by a helmet), severely burned, victim is unconscious. These effects remain until the damage caused by the spell heals.

If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing and additional d4 damage the next round.

Hergism

Cleric Level 2

Duration: 1 round/level

Range: Touch

This spell grants the subject d4 levels worth of Hit Points and saving throws (and, for Fighters, Attack Bonus) for the duration of the spell.

When the spell ends, if the subject has more hit points than when the spell was cast, his hit points return to their previous level. If the subject has less than or equal the number of hit points, then there is no adjustment once the spell ends.

Hold Monster

Magic-User Level 5

Duration: 1 round/level

Range: 120'

This spell will render any living creature paralyzed. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. magic will negate the effect. The spell may be cast at a single monster, which makes its save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a *Slow* spell rather than completely immobilizing the target.

Hold Person

Magic-User Level 3

Duration: 2 rounds/level

Range: 120'

This spell projects a mystic force (unique to each formulation of the spell; different forms must be researched and prepared separately) that paralyzes living human and human-like targets (but not Elves).

The spell may be cast at a single target or at a group, in which case 1d3+1 targets may be affected. A successful save versus paralysis will negate the effect (-2 modifier if cast against a single target). Only humans or humanlike beings are affected. Characters of a greater level than the Magic-User are unaffected as the summoned worms are not strong enough to affect these creatures, and undead and mindless creatures are not affected as the worms are unable to gain any hold on them. Victims of the spell are aware, and breathe normally, but cannot take any actions, including speech.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a *Slow* spell rather than completely immobilizing the target.

Hold Portal

Magic-User Level 1

Duration: 2d6 turns

Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *Knock* spell or a successful *Dispel Magic* spell can negate a *Hold Portal* spell.

*Holy Word**

Cleric Level 7

Duration: See Below

Range: 0

The language of gods is not one for mortal ears. In fact, it is the speaking of these words that is behind the power of Clerical magic. But some words are more devastating than others. The most destructive word is the true name of the Cleric's god, spoken as the god would speak it. The intonation of this *Holy Word* utterly banishes creatures not native to the caster's plane, hurling them back to their respective planes of existence. Additionally, other creatures will suffer effects from the *Holy Word* in accordance with the creature's Hit Dice:

<i>Hit Dice</i>	<i>Effect</i>
< 4	Killed
4 - 7	Paralyzed 1d4 Turns
8 - 11	Slowed 2d4 Rounds
12 +	Deafened 1d4 Rounds, -2 to hit, Movement -25%

All creatures, save angels or other legitimately holy beings, priests, Clerics and devout followers of the caster's religion, within 60' of the caster are affected.

The reverse, *Unholy Word*, has the same effect save that demons and unholy creatures are not affected.

Howl of the Moon

Magic-User Level 3

Duration: 1 hour /level (x 2 during full moon)

Range: Touch

The Magic-User summons the primal self that exists within all humanity. However, he can only do so at night, when the chaotic forces of the moon tug at the savage psyche. The subject of the spell will abandon reason and the facade of civilization, tearing at his clothes until he appears as a naked raving mad man. The transformation takes a full turn to take effect. Once complete, he will move with the speed and nimbleness of a wolf (180' movement rate). His senses also become heightened and he is able to eat raw meat with no ill effects. His savage attacks are +2 to hit and d6 damage with nothing but his bare hands and teeth. This is not due to any actual physical transformation, as the outward appearance remains unchanged. If the subject is attacked during the transformation, he will attempt to either flee or defend himself with the above bonuses.

If the caster makes himself the subject of the spell, he will maintain a sense of purpose and generally act as himself but with animal intelligence. If the Magic-User wishes cancel the spell at any time before the spell ends (either the duration limit or sunrise), he must make a saving throw versus magic. To affect someone else, the Magic-User must touch the subject. The caster may also "touch" the subject through scrying spells or devices. The subject will lose all sense of himself and become a savage animal with no recollection of his movements or

actions when the spell ends. A saving throw versus magic negates all affects of the spell.

While an individual is in this state, animals will sense the change in him and run away, with the exception of wolves. The subject will attract 1d6 normal wolves per hour, providing they are already in the general area. He will not have any magical control over them, although they will treat him as the pack leader. Once the spell ends, they will scatter harmlessly unless attacked.

Identify

Magic-User Level 1

Duration: Instantaneous

Range: Touch

This spell allows the Magic-User to discern the magical properties of an item. The spell requires one uninterrupted day in a laboratory worth at least 1,000sp to cast. At the end of the day, the Magic-User will have successfully determined one magical property of an item. The character will not know if there are additional properties unless the spell is cast one more time after all properties have been discovered; this "wasted" day will confirm no further properties. Note that a cursed item will not identify as cursed, but as the item it pretends to be. This spell does not reveal command words. Each casting of the spell, successful or not, requires the expenditure of 100sp worth of ingredients.

*Imprisonment**

Magic-User Level 9

Duration: Permanent

Range: Touch

When the caster casts *Imprisonment* and touches a creature, if it fails a saving throw it is

entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a *Freedom* spell (reverse of *Imprisonment*) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a *Locate Object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Insect Plague

Cleric Level 5

Duration: 1 turn/level

Range: 360'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 or less Hit Dice. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Instant Summons

Magic-User Level 7

Duration: Instantaneous

Range: See Below

Time and space do not exist to the forces of magic, and this spell allows the Magic-User to disregard both in limited circumstances. When the spell is cast, a prepared item is summoned (instantly!) to his hands from wherever it currently is. To prepare the item, the caster simply places a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the

name of the item on a gem worth at least 1,000sp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from across the multiverse, but only if no other creature has claimed ownership of it.

Interposing Hand

Magic-User Level 5

Duration: 1 round/level

Range: 10'/level

Interposing Hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An *Interposing Hand* has as many hit points as the caster when undamaged. It has an AC of 12. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisibility

Magic-User Level 2

Duration: 1 turn/level

Range: Touch

With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc, as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure, basically taking any violent action at all, that action enrages the world's light so much that it attempts to attack the subject, resulting in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character who attacks and misses a target still becomes visible.

Invisibility 10' Radius

Magic-User Level 3

Duration: 1 turn/level

Range: 10' Radius Area

The caster's rage is so great that the light is terrified on a grand scale, and any beings, and their carried equipment, within 10' of the caster at the time of the casting become invisible as per the *Invisibility* spell. After the spell is cast, those affected do not have to remain close to the caster; it is as if individual *Invisibility* spells had been cast on each of them.

Invisibility, Improved

Magic-User Level 4

Duration: 1 turn/level

Range: Touch

With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc, as usual. The subject still has physical mass and can touch and be touched. However, this spell is also proof against the anger of the light, and so the subject may take any aggressive or offensive action desired and it will not cancel the spell.

Invisibility, Maß

Magic-User Level 7

Duration: 1 turn/level

Range: 10'/level

This spell is identical to the *Invisibility* 10' *Radius* spell, but all living things (and their equipment) in a 30' square area become invisible. After the spell is cast, those affected do not have to remain within this area; it is as if individual *Invisibility* spells have been cast on each of them.

*Invisibility to Undead**

Cleric Level 1

Duration: 1 turn/level

Range: Touch

The subject of this spell becomes completely unnoticed by undead creatures for the duration of the spell. Undead creatures can not see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain an undead creature's attention (including attacking). This breaks the spell completely, with all undead in the area able to then sense the subject.

The reverse of this spell, *Undead Attraction*, causes all present undead to ignore all living beings except the subject until the subject is dead or until one of the ignored beings attacks the undead.

Knock

Magic-User Level 2

Duration: Instantaneous

Range: 60'

This spell allows the Magic-User to speak to a stuck, barred, locked, Held, or Wizard Locked door and convince it to open for him. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a wizard locked door, the spell does not remove the *Wizard Lock* but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Legend Lore

Magic-User Level 6

Duration: See Below

Range: 0

The works and deeds of the famous and the infamous are witnessed by the universe, and all secrets are spied upon by creation, even if there is no man to record them. This spell allows the caster to read this chronicle that is written between the strands of reality, giving him knowledge about an important person, place, or thing; If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4 x 10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the Magic-User cannot engage in other than routine activities:

eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate

Magic-User Level 2

Duration: See Below

Range: 20'

Levitate allows the caster to move himself, another creature, or an object up and down as desired. An unwilling creature may make a saving throw to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if they so wish. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). The spell lasts as long as the caster actively concentrates on it. If the Magic-User moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

*Light**

Magic-User Level 1

Duration: 3 turns/caster level

Range: 120'

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may

end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, not end the spell.

The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

*Light, Continual**

Magic-User Level 2

Duration: 1 day

Range: 120'

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which

will block the light, but this will not end the spell.

The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

*Locate Object**

Magic-User Level 2

Duration: 1 turn/level

Range: 60' + 10'/level

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Living creatures or animate constructs may not be located.

Lucubration

Magic-User Level 6

Duration: Instantaneous

Range: 0

This spell captures the energy of a previously cast spell and restores it to the caster. Any one spell of 5th level or lower cast within the past 24 hours is again fully prepared and ready to cast.

*Magic Aura**

Magic-User Level 1

Duration: Permanent

Range: Touch

This spell makes an object appealing to the microcosmic forces of magic, giving the item an aura that causes it to register to *Detect* spells (and spells with similar capabilities) as though it were magical. If the object bearing *Magic Aura* is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus magic. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

The reverse of this spell hides the magic aura of a legitimate magical item. A Magic-User casting *Detect Magic* and actually handling the item is permitted a saving throw to see the magical aura of the item.

Magic Jar

Magic-User Level 5

Duration: See Below

Range: 10'/level

By casting *Magic Jar*, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The

caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus magic. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *Dispel Evil* spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile

Magic-User Level 1

Duration: Instantaneous

Range: 60' + 10'/level

A missile of magical energy shoots forth from the caster's fingertip and strikes its target, dealing damage equal to 1d4 per level of the caster (so a second level Magic-User deals 2d4 points of damage). The missile strikes unerringly, even if the target is in mêlée combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out.

The caster can throw the full force of the missile at a single target, but if the caster is 2nd level or higher, may divide the dice of damage between targets as he wishes. Dice must be assigned to targets before any damage is rolled, and targets of these divided dice are allowed a saving throw versus magic, with success meaning the target takes half damage.

Each Magic-User's *Magic Missile* is unique in appearance and always looks the same. When the caster writes a scroll, the resulting *Missile* looks identical to the normally cast version. When using a scroll written by another Magic-User, or memorizing a spell out of another's spellbook, the resulting spell will look like that other caster's *Missile*. Each different 'signature' for a *Magic Missile* must be researched and/or transcribed as if it were a different spell.

Magic Mouth

Magic-User Level 2

Duration: Permanent

Range: See Below

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that

happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

Magic Sword

Magic-User Level 7

Duration: 1 round/level

Range: 30'

The caster evokes a magical sword into being and can wield it by exerting his will. While doing so, he cannot cast spells, use magic items, or move, although the spell does not end if the Magic-User's concentration is broken; the sword simply does not attack during that round. The sword attacks as a Fighter one-half the Magic-User's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The sword inflicts d12 hp damage.

Magic Vestment

Cleric Level 3

Duration: 1 turn/level

Range: Touch

This spell shields the subject by the power of faith, granting them a +1 Armor Class for every level of the caster. This spell does not function if the subject is wearing armor or using any sort of protective enchantments or items.

Maze

Magic-User Level 8

Duration: See Below

Range: 5'/level

The caster banishes the subject into an extra dimensional labyrinth. The number of turns or rounds the subject takes to escape this labyrinth is determined by his Intelligence.

<i>Intelligence</i>	<i>Time in Labyrinth</i>
3 or less	3d4 Turns
4 - 5	2d4 Turns
6 - 8	1d4 Turns
9 - 12	4d4 Rounds
13 - 15	3d4 Rounds
16 - 17	2d4 Rounds
18 +	1d4 Rounds

Referees should estimate monsters' (or other NPCs with no given scores) Intelligence.

Mending

Magic-User Level 1

Duration: Instantaneous

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *Mending*. The spell cannot repair magic items, nor does it affect creatures.

Message

Magic-User Level 1

Duration: Instantaneous

Range: 60' + 10'/level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Unlike

casting most spells, the gestures of this spell are subtle, and it is easy to conceal that the spell is being cast.

Mind Blank

Magic-User Level 8

Duration: 1 turn/level

Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Switch

Magic-user Level 6

Duration: Permanent

Range: Touch

This spell allows the caster to switch the minds of two beings. The beings must be of the same race. The caster must touch the two beings in turn, and when the second being is touched their minds switch bodies. A character not wishing to have their mind switched must make a saving throw versus magic to resist the change. If either of the intended targets succeed in this saving throw, the spell fails.

Mind-switched characters have the Charisma, Intelligence, and Wisdom of the mind and Constitution, Dexterity, and Strength of the body. The body retains its previous hit point maximum but the minds otherwise retain their former class, level, experience points, and abilities.

The spell is permanent until dispelled. The caster must touch both involved parties once again to cancel the spell, and they are each entitled to a saving throw versus magic if they resist the spell's cancellation. Casting *Dispel Magic* allows no such saving throw. In each case, if the affected parties are not Dispelled or cancelled at the same time, the first one to be so affected goes into a consciousness void until their original body is freed of its possessing consciousness. If the original body dies while a mind is in limbo, it is forever lost.

Mirror Image

Magic-User Level 2

Duration: 1 round/level

Range: 0

This spell grabs d4 duplicates of the caster from near-identical timelines to confuse foes and make it more difficult for the original caster to come to harm. Because they *are* the caster, in the same situation and fighting the same battle in their own timeline, they are indistinguishable in every way from the caster and mimic his every motion. When an opponent makes a successful attack against one of the duplicates, it instantly dies and dissipates into nothingness (the others remain). If an opponent attempts to attack a Magic-User obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the caster or one of the duplicates. Note that the duplicates do not take independent action; they are just "mirror images" as the spell name implies.

Mnemonic Enhancer,

Magic-User Level 4

Duration: Instantaneous

Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels. For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, *Mnemonic Enhancer* is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Move Earth

Magic-User Level 6

Duration: Instantaneous

Range: 240'

A total of 50 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved.

*Neutralize Poison**

Cleric Level 4

Duration: Instantaneous

Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, *Neutralize Poison* will

bring a character back to life if the spell is used no more than 1 turn after death.

The reverse of this spell gives the caster a poison touch, and the first victim touched by the Cleric must save versus poison or die.

Part Water,

Cleric Level 7

Duration: 1 turn/level

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Passwall

Magic-User Level 5

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Permanency

Magic-User Level 8

Duration: Permanent

Range: Touch

The *Permanency* spell makes other spell effects permanent. It is also used to lock the enchantments of a magic item permanently into the item. Certain spells can be made permanent upon the caster or another creature, and other spells can be made permanent only if cast upon an area or an object. Each use of this spell requires the caster to make a saving throw

versus magic; failure permanently reduces the caster's Constitution by 1 point.

Spells that can be made permanent upon a person or other creature (and these must be cast by a Magic-User, not a Cleric):

Army of One, Change Self, Clairvoyance, Comprehend Languages, Detect Illusion, Detect Invisible, Duo-Dimension, Enlarge, ESP, Faerie Fire, False Alignment, Fly, Gaseous Form, Glass Eye, Globe of Invulnerability (Major and Minor), Haste, Howl of the Moon, Invisibility, Mind Blank, Polymorph (Other and Self), Projected Image, Protection from Normal Missiles, Protection from Normal Weapons, Ray of Enfeeblement, Shape Change, Speak with Animals, Speak with Monsters, Speak with Plants, Spell Turning, Spider Climb, Telekinesis, Unseen Servant, Ventriloquism, Water Breathing, Wizard Eye.

Spells that can be made permanent upon an area or object:

Airy Water, Audible Glamer, Barrier, Enlarge, Floating Disc, Force of Forbiddment, Light, Prismatic Wall, Remote Surveillance, Reverse Gravity, Seven Gates, Stinking Cloud, Veil, Wall of Fire, Wall of Fog, Wall of Force, Wall of Ice, Web

Phantasmal Force

Magic-User Level 2

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature

ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

Phantasmal Pyschodelia

Magic-User Level 3

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. Whenever the illusory creature is hit in combat by someone believing in it, the attacker gains another saving throw to disbelieve the illusion.

Phantasmal Supergoria

Magic-User Level 6

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken; otherwise, the illusion is as deadly as a real creature. If the saving throw is not made, then another save is allowed only after the illusory creature has taken so much "damage"

that it must be dead... but the illusion can take no actual damage because it does not exist.

Saving throws are also granted if a character disbelieves a certain situation created by the illusion.

Phase Door

Magic-User 7

Duration: 1 passage per 2 levels

Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The phase door is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the phase door and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *Phase Door* is subject to *Dispel Magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected.

Polymorph Any Object

Magic-User Level 8

Duration: Permanent

Range: 5' per level

This transforms one object or creature into another. Objects may be changed into living creatures, creatures may be turned to plants, etc. Subjects can not be transformed into specific creatures - a rock can be turned into a human, but not into the king of the realm, for example. Objects transformed across kingdoms (Plant, Animal, Mineral) can not increase mass by more than three times. The spell *Dispel*

Magic will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should such detections be made.

This spell can also be used to duplicate the effects of *Flesh to Stone*, *Stone to Flesh*, and similar spells that alter matter. When this spell is used to create the effects of *Flesh to Stone*, the victim makes a saving throw with a penalty of -4.

Polymorph Others

Magic-User Level 4

Duration: Permanent

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus magic, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's Hit Dice totals more than twice the Hit Dice of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including Intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity. *Dispel Magic* negates the effects of this spell, and if the subject dies while in a different form he will revert to his natural form in death.

Polymorph Self

Magic-User Level 4

Duration: 1 turn/level

Range: 0

The caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individ-

ual of a creature type. The new body must be of a creature with a number of Hit Dice equal to the caster or fewer. The caster retains his Intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including Strength or Strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a winged creature, he will be able to fly. If the caster takes the form of a creature with a petrifying gaze, his gaze will not petrify. The caster is unable to cast spells when transformed. *Dispel Magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Kill

Magic-User Level 9

Duration: Instantaneous

Range: 2.5'/caster level

The caster utters a single word of power that instantly kills one or more creatures within a 20' diameter, whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by *Power Word Kill*. There is no saving throw against this spell.

Power Word Stun

Magic-User Level 7

Duration: See Below

Range: 5'/level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by *Power Word Stun*. There is no saving throw against this spell.

<i>Hit Points</i>	<i>Duration</i>
30 or less	4d4 + 1 Rounds
31 - 50	2d4 + 1 Rounds
51 - 90	1d4 + 1 Rounds

Prismatic Sphere

Magic-User Level 7

Duration: 1 turn/level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 Hit Dice, which lasts 2d4 turns.

The caster can pass into and out of the prismatic sphere and remain near it without harm. However, the sphere blocks any attempt to project something into the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

<i>Order</i>	<i>Colors</i>	<i>Effects</i>	<i>Negated By</i>
1 st	Red	Stops non-magical ranged weapons. Deals 10 points of damage (saving throw for half damage).	<i>Knock</i>
2 nd	Orange	Stops magical ranged weapons. Deals 15 points of damage (saving throw for half).	<i>Gust of Wind</i>
3 rd	Yellow	Stops poisons, gases, and petrification. Deals 20 points of damage (saving throw for half).	<i>Disintegrate</i>
4 th	Green	Stops breath weapons. Poison (saving throw or die).	<i>Passwall</i>
5 th	Blue	Stops divination and mental attacks. Turns to stone (saving throw negates).	<i>Magic Missile</i>
6 th	Indigo	Stops all spells. Causes insanity (saving throw negates)	<i>Continual Light</i>
7 th	Violet	Force shield. Creatures sent to another dimension (saving throw negates).	<i>Dispel Magic*</i>

* *Dispel Magic* only dispels the 7th layer and does not disrupt the entire spell.

Prismatic Spray

Magic-User Level 7

Duration: Instantaneous

Range: 70'

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in a "fan" of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 Hit Dice or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one

or more beams, which have additional effects that are identical to the same color of the globes produced by the Magic-User spell *Prismatic Sphere*.

Prismatic Wall

Magic-User Level 7

Duration: 1 turn/Level

Range: 10'

Prismatic Wall creates a vertical, opaque wall – a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to

<i>Roll</i>	<i>Color</i>	<i>Effects</i>
1	Red	Deals 10 points of damage (saving throw for half damage).
2	Orange	Deals 15 points of damage (saving throw for half).
3	Yellow	Deals 40 points of damage (saving throw for half).
4	Green	Poison (saving throw or die).
5	Blue	Turns to stone (saving throw negates).
6	Indigo	Causes insanity (saving throw negates).
7	Violet	Creatures sent to another dimension (saving throw negates).
8	Two Colors	Roll twice, ignoring this result.

the Magic-User spell *Prismatic Sphere*, except a shimmering wall is produced rather than an opaque globe.

Projected Image

Magic-User Level 6

Duration: 1 round/level

Range: 10'/level

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. In fact, ranged spells (*not* touch spells) can be cast from the *Projected Image* rather than the actual Magic-User! If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

*Protection from Evil**

Cleric Level 1

Duration: 1 round/level

Range: Touch

"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Protection from Chaos."

The subject of this spell becomes more resistant to Chaotic creatures and effects. Any Chaotic creature suffers a penalty to hit the subject in mêlée combat equal to the level of the caster, and the subject gets a +1 bonus per level of the caster to save against any attack or effect caused by a Chaotic creature. *Protection from Evil* also allows a saving throw against Magic-User spells and effects against the subject which normally do not grant saves (spells which deliver damage

do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against spell effects by which he wants to be affected.

For purposes of this spell, "Chaotic creatures" include undead creatures, monsters with any sort of magical ability or attack, any creature that is able to use magic (including Magic-Users and Elves but not Clerics), beings carrying magical items (potions and scrolls do not count, but wands and staves do), and any sort of supernatural creature incapable of acting beneficently.

Beings and manifestations that have no real-world essence without the forces of Chaos or magic (incorporeal undead, demons, extra-dimensional beings, Elves, etc., but not angels or other powers of Law) are not able to physically touch those protected by this spell at all.

The reverse of this spell instead protects against Lawful creatures and Cleric magic.

*Protection from Evil, 10' Radius**

Cleric Level 4

Duration: 1 round/level

Range: 0

"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Protection from Chaos, 10' Radius."

This spell creates a zone of protection 10' in radius, centered on and moving with the caster. Everyone within this zone becomes more resistant to Chaotic creatures and effects. Any Chaotic creature suffers a penalty to hit the subject in mêlée combat equal to the level of the caster, and the subject gets a +1 bonus per level of the caster to save against any attack or effect

caused by a Chaotic creature. *Protection from Evil* also allows a saving throw against Magic-User spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against spell effects by which he wants to be affected.

Magic-User spells or effects cast from within the zone suffer the same penalties as spells being cast into the zone, no matter where the spell is aimed.

For purposes of this spell, "Chaotic creatures" include undead creatures, monsters with any sort of magical ability or attack, any creature that is able to use magic (including Magic-Users and Elves but not Clerics), beings carrying magical items (potions and scrolls do not count, but wands and staves do), and any sort of supernatural creature incapable of acting beneficently.

Beings and manifestations that have no real-world essence without the forces of Chaos or magic (incorporeal undead, demons, extra-dimensional beings, Elves, etc., but not angels or other powers of Law) are not able to enter this zone at all. If such a being is forced into the zone by fault of the caster (backing one into a corner, for instance), the spell ends. It is a defensive spell and using it as a weapon disrupts it.

The reverse of this spell instead protects against Lawful creatures and Cleric magic.

Protection from Normal Missiles

Magic-User Level 3

Duration: 1 round/level

Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows. The spell conveys no protection whatsoever against spells, including spells with missile-like qualities.

Protection from Normal Weapons

Magic-User Level 4

Duration: 1 round/level

Range: Touch

The subject of this spell becomes completely invulnerable to the effects of non-magical weapons. Creatures four Hit Dice or greater (but not including character levels) are still able to attack as normal if not using weapons. The spell conveys no protection whatsoever against spells.

*Purify Food and Drink**

Cleric Level 1

Duration: Instantaneous

Range: 30'

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

The reverse of the spell contaminates food and water and will spoil holy water.

Quest

Cleric Level 5

Duration: See Below

Range: 60'

When this spell is cast on a character, a saving throw versus magic is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Referee. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Ray of Enfeeblement

Magic-User Level 2

Duration: 1 round/level

Range: 20'

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to Strength equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to mêlée and missile damage inflicted by an affected creature as well. A successful saving throw versus magic negates the effect.

*Read Magic**

Magic-User Level 1

Duration: Instantaneous

Range: 0

By means of read magic, the caster can decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed

scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *Read Magic*. All spellbooks are written such that only the Elf or Magic-User who owns the book can decipher it without the use of this spell. Each casting of the spell allows the reading of d4 items.

Remote Surveillance

Magic-User Level 7

Duration: 1 turn/level

Range: Touch

This spell enables a caster to enchant a particular item. The first person or creature to handle that item immediately becomes a conduit for the caster, with no saving throw. The victim will not realize they are the victim of a spell.

When this happens, the caster is immediately aware of the spell's activation. The caster may then experience all of the subject's senses. In effect, the subject of the spell becomes the caster's perfect spy. The caster may also cast spells through the subject of the spell. However, the caster cannot read the subject's mind, nor does the caster find anything out about the subject. There could be circumstances where the caster does not even know where the subject is. All the caster becomes aware of is that the spell is active, and from that point whatever the subject sees, hears, smells, tastes, or touches.

*Remove Curse**

Cleric Level 3

Duration: Instantaneous

Range: Touch

Remove Curse instantaneously removes one curse on a creature if it makes a saving throw versus magic. *Remove Curse* does not remove

the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove Curse* counters and dispels *Bestow Curse*.

Bestow Curse (reverse of *Remove Curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and Referee. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *Bestow Curse* with a successful saving throw versus magic.

*Remove Fear**

Cleric Level 1

Duration: See Below

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus magic to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. The subject automatically succeeds in any morale checks for a number of rounds equal to the caster's level. *Remove Fear* counters and dispels *Cause Fear*.

The reverse, *Cause Fear*, will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold

Cleric Level 2

Duration: 1 turn/level

Range: Touch

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and receives a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire

Cleric Level 2

Duration: 1 turn/level

Range: Touch

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Reverse Gravity

Magic-User Level 7

Duration: 1 round

Range: 5'/level

Nature is a Magic-User's plaything, and this spell commands the earth to throw away people and objects standing upon it. This affects a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or

creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

*Sacrifice**

Cleric Level 3

Duration: Instantaneous

Range: Touch

This spell allows the Cleric to transfer any desired number of hit points from himself to the target. The reverse of this spell, *Drain Life*, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the cleric through healing.

Sanctuary

Cleric Level 1

Duration: 2 rounds/level

Range: Touch

This spell allows the subject to be attacked less often by foes. Any creature attempting to attack the subject must first make a saving throw versus magic, or else it is not permitted to make an attack. The attacker does not lose its turn; it may still attack another target, move, or do anything else it is normally allowed to do. This restriction applies to area effect attacks as well, unless there is another target within that area.

The spell ends immediately if the subject makes any violent or offensive action.

Secret Chests

Magic-User Level 5

Duration: 60 days

Range: See Below

By casting this spell, a Magic-User can hide a chest in another dimension for as long as sixty

days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 500sp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time. The chests are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the negative plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other extra-dimensional being will find the chest. If this happens, roll on the table below:

<i>Roll</i>	<i>Result</i>
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is empty

Secret Page

Magic-User Level 3

Duration: Permanent

Range: Touch

This spell allows the caster to disguise a single page in a book (or inscriptions on a tombstone, a framed painting, or any sort of media in amount analogous to a "page") as *something else*.

The caster will see still the information as it truly is, but all others looking upon it will see the illusory information as determined by the caster.

Seven Gates

Magic-User Level 4

Duration: 4d6 turns

Range: see below

Seven pre-prepared gates (some marker must be placed at the gate's intended location) at a distance of up to five miles from each other are activated, allowing people to move between them. The first gate appears in front of the caster. After entering a gate, roll d8 to determine the exit point; a roll of 8 means the traveler has been temporarily caught between dimensions and can't get out for 1d6 turns. At that point, he gets a saving throw each additional turn to emerge successfully at a random gate – if the spell hasn't ended by that time, of course.

Shades

Magic-User Level 6

Duration: 1 round/level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in Hit Dice. Monsters created in this

fashion must all be the same type. They have 5hp per the creature's normal Hit Dice. Victims are allowed a saving throw to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 15 and all damage is -40%.

Shadow Monsters

Magic-User Level 4

Duration: 1 round/level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in Hit Dice. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal Hit Dice. Victims are allowed a saving throw to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 12 and all damage is -80%.

Shape Change

Magic-User Level 9

Duration: 1 turn/level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge

or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shield

Magic-User Level 1

Duration: 2 turns

Range: Touch

Magic-Users are masters of matter and as such can command objects racing towards them to stop. The objects are sometimes impertinent, it is true, but this spell will protect the caster from many attacks which would otherwise harm him. Against missile attacks, the spell grants the caster AC 19, and an effective AC 17 for all other attacks. Even if an attack hits, it does one less point of damage than it otherwise would have.

Silence 35' Radius

Cleric Level 2

Duration: 2 rounds/level

Range: 120'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus magic, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Simulacrum

Magic-User Level 7

Duration: Permanent

Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *Detect Magic* spell, and *True Seeing* will reveal a simulacrum's true nature.

Sleep

Magic-User Level 1

Duration: d4 turns

Range: 30' + 10'/level

A *Sleep* spell causes a magical slumber to come upon creatures with 4+1 or fewer Hit Dice. The caster may only affect 1 creature if it has 4+1 hit Dice, but the spell will otherwise affect up to 2d8 Hit Dice of creatures. Calculate monsters with less than 1 Hit Die as having 1 Hit Die, and monsters with a bonus to Hit Dice as having the flat amount. For example, a 3+2 Hit Die monster would be calculated as having 3 Hit Dice. Hit

Die that are not sufficient to affect a creature are wasted. Creatures with the fewest Hit Dice are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead, constructs, or other magical or unnatural creatures (such as Elves).

Speak with Animals

Magic-User Level 2

Duration: 2 rounds/level

Range: 0

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Dead

Magic-User Level 3

Duration: See Below

Range: 10'

This spell rips the spirit of a corpse from the afterlife and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions.

The corpse's knowledge is limited to what the person knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

People that were decent, honest, innocent, or at least devout in their religion (not all gods care about morality), will be anxious to answer

questions and remain on Earth for as long as possible. They have learned that the afterlife is nothing, simply a void with no effective consciousness and no sensation but for the numbing awareness of passing time. They know that being alive, even inside a rotting corpse for the briefest sliver of time that leaves them in agony as the decay of their physical form leaves every nerve transmitting unrelenting pain, is better than being dead.

Cads, scoundrels, and heretics, on the other hand, were pleasantly surprised to not find eternal torture waiting for them in death. Only the vicious and undeserving find this peace in death, and they will be furious about this peace being disturbed. This allows them a saving throw versus magic to resist answering questions.

The spell allows a base of three questions. If the death occurred more than a day ago, one less question. More than a year, one less question.

This spell does not affect a corpse that has been turned into an undead creature. The head of the person to be spoken with (or at least the mouth), even if it merely a skull, must be intact and present for the spell to work.

Speak with Dead only functions on human corpses.

Speak with Monsters

Magic-User Level 6

Duration: 1 round/level

Range: 30'

The caster can comprehend and communicate with any creature. The caster can ask questions of, and receive answers from, one particular kind of monster, although the spell doesn't

make it any more friendly or cooperative than normal. If a creature is friendly toward the caster, it may do some favor or service.

Speak with Plants

Magic-User Level 4

Duration: 1 round/level

Range: 0

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Spell Immunity

Cleric Level 4

Duration: 1 turn/level

Range: Touch

The caster can use this spell to grant resistance to all spells and spell-like abilities. Spells that charm, command, cause fear, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as Geas are granted a bonus to a saving throw of +5. All other spells are granted a +3 saving throw bonus. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the duration divided among them.

Spell Turning

Magic-User Level 7

Duration: 1 round/level

Range: 0

Spells and spell-like effects targeted on the caster are turned back upon the original caster.

The spell turns only effects that have the caster as a singular target. Area effect spells are not affected. *Spell Turning* also fails to stop touch range spells.

When a spell is turned, the original caster receives a saving throw if the spell normally calls for one.

Spider Climb

Magic-User Level 1

Duration: 1 round + 1 round/level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. This spell may be used on another being (touch required) with no saving throw.

Statue

Magic-User Level 7

Duration: 6 turns/level

Range: Touch

A *Statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *Statue* spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

Stinking Cloud

Magic-User Level 2

Duration: 1 round/level

Range: 30'

Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape

Magic-User Level 5

Duration: Instantaneous

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible.

*Stone to Flesh**

Magic-User Level 6

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to Stone* (reverse of *Stone to Flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus paralysis is permitted to resist the transformation.

Strange Waters II

Magic-User Level 3

Duration: See Below

Range: 10'

This spell creates a small sphere of water, filled with twenty small fish, in the air which immediately crashes to the ground. The fish immediately begin suffocating, and will all die in one turn. If a fish is eaten before it dies, it delivers a magical effect to the one eating it. The following table shows what effect each fish delivers. The fish are identical in all respects but its magical effect; there is no way to know which fish delivers which effect without eating it.

1. Poisonous: Save versus poison or die.
2. Flight: Gives the power of flight, as per the *Fly* spell, for d6 turns.
3. Diminution: The consumer shrinks to one inch tall for 2d6 turns.
4. Climbing: Gives the power of the *Spider Climb* spell for d6 turns.
5. Gaseous Form: Turns the consumer into a gas, as per the *Gaseous Form* spell, for d6 turns.
6. Strength: The consumer gains a +3 Strength modifier for d6 turns.
7. Fire Breath: The consumer is able to deliver one breath of fire for 2d6 damage. This attack automatically hits with no saving throw.
8. Time Stop: The consumer is able to take d4+1 rounds worth of actions before anyone else can act.
9. Dexterity: The consumer gains a +3 Dexterity modifier for d6 turns.
10. Haste: The consumer gains speed as per the *Haste* spell for d4 turns.

11. **Invulnerability:** The consumer becomes completely immune to non-magical weapons for d4 turns.
 12. **Levitation:** The consumer gains the ability to *Levitate* as per the spell for d4 turns.
 13. **Enspelled:** The consumer is able to cast one random 1st level Magic-User spell one time. Clerics are instead poisoned and must save or die.
 14. **Mirror Image:** The consumer gains d6 mirror images for d4 turns as per the *Mirror Image* spell.
 15. **Invisibility:** The consumer becomes invisible, as per the spell, for d6 turns.
 16. **Begone:** The consumer is teleported d6 x d% feet in a random direction. The character will appear in the open area closest to the target area.
 17. **Energy Blast:** The consumer releases a pulse of energy which inflicts d8 damage to all within 20', save versus breath weapon for half damage.
 18. **Blinding Flash:** All within 30' must save versus paralyze or be blinded for 3d10 turns as the consumer's skin releases a flash of light.
 19. **Poison Kiss:** The consumer's lips are filled with a poisonous liquid, and the consumer must kiss another living being to deliver the poison within 1 turn or suffer the poison himself. The poisoned character must save versus poison or die.
 20. **Giant Strength:** The consumer receives a +6 Strength modifier, and does +3 damage in mêlée combat, for d4 turns.
1. The two fish cancel each other out; neither is effective.
 2. No issue; both fish take normal effect.
 3. One fish overpowers the other; only one effect occurs (50% chance for each).
 4. One fish has half duration, the other has half-again duration (determine which is which randomly).
 5. Poison! Death! No save!
 6. Only one of the fish works, but for 10 times the listed duration.
 7. Both fish take effect, but the consumer is struck blind for d6 hours.
 8. Both work, but the consumer is drugged (-2 Strength and Dexterity modifiers, -3 Intelligence and Wisdom modifiers).

Suggestion

Magic-User Level 3

Duration: Permanent until Triggered

Range: 30'

The Magic-User is an expert in tricking the nether forces into revealing its secrets, and thus magic use was born. Fooling common humans is nothing compared to this. *Suggestion* is one of the few spells that is cast surreptitiously, during other conversation, and only Magic-Users and Elves will recognize what is happening. After the spell is cast, and if the victim fails a saving throw against magic, the caster may implant a suggestion in the mind of one listener. This suggestion will lay buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A more subtle suggestion not having to do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will have affect the victim's attitudes, but after every time the victim behaves

A character may eat more than one fish. When this happens, roll on the following table to determine what happens:

in a manner contrary to his regular nature he receives an additional saving throw to shake off the effects of the spell.

The suggestion itself must be worded in a reasonable manner (even if the end result is not reasonable) and not immediately suicidal. "You should stick this dagger in your chest," is not a valid *Suggestion*, but "You know you can fly and want to do so right now from the roof," might be, as would, "People label bottles as poison in order to hide their sweet, delicious wine," depending on the delivery.

A victim of a *Suggestion* does *not* detect as cursed or magical. The enchantment is spent as the spell is cast; the effects are simply stored in the victim's thoughts.

Suggestion, Maß

Magic-User Level 6

Duration: Permanent until Triggered

Range: 10'/level

As a Magic-User becomes more comfortable (never comfortable, just more than before) in manipulating the forces of magic, he also becomes more proficient in warping the hearts and minds of those around him. *Mass Suggestion* is one of the few spells that is cast surreptitiously, during other conversation, and only Magic-Users and Elves will recognize what is happening. After the spell is cast, and if the victim(s) fails a saving throw against magic, the caster may implant a single suggestion in the mind of one listener per caster level. If there is only one victim, he saves at a -2 penalty. This suggestion will lay buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A more subtle suggestion not having to

do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will have affect the victim's attitudes, but after every time the victim behaves in a manner contrary to his regular nature he receives an additional saving throw to shake off the effects of the spell.

The suggestion itself must be worded in a reasonable manner (even if the end result is not reasonable) and consistent with the victim's attitudes. "You will ignore these escapees here," is not a valid *Suggestion*, but "These are not the escapees you are looking for," would be.

The victims of a *Mass Suggestion* do *not* detect as cursed or magical. The enchantment is spent as the spell is cast; the effects are simply stored in the victims' thoughts.

Summon

Magic-User Level 1

Duration: See Below

Range: 10'

Magic fundamentally works by ripping a hole in the fabric of space and time and pulling out energy that interacts with and warps our reality. Various mages have managed to consistently capture specific energy in exact amounts to produce replicable results. Spells.

The *Summon* spell opens the rift between the worlds a little bit more and forces an inhabitant into our world to do the Magic-User's bidding. What exactly comes through the tear, and whether or not it will do what the summoner wishes, are unpredictable.

When casting *Summon*, the caster chooses how powerful an entity he wishes to call - represented in game terms by how many Hit Dice

the creature will possess. Creatures with more Hit Dice than two times the caster level (plus Thaumaturgic Circle and Sacrifice modifiers – see below) will not answer the summons.

Once the spell is cast, the Magic-User must make a saving throw against Magic. Failing this Initial saving throw means that a more powerful creature than anticipated may come through the tear in the fabric of reality, which may have dire consequences for all present.

The creature will then arrive. Its form and powers will be randomly determined (see below), and the caster will have to make a Domination roll in order to control the thing. A Domination roll is a contest resolved by an opposed roll: The Magic-User rolls $d20 + \text{caster's level} + \text{Thaumaturgic Circle Modifiers} + \text{Sacrifice Modifiers}$ and the creature rolls $d20 + \text{Hit Dice} + \text{Number of Powers}$.

If the Magic-User wins, the margin of victory determines how many d10s to roll to determine how many rounds the creature will be under the caster's control. The caster must concentrate on controlling the creature for this period of time, and if the caster's concentration is broken (by being damaged, or casting another spell, for instance), there must be another Domination roll to determine if the creature will remain under control (this second roll can only confirm the original term of control, not extend it, and at most the creature can only win a basic victory in this second contest). The creature returns to its dimension when this time ends.

If the Magic-User wins by a Great Margin (5 + creature's Hit Dice + the number of its Powers), the caster may demand a longer service from

the creature without needing to consciously direct it. The details of this service must be communicated in a clear and succinct manner.

If the caster wins by a margin of 19 or more (or double a Great Margin), the creature is bound permanently in our world, and under the complete control of the caster, with no direct concentration requires to maintain this control.

If the creature wins the Domination roll, it will simply lash out, attempting to kill and maim all living creatures while it is stable in this reality (a number of rounds equal to $d10 \times \text{the margin it won the Domination contest}$, minimum number of rounds equal to its Hit Dice).

If the creature wins by a Great Margin (5 + Magic-User's Hit Dice + Sacrifice + Thaumaturgic Circle modifiers), the caster is completely at the mercy of the creature, mind, body, and soul. Roll d6 and consult the Dominating Creature table to determine what happens.

If the creature wins the roll by 19 or more (or double a Great Margin), it must make a d20 roll. On a 1–19 it is empowered by energy from its own dimension and multiplies its Hit Dice by $d4+1$. It will then go on a killing rampage.

If this extra roll is a 20, the barrier between realities is sundered, and the monstrosities begin dropping through. Hundreds of them will come through in the first hour, then about a hundred a day for the next week, then just a few a day. All will be hostile, as their passage to this world is accidental and our reality unfamiliar and unpleasant to their sensibilities.

Thaumaturgic Circles and Sacrifice

Using magic Circles and offering Sacrifice while casting the spell makes the portal between worlds more interesting, attracting greater creatures to the summoning point and so allowing them to be summoned. It also numbs the consciousness of these creatures, such as it is, allowing a Magic-User to more easily control greater creatures.

Each full 2HD of sacrifices gives the caster a +1 bonus to the Domination roll, or 1HD for a +1 bonus if the sacrifice is the same race as the caster. To count as a sacrifice, the victim must be helpless at the time of their slaying and purposefully slain for just this purpose. Combat deaths do not count.

Thaumaturgic Circles are magical diagrams (or mathematical equations which are nonsense in our world but important in some other) used to focus magical energy and give the caster greater control over their summoning. The diagrams are not enough, though. The materials used to draw and decorate the circles are crucial to communicating their information to the summoned creatures. 500sp worth of materials is required to invest in a circle for every +1 bonus to the caster's Domination roll.

Form

To determine the creature's basic form, roll d12 if the original casting save was made, d20 if it was not.

The default stats are: AC 12, 1 attack for d6 damage, Move 120' (ground), ML 10. Changes to these stats will be noted with the appropriate entries.

Each basic form that is not from the last category will have a number of additional features. The following table will detail what die to roll, and the procedure is this: Roll the first die. This is the Base Number. Roll the indicated die again. If the new roll is less than the previous roll, then roll an appendage on the table on the following page. Roll again and keep adding appendages until a new roll greater than or equal to the previous is made.

<i>Hit Dice</i>	<i>Die Type</i>
0 (d6 hp)	d2
1	d4
2 - 4	d6
5 - 7	d8
8 - 10	d10
11 - 13	d12
14 +	d12

Dominating Creature

1. The creature retreats to its own reality, bringing the caster back with it. The caster's physical body is destroyed but his mental essence exists in misery forever.
2. The creature's presence in this universe is stable and it will not be drawn back to its world. The caster's will is replaced with that of the creature, and the character becomes an NPC. If the creature and the Magic-User have the strength to destroy everyone and everything in their immediate surroundings, they will do so. If there is doubt about their ability to accomplish this, the creature and caster will retreat and begin their long-range campaign to bring Hell on Earth.
3. The creature holds the rift open longer than it was supposed to be; d10 more crea-

tures with Hit Dice ranging from 1 to the summoned creature's Hit Dice, flood into the physical world. They will attempt to slay and consume every living thing.

4. The creature and the Magic-User merge to form one being. It may switch between the two physical forms at will, and in either form possesses all the powers of both beings. The creature is in control.
5. The creature explodes on contact with our universe, disrupting all sense of self and identity. All characters within 120' are randomly switched into new bodies, with the levels and class abilities of the new body (all bodies must change, even if a random roll puts a character back in their original body). All present are now Chaotic in alignment, and any Clerics lose their Cleric spells.
6. The creature is not at all interested in being in "reality" nor does it care about anyone present. It is however supremely vexed at being called through the veil by a piece of meat. It will take one of the caster's comrades as compensation. The caster must choose one of his fellow PCs, and then that character will simply cease to be. If the caster delays, or chooses anyone else than a Player Character, then all the PCs in the area will be winked out of existence... and the caster will be left alone.

Powers

To determine the number of powers that a creature has, use the same method as determining how many appendages and features the form has.

However, if the Initial saving throw was failed, a new power is gained on a roll less than or equal to the previous roll, so the creature will have a greater chance to have more powers than if the casting was more controlled. If a 1 is rolled, however, no further rolls need be made.

1. AC +2d6
2. AC +d10
3. AC +d12
4. AC +d12, immune to normal weapons
5. AC +d20
6. AC +d4
7. AC +d6
8. AC +d6, immune to normal weapons
9. AC +d8
10. AC +d8, immune to normal weapons
11. *Animate Dead* (at will)
12. Blurred (always on, first attack against creature always misses, otherwise +2 AC)
13. Bonus Attack (if initial attack hits, opportunity for another attack)
14. Bonus Damage on Great Hit (does one greater die damage if hits by 5 or more or natural 20)
15. *Chaos* (at will, one at a time)
16. *Cloudkill* (at will, one at a time)
17. Cold Attack (ranged, HDd6 damage)
18. *Confusion* (on a successful hit)
19. Continuing Damage (after a hit, victim takes one die less damage each round until creature leaves or is killed)
20. Damage Sphere (all within 15' take d6 damage per round)
21. Darkness (at will, one at a time)
22. *Detect Invisibility* (always on)
23. Drain Ability Score (on a successful hit)
24. *Duo-Dimension* (always on, but does not take extra damage)

<i>Form</i>	
	1 Amoeba
1-2	2 Balloon
	3 Blood (immune to normal attacks)
	1 Brain
3-4	2 Canine (Move 180°)
	3 Crab (2 attacks, +2 AC)
	1 Crystal (+4 AC)
5-6	2 Excrement
	3 Eyeball
	1 Frog (leap 150°)
7-8	2 Fungus (Move 60°)
	3 Insectoid (+2 AC)
	1 Organic Rot (causes disease on a hit)
9-10	2 Polyhedral
	3 Seaweed
	1 Slime (Move 60°)
11-12	2 Snake (50% poison, 50% constriction)
	3 Squid
	1 Anti-Matter (HDd6 explosion on every contact)
	2 Dream-Matter (all touched become Confused)
	3 Flowing Colors
	4 Fog (immune to normal attacks)
	Lightning (Move 240°, immune to
13-19	5 normal attacks, d8 damage touch, touching it w/ metal does d8 damage)
	6 Orb of Light (immune to norm attacks)
	7 Pure Energy (immune to normal attacks, touch does d8 damage)
	8 Shadow
	Smoke (immune to normal attacks, Move 240°, suffocation attack)
	10 Wind (immune to normal attacks, Move 240°)
	1 Collective Unconscious Desire for Suicide
	2 Fear of a Blackened Planet
	Imaginary Equation, Incorrect yet
	3 True
20	4 Lament of a Mother for her Dead Child
	5 Lust of a Betrayed Lover
	6 Memories of Pre-Conception
	7 Regret for Unchosen Possibilities
	8 Space Between the Ticks of a Clock

<i>Appendages</i>		
	<i>Adjective</i>	<i>Noun</i>
	1 Adhesive	Antennae
	2 Beautiful	Arms
	3 Bestial	Branches
1	4 Chiming	Claws
	5 Crystalline	Eggs/Seeds
	6 Dead	Eyes/Great Eye
	1 Dripping	Face
	2 Fanged	Feathers
	3 Flaming	Fins
2	4 Furred	Flowers
	5 Gigantic	Foliage
	6 Glowing	Fronds
	1 Gossamer	Genitals
	2 Gushing	Horn
	3 Humming	Legs
3	4 Icy	Lumps
	5 Immaterial	Machine
	6 Incomplete	Maggots
	1 Malformed	Mandibles
	2 Necrotic	Mouths/Great Maw
	3 Negative	Oil
4	4 Neon	Proboscis
	5 Numerous	Pseudopods
	6 Petrified	Scales
	1 Prehensile	Shell
	2 Pungent	Sores
	3 Reflective	Spine
5	4 Rubbery	Stinger
	5 Running	Stripes
	6 Skeletal	Suction Pods
	1 Slimy	Tail
	2 Smoking	Teats
	3 Stalked	Teeth
6	4 Thorned	Tentacles
	5 Throbbing	Wings
	6 Transparent	Wrapping

25. Electrical Attack (ranged, HDd6 damage)
26. Energy Drain (on a successful hit)
27. *ESP* (always on)
28. Explosion
29. *Feeblemind* (on a successful hit)
30. Fire Attack (ranged, HDd6 damage)
31. *Gaseous Form* (at will)
32. *Globe of Invulnerability* (always on self)
33. Grapple (+5 to rolls involving grappling)
34. *Haste* (always on self)
35. Immune to Cold
36. Immune to Electricity
37. Immune to Fire
38. Immune to Magic
39. Immune to Metal
40. Immune to Normal Weapons
41. Immune to Physical Attacks
42. Immune to Wood
43. Impregnates (victims hit must save versus poison or carry a *thing*)
44. *Incendiary Cloud* (at will, one at a time)
45. *Lost Drweomer*
46. Magic Drain (on a successful hit)
47. *Maze* (on a successful hit)
48. Memory Wipe (on a successful hit, but no other damage)
49. Mimicry (can duplicate sounds and voices it has heard)
50. Mind Control (at will, one at a time)
51. *Mirror Image* (always on)
52. *Move Earth* (at will)
53. Multiple Attacks (additional d3 attacks)
54. Paralysis (on a successful hit)
55. Pernicious Wounds (do not naturally heal)
56. *Phantasmal Force* (at will, one at a time)
57. *Phantasmal Psychodelia* (at will, one at a time)
58. *Phantasmal Supergoria* (at will, one at a time)
59. Phasing (can move through solid objects)
60. Plant Death (all vegetation dies within 10' x HD)
61. Poison (on a successful hit)
62. *Polymorph Other* (on a successful hit)
63. *Prismatic Sphere* (at will)
64. *Prismatic Spray* (at will)
65. *Prismatic Wall* (at will, one at a time)
66. Psionic Attack (auto-hit, d6 damage)
67. Psionic Scream (auto hit in 30' radius area, d6 damage + victims must save or be Slowed)
68. Radiation Attack
69. Radioactive
70. Ranged Attack
71. Regenerate (regains d3hp a round)
72. *Reverse Gravity* (at will, one at a time)
73. *Silence* (always on in 15' area)
74. *Slow* (once every ten rounds)
75. *Spell Turning* (always on)
76. Spellcasting (as Magic-User of 2d6 levels - random spells)
77. Spore Cloud (all in area must save versus poison or become infested)
78. *Stinking Cloud* (continuous around creature)
79. *Stone Shape* (at will)
80. Summoning (as per this spell, no miscast, creatures under control of this creature, not original caster)
81. Swallow Whole (on a natural 20 or hitting by 10 or more)
82. *Symbol* (one type, randomly determined, at will)
83. *Telekinesis* (at will)
84. Teleportation (at will)
85. *Time Stop*
86. *Transmute Flesh to Stone* (on successful hit)
87. *Transmute Rock to Mud* (at will)

88. Valuable Innards (worth 500sp x HD)
89. *Ventriloquism* (at will)
90. Victims Rise as Undead
91. Vulnerable to Cold (takes +1 damage per die)
92. Vulnerable to Cold Iron (takes +1 damage per die)
93. Vulnerable to Electricity (takes +1 damage per die)
94. Vulnerable to Fire (takes +1 damage per die)
95. Vulnerable to Metal (takes +1 damage per die)
96. Vulnerable to Physical Attacks (takes +1 damage per die)
97. Vulnerable to Silver (takes +1 damage per die)
98. Vulnerable to Wood (takes +1 damage per die)
99. *Wall of Fire* (at will, one at a time)
100. *Weeb* (at will, one at a time)

Special Forms

1. **Collective Unconscious Desire for Suicide**
The biological instinct to survive and the intrinsic arrogant assumption of importance in all self-aware beings merely delude the mind about the ultimate truth about the universe: It hates you because you exist and it wants you to die, and sooner or later it will kill you and you will turn to dust. But deep below conscious thought, the self knows this to be true and longs to satisfy the universe's desires. The sum of this desire in all beings has become independently sentient in another realm, and with the casting of this spell the membrane between worlds is sundered and the submerged living thought fights to become an active idea.

Everyone that the caster is aware of in the immediate area (including the caster) must make a saving throw versus magic every round. If they fail, instead of their desired action (even if it was no action at all) they will attempt to harm themselves in the most severe manner possible. If there is a convenient cliff or spiked pit, a character will fling himself over the edge. If he possesses poison, he will drink it. If nothing obvious is available, a character will attack himself with his weapons, doing d6 damage each round with no roll needed to hit. Those with no other options will simply slam their heads into the wall or floor, doing d2 damage each round. Only when all affected characters successfully save in a round and/or are unconscious or completely incapacitated will the effect pass.

2. **Fear of a Blackened Planet**
When is the end of the world? Tomorrow? Next year? In a thousand years? *Today?* What will cause it? Will pestilence scrape every last living thing from the planet? Will it be the Last Judgment of the creator? A magical blasphemy of great power? Will the almighty sun burn off our water and air in a thousand thousand thousand years' time? Everyone knows that nothing lasts forever, but who knows when and how the end will come? Our reality is governed by physical laws mutable only by magic and divine will. Yet other realities are different. In some of those, imagination and thought create reality.

The combined sum of mankind's apocalyptic fears will stream through the portal between worlds, infecting all living crea-

tures within 240'. Every such creature must make a saving throw against paralysis or fall into a catatonic state for the next 2d% weeks. Catatonic characters are conscious, will walk if physically led, but will take no action on their own. They will not defend themselves if attacked, nor will they eat, drink or remove clothing before relieving themselves. Those who succeed their saving throw will begin to hoard survival materials - food and water, mostly, but also weapons and other gear that would be useful to living alone in the wilderness. All characters will seek to gain and hoard such materials by any means necessary. If they already have some such material and are weaker than others who seek it, they will flee. Animals will be slain for food and fur, as will rivals for precious resources. When no rivals are nearby, a character will take his supplies and go as far into the wilderness as possible to avoid other scroungers. Characters may make a saving throw against magic after every damaging blow they strike against another of the same race to shrug off the effects, or if alone may make a saving throw weekly.

3. Imaginary Equation, Incorrect yet True
 Make have is the to and of them meaning numbers power order no sufficient no. 1
 1. $a = b$, $b = c$, $c > a$. $0 > \infty$. $f \neq =f$. $a + a = a$.
 $(x + 1)^2 = x$. To act player must roll dice not his own, multiple dice only multiple owners, roll unimportant just pile of dice with most owners wins. Count sideways, subtract behind. No decision = no action. All actions accompanied by spontaneous spellcasting of d4 level random spell.

Random targets, in hindsight calculated. Clerics retain faculties, keeps time slipping, must kill the stalwart stabilist to stabilize. Kill until it is dead. First to next sleep dies as brain flees.

4. Lament of a Mother for her Dead Child
 In a world where the religious consider it their duty to slay those that have *slightly* different beliefs, in a world where plague and disease are commonplace and skilled medical care is rare, in a world where rulers believe they have true dominion over their subjects by birthright, in a world where eldritch scholars crack the shell between worlds to summon unknown things to do their bidding, it is sometimes difficult to remember that life indeed has value. If you ever need be reminded of this, ask a mother who has had to bury her son.

Piercing the cosmic reservoir where the sum of this feeling has collected will fill all in the area with an acute sense of guilt and disgust concerning violence and conflict. Everyone involved will lay down their arms and cease hostility. None of those present can ever take any action which will result in harming any of the others present. A saving throw against magic will need to be made to take offensive action against anyone else, even if they are violent. However, these restrictions only apply to those of the same race as the character in question.

5. Lust of a Betrayed Lover
 Thoughts are not formless things. Every thought we have, every impulse we feel, is a creature from another realm leaking

through the fabric of existence. Our personalities, our philosophies, are formed by the coincidence of which of these entities we are more attuned to at the random periods we are most impressionable. Our proclivity for individuality and need for personalities to make that happen enrages Those From Beyond. It steals parts of them and their realms, it fills their existence with the feedback of thoughts and contemplations which in their world were never meant to be intertwined, without the context, without the knowledge of temporal cause-and-effect-time does not move there as it does here. Imagine every moment of an intense love affair turned bad, from the first meeting to the last bitter parting, separated and then experienced in random order. And then some foolish mage meddling with forces he neither understands nor can control pulls that into our world. People are going to die.

All characters within the local area (to be determined by the situation) roll d6. Those that roll a 1 are *at fault* for the situation. All characters not *at fault* will become allies to hunt down, subdue, and mutilate the genitals of all who are *at fault*. After this is done, all who are not *at fault* may make a saving throw versus magic. Those who fail will seek to kill the *at fault* parties, and all who stand in their way of doing so. The effect ends only when all *at fault* characters have been dealt with, although they will not be hostile with any of the not-*at fault* characters present, even if they were hostile or longtime enemies before *Summon* was cast.

If nobody is *at fault*, then things will get ugly. All characters become obsessed and fixated on one random other character in the vicinity, and will attempt to have sex with that character -at any cost. The character will first attempt to subdue the subject of their obsession, to unconscious if they can or death if they must, before having their way. Male-female pairings *will* result in conception, and 10% of male-male pairings will as well. The offspring will be an otherworldly creature - use these *Summon* charts to determine exactly what, assuming a 1HD creature -which will do 10 damage to a woman carrying it as it is born, 2d10 to a man. The effect ends for a character when their lust is sated.

6. Memories of Pre-Conception

Do you remember anything from before you were born? What about before you were conceived? Is your essence simply a result of biological forces which go into motion as your father's sperm penetrates your mother's egg? Or is that intrusion itself a cosmic event, opening a gateway and trapping a free spirit into a mortal form? What were you before you were you? You were nothing really, nothing important or else you would not have been weak enough to be trapped in a physical shell. You were a minor element of a greater reality, but without the gracious ignorance of insignificance that mortality grants a being. You had no self, no will, while at the same time being able to feel. These memories stream through the existential wall, reminding everyone just who they really are. Or perhaps it is a lie as

certain parties take advantage of a person's inability to conceptualize nonexistence.

Everyone present needs to roll d20, Wisdom modifiers apply. If there is a tie for the highest roll, those tied will fight to determine the true high roller. The highest rolling character has been infiltrated by a (slightly) greater entity who sees an opportunity to rule. This character retains all intelligence, while all other characters are reduced to an effectively mindless state while still retaining all physical and class abilities. They will obey all orders given to them by the leader character and completely disregard all features of the material world unless explicitly instructed to interact with them. The effects will last for as many weeks as the difference between the character's d20 roll and the leader's d20 roll. When all followers are free of the influence, the leader character will return to normal as well.

7. Regret for Unchosen Possibilities

Every time you make a decision, even one so inconsequential as which side of a piece of toast to first bite into, splits the timeline. As you continue making decisions, alternate yous have made different decisions and their lives play out differently as a result. An infinite number of timelines have been created by each and every person and creature that exists. And this result brings the knowledge of all those alternate timelines crashing into the brains of all present. While there will be momentary relief at the confirmation of most decisions bringing about a better life than what might have been, there will be

hundreds, thousands, even millions of alternate timelines which resulted in greater success and glory. The negative consequences of choosing the life being led will be made plain.

This will result in every action a character takes being second-guessed, there will be no confidence, which will result in failure and which will further degrade confidence. Every character nearby gains a -1 penalty to every last roll made. Every time a roll is failed, the penalty increases one point for the individual character. Succeeding in a roll does not break the penalty, just prevents it from advancing. Only by making a perfect roll (before modifiers) on a die no smaller than a d10 will the character regain enough confidence that all penalties end.

8. Space Between the Ticks of a Clock

All of the time between counted time exists... somewhere. Here it comes crashing like a wave, disrupting local time. The Referee rolls d10, and every character within 120' of the caster needs a d10 rolled for them as well. Begin counting down from 10 as if this is initiative for a combat round, but only the characters that rolled 10 get to act (if more than one character rolled the same number, run this as a regular combat round with initiative with only those that rolled 10 involved). For the next segment (say, 9), all of the characters who rolled that number *and* all the characters that had rolled a higher number have a normal combat round. Continue the countdown down to 1. The characters that rolled the same number as the Referee are

directly attacked by the lost time - roll a number of d6s equal to the segment number (each character gets a separate roll) and add it to their age. If the time gets to attack at least one character, then the entire effect ends after the countdown gets to 1. If the time attacks on a segment that no one rolled, then do another d10 roll and do another iteration. Note that moving outside of the 120' area does not end the effect nor does a new character entering the 120' area include them in the effect - it is the characters in the initial area that are affected, not the area itself. The entire 10-to-1 sequence (or sequences) takes place before the next segment of regularly rolled initiative - less than a second. As long as the sequence doesn't end, it is quite possible for a character to move around and cause great mischief with those not similarly affected.

Referees are of course free to add their own Forms, Appendages, and Powers to the tables, replace or remove certain powers, or devise their own unique tables to suit their individual campaigns, as well as invent specific Thaumaturgic Circles which have more specific effects.

Summon spells to call specific beings can be researched (or discovered). They will be first level spells but must be researched as if they were a level equal to the summoned creature's Hit Dice + Number of Powers.

Symbol

Magic-User Level 8

Duration: Permanent until Triggered

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different symbols, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict

When triggered, all creatures within 60' will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death

When triggered, a symbol of death slays one or more creatures within 60' whose total hit points do not exceed 80.

Symbol of Despair

Any beings within 60' must succeed in a saving throw versus magic, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear

All creatures within 60' must succeed in a saving throw versus magic with a penalty of -4 or suffer from the effects of a Fear spell (reverse of Remove Fear).

Symbol of Insanity

When triggered, a symbol of insanity causes all creatures within 60' whose total hit points do not exceed 120 to become permanently insane (as the confusion spell). This effect can be negated with the spells heal or wish.

Symbol of Pain

Each creature within 60' suffers wracking pains that impose a -4 penalty on attack rolls and -2 to Dexterity. These effects last for 2d10 turns.

Symbol of Sleep

All creatures within 60' of 8 Hit Dice or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the Sleep spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning

When triggered, a symbol of stunning causes all creatures within 60' whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

Telekinesis

Magic-User Level 5

Duration: 1 round/level

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus magic.

Teleport

Magic-User Level 5

Duration: Instantaneous

Range: Touch

This spell fixes the caster in one absolutely point in space, and moves creation so that the caster appears to instantly travel an incredible distance. The caster chooses where he wishes to go, which may be as distant as 100 miles per caster level. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. magic to resist, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. magic prevents items in its possession from being teleported.

To see how well the teleportation works, the player will roll d% and consult the *Teleport* table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place extensively. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen but one time.

“False destination” is a place that does not truly exist, or if the caster is teleporting to an otherwise familiar location that no longer exists or has been so completely altered as to no longer be familiar. When rolling on this row, use d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster arrives safely a random distance away from the destination in a random direction. Distance off target is d10xd10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that’s visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell’s range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten “scrambled.” Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time “Mishap” appears, the characters take more damage and must reroll.

<i>Familiarity</i>	<i>On Target</i>	<i>Off Target</i>	<i>Similar Area</i>	<i>Mishap</i>
Very Familiar	1-97	98-99	100	—
Studied Carefully	1-94	95-97	98-99	100
Seen Casually	1-88	89-94	95-96	97-100
Viewed Once	1-76	77-88	89-90	91-100
False Destination	—	—	81-92	93-100

Temporal Stasis

Magic-User Level 9

Duration: Permanent

Range: Touch

The subject is placed into a state of suspended animation. For the character so afflicted, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as with *Dispel Magic* spell). No saving throw is permitted.

Time Stop

Magic-User Level 9

Duration: See Below

Range: 0

This spell brings all of creation (and anti-creation) to a complete halt, while allowing the caster the freedom to act in this inert universe. Because existence wants to be active, this spell cannot last long. The caster can take d4+2 rounds worth of actions (the exact amount rolled by the Referee in secret) instantly, as the caster acts within the folds of adjacent moments.

*Tongues**

Cleric Level 6

Duration: Permanent

Range: 0

This spell allows the Cleric to communicate with one specific being. This does not give the Cleric the ability to speak different languages, nor does it give the other being the ability to speak any specific language, but the Cleric and this being will understand each other. If for some reason the target of the spell does not wish this communication, it is allowed a saving throw versus magic to avoid the spell’s effect.

The reverse of this spell, *Babble*, curses one victim to never again understand or be understood by his fellow beings. The Cleric must touch the victim, who receives a saving throw versus magic to avoid the spell's effect.

*Transmute Rock to Mud**

Magic-User Level 5

Duration: Permanent

Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute Mud to Rock* (reverse of *Transmute Rock to Mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

Trap the Soul

Magic-User Level 8

Duration: Permanent

Range: 10'

Trap the Soul forces a creature's life force (and material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, allowing the material body to reform. Before the actual casting of *Trap the Soul*, the caster must procure a gem of at least 1,000 sp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus magic to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

*True Seeing**

Cleric Level 5

Duration: 1 round/level

Range: Touch

The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. *False Seeing*, the opposite of *True Seeing*, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Turn Undead

Cleric Level 1

Duration: 1d4+2 turns

Range: 120'

One true measure of divine power is the command over life and death. In particular, power over the walking dead. They are abominations, a crime against creation. One of a Cleric's first duties is to ensure that the dead shall dead remain. And so they have the power

to first ward against, and later outright destroy, these creations.

When the spell is cast, the Cleric's player rolls 2d6. The Referee will then reference the result on the *Turn Undead* table on the previous page.

If the roll is less than the listed number, then the undead are seemingly unaffected (but see below).

If the roll is greater than or equal to the listed number, then a number of Hit Dice worth of undead, 1d6 + the level of the casting Cleric, will flee to the best of their ability for the duration of the spell. Surplus Hit Dice are lost (so if the Cleric is turning four creatures of two Hit Dice each, and the roll is a 7, then only three are turned). If there are undead of multiple Hit Dice values, only one roll is made, and the roll is applied to all types. Lower Hit Dice undead

are always turned before greater Hit Dice undead.

A "T" signifies that no roll is necessary; undead are automatically turned.

A "D" signifies that the power of the Cleric is so great that the undead are instantly destroyed, rather than turned. Alternately, a Cleric may instead choose to command the undead, and in this case they become the Cleric's loyal slaves until destroyed. Note that intelligent undead creatures are allowed a saving throw versus magic to avoid a D result; if successful, the creature is simply turned.

A "-" signifies that a Cleric of that level may not turn an undead creature of that many Hit Dice.

An asterisk denotes that twice the usual number of undead are turned.

<i>(Cleric level on the side, undead Hit Dice on the top)</i>															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	7	9	11	12	-	-	-	-	-	-	-	-	-	-	-
2	5	7	9	11	12	-	-	-	-	-	-	-	-	-	-
3	3	5	7	9	11	12	-	-	-	-	-	-	-	-	-
4	T	3	5	7	9	11	12	-	-	-	-	-	-	-	-
5	T	T	3	5	7	9	11	12	-	-	-	-	-	-	-
6	T	T	T	3	5	7	9	11	12	-	-	-	-	-	-
7	T*	T	T	T	3	5	7	9	11	12	-	-	-	-	-
8	T*	T*	T	T	T	3	5	7	9	11	12	-	-	-	-
9	T*	T*	T*	T	T	T	3	5	7	9	11	12	-	-	-
10	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	-	-
11	D	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	-
12	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12	-
13	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12
14	D*	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11
15	D*	D*	D*	D	D	D	T*	T*	T	T	T	3	5	7	9

If the turning was successful and there are still unturned undead remaining, the Cleric may roll to turn additional undead every round until he fails a turning roll or the spell ends.

Regardless of the result, as long as the Cleric is concentrating (neither movement nor fighting nor other spellcasting allowed) and holding his holy symbol before him, undead creatures cannot approach within ten feet, and if already within that distance, will back away.

Attacking or approaching a turned undead creature will negate the effects of the spell and allow the creature to act freely.

Unseen Servant

Magic-User Level 1

Duration: 6 turns + 1 turn/level

Range: 0

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Vanish

Magic-User Level 7

Duration: Permanent

Range: Touch

By casting this spell, a Magic-User may teleport an object as per the spell *Teleport*, or may banish the object to the spirit plane, in which case the object is replaced in the material plane with small stone that matches the object's shape. A total of 50 pounds per level, not to exceed a

volume of 3' cubed per level, may be caused to vanish in this manner. If the spell *Dispel Magic* is cast upon a stone item replaced by this spell, it may bring back the original item.

Veil

Magic-User Level 6

Duration: 1 turn/level

Range: 10'/level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of *Hallucinatory Terrain*, but the illusion does hold up even under physical inspection. The spell *True Seeing* or similar magical effects will reveal the illusion for what it is.

Vision

Magic-User Level 7

Duration: Instantaneous

Range: 0

This spell calls upon the greater Powers of the universe to impart knowledge unto the caster. The caster must have a specific question in mind when casting, and if the spell is successful, the caster falls into a hallucinogenic daze as the information floods his mind.

To determine the results of the spell, roll on the table. Bonuses to the roll are given for the sacrifice of valuable items (+1 per 1,000sp value of a single item) and the sacrifice of intelligent beings (+1 per level or Hit Dice of the sacrifice,

does not have to be a single being). A roll of 1 may never be adjusted to greater than 2.

<i>Roll</i>	<i>Result</i>
1	The request ends the Power, and the Magic-User is disintegrated
2	Failure: caster is affected by a Geas to do the bidding of the Power consulted
3-5	No information gained
6-10	Ambiguous: only partial information or periphery information is imparted
11-20	Success: the vision is accurate and detailed

Wall of Fire

Magic-User Level 4

Duration: 1 round/level

Range: 80' or 0

This spell calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat one would expect, but the other side emits merely a gentle warmth. Passing through the flames inflicts 2d6 damage. Creatures as far as ten feet from the hot side of the wall incur 1d6 hit points of damage. Undead creatures suffer worse, taking twice the ordinary damage the wall would inflict. The wall persists for as long as the caster concentrates upon it, or, if concentration is not maintained, will remain for 1 round per caster level. The caster may evoke a wall of fire in one of two shapes: a wall or a ring. The size of a straight wall is up to one 20' square per caster level. A ring has a radius of up to five feet per caster level (with the caster in the center) and is 20' high. If the caster manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the caster.

Wall of Fog

Magic-User Level 2

Duration: 5 rounds + 1 round/level

Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the wall of vapor before its duration has expired.

Wall of Force

Magic-User Level 5

Duration: 1 turn

Range: 30'

This spell creates an airtight invisible wall of force able to resist most attacks. The wall cannot move after the spell is cast, and it is immune to damage of all kinds, including most spells. Even *Dispel Magic* will not bring the wall down, but *Disintegrate* immediately destroys it. Breath weapons, spells, mêlée and missile attacks, electrical attacks and thermal attacks cannot pass through the wall in either direction, and of course physical movement is likewise curtailed. The caster can form the wall into any shape which has an area up to one 20' square per level of the caster.

Wall of Ice

Magic-User Level 4

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle.

This wall of ice is impenetrable to monsters with fewer than 4 Hit Dice. Monsters with more than 4 Hit Dice suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Iron

Magic-User Level 5
Duration: Permanent
Range: 120'

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A wall of iron is ¼" thick per caster level. Total area can be 15' square per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Magic-User Level 5
Duration: Permanent
Range: 120'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *Dispel Magic* spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

*Water Breathing**

Magic-User Level 3
Duration: 6 turns/level
Range: Touch

The subject of this spell grows gills in their neck, his skin takes on a scaly texture, and he gains the ability breathe water freely for the duration of the spell. Creatures under the influence of the spell are not granted any additional proficiency at swimming. The reverse of the spell allows sea creatures to breathe air.

Water Walk

Cleric Level 3
Duration: 1 turn/level
Range: Touch

The subject of this spell is granted divine favor, allowing him to walk on water, or any kind of liquid, as if it were dry land. However, liquid is similarly impenetrable to the subject as normal ground, so it would be impossible to reach into a pool of water to grab anything, for example. If the liquid is dangerous (lava, acid), the subject is still subject to negative effects of the substance. The subject may end the spell at any time.

Web

Magic-User Level 2
Duration: 2 turns/level
Range: 5'/level

This spell causes a large volume of sticky, disgusting strands of goo to shoot forth from the caster's mouth into an area approximately 20 feet square. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their Strength. Any being with Strength in a human range can break free

of the webs in 2d4 turns. Creatures of higher Strength or magically augmented Strength above 18 can break free in 4 rounds. Creatures larger than ogre size can rip through the web at will. The strands of a *Web* spell are unbreakable. All creatures within binding webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wind Vortex

Magic-User 6

Duration: See Below

Range: 120'

As this spell is cast, a great storm of light whips around the target and produces a random effect. Roll a d20 and consult the following table:

1. A 30' radius fog appears around the target for d4+2 rounds. All plant material within the fog dies instantly, and all living beings within it take d4 damage per round.
2. The lightstorm electrifies, frying the target for 1d6 damage per caster level. Everyone within 20' is also struck by lightning bolts for half the number of dice of damage as the main target. All victims suffer half damage if they make a breath weapon saving throw.
3. The target ages 2d20 years, save versus magic for half effect.
4. The target's mind is melded with the mind of a Magic-User level d10+4, with a full load of (randomly determined) spells. The target may not re-memorize these spells; when they are gone, they are gone.
5. The target begins dancing uncontrollably for 2d6 rounds, during which time he may take no other action but the dancing. The target will automatically fail any saving throws during this time.
6. A duplicate of the target appears, with the same current hit points (and spells, if any) and equipment and will fight the target to the death.
7. The subject becomes immaterial, invisible, and silent to all but the caster. Forever. Or until dispelled.
8. A duplicate of the target appears, with the same current hit points (and spells, if any) and equipment. The duplicate will be of the same mind and attitudes as the original, and a fast ally.
9. The target is infested with a Poverty Curse: He must divest himself of all wealth (including luxury or magical items) within 6 turns or die. If he ever comes in contact with any of his discarded wealth, he will die instantly.
10. A fleshy umbilical cord forms attaching the caster and target. Their hit points are then added together to form a common pool; when one dies so does the other. Only a *Remove Curse* can dissolve the cord and give each character their proper individuality back.
11. The target develops explosive blood. When struck in mêlée, the target's attackers suffer d4 damage for every point of damage they inflict. This lasts until the target has suffered in total the same amount of hit points as he had when this spell was cast on him.
12. The target gains 2d% temporary hit points, but will never succeed at a saving throw until the temporary hit points are lost.
13. The target becomes hyper-evolved, suffering a -2 penalty to Constitution, Dexterity,

and Strength modifiers, and gains a +4 adjustment to his Intelligence modifier and +2 bonus to his Wisdom modifier.

14. The target de-evolves, suffering a -2 penalty to Charisma, Intelligence, and Wisdom modifiers, and gains a +3 adjustment to his Constitution modifier, a +1 bonus to his Dexterity modifier, and a +2 bonus to his Strength modifier.
15. Food becomes poisonous to the target; only by consuming 10 gold pieces every day can he sustain himself.
16. Two vials appear, one red, one blue, halfway between the caster and target. If both the caster and target toast, one dies (no save), the other gains a level. Which character gets which result is entirely random.
17. The caster comes under the total mental domination of the target.
18. The target's skin becomes as hard as stone. He gains AC 22 and 3d6 extra hit points. When the extra hit points are used up (these extra hit points, as all other "extra" hit points, can not be healed), the stone covering falls off.
19. A 10 Hit Dice extra-dimensional creature materializes between the caster and target. It is on one of their sides, 50%/50% chance for each.
20. A 10 Hit Dice extra-dimensional creature materializes between the caster and the target. It is in fact an illusion, as per Phantasmal Supergoria, but not under anyone's control, and nobody realizes initially that it is but an illusion. It is on one side or the other, 50%/50% chance for each.

Witchlamp Aura

Magic-User Level 7

Duration: 1 round/level

Range: 0

When the Aura is in effect, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like Magic Missile) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the originating caster. Otherwise, it is deflected at a random target.

Magical attacks delivered by touch are always reflected back on the attacker.

Area effect magic is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected Magic-User.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted
9-10	Area of effect is halved and damage is doubled (if applicable).

Wizard Eye

Magic-User Level 4

Duration: 1 turn/level

Range: 0

The caster creates an invisible magical sensor that sends visual information, and can see with 60' dark vision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers

block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Wizard Lock

Magic-User Level 2

Duration: Permanent

Range: Touch

Some doors are never meant to be opened. This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic seals the portal just as if it were securely closed and normally locked. A *knock* spell or *Dispel Magic* spell can negate a *Wizard Lock* spell, but the *Wizard Lock* will take effect when a portal opened with a *knock* is closed again.

Word of Recall

Cleric Level 6

Duration: Instantaneous

Range: 0

The casting of this spell summons the very essence of his deity to protect him, and this divine force removes the caster from his current location and delivers him instantly to his sanctuary. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

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The Character Sheet

The following several pages demonstrate how to fill out the character sheet. Most of the information on the sheet is taken straight from this book, and in those cases the page number reference is listed on the sample sheet on the following pages.

Some entries require a bit more interpretation, and those will be marked with letters and explained below.

- A. Dwarfs begin with 3 in 6 Architecture skill, all others begin with 1 in 6.
- B. Halflings begin with 3 in 6 Bushcraft skill, all others begin with 1 in 6.
- C. All characters begin with 1 in 6 Climb skill.
- D. All characters begin with 1 in 6 Languages skill and apply their Intelligence modifier.
- E. All characters begin with 1 in 6 Open Doors skill and apply their Strength modifier.
- F. Elves begin with 2 in 6 Search skill, all others begin with 1 in 6.
- G. All characters begin with 1 in 6 Sleight of Hand skill.
- H. All characters begin with 1 in 6 Sneak Attack skill.
- I. Halflings begin with 5 in 6 Stealth skill, all others begin with 1 in 6.
- J. All characters begin with 1 in 6 Tinker skill.
- K. These blank dice are for new skills used in a Referee's campaign.
- L. Fill in (and label) one dot for every Cleric spell level able to be cast.
- M. Fill in (and label) one dot for every Magic-User spell level able to be cast.
- N. Base Attack Bonus is +1 for all classes except Fighters who have a base AB of (Level +1, up to a maximum of +10).
- O. Mêlée Attack Bonus is Base AB plus the character's Strength modifier.
- P. Ranged Attack Bonus is Base AB plus the character's Dexterity modifier.
- Q. Elves are only surprised 1 in 6 (and so should fill in one pip), all other characters are surprised 2 in 6.
- R. Mêlée AC is based on a character's armor type plus the character's Dexterity modifier.
- S. Ranged AC is one more than Mêlée AC if the character is using a shield.
- T. Without Shield AC is the character's normal Mêlée without the shield bonus.
- U. Surprised AC is Mêlée without shield or Dexterity modifiers, minus 2.
- V. All characters have the Standard Attack Option
- W. Fighters, Dwarfs, and Elves have the +4 Parry option, all others have the +2 parry option.
- X. Only Fighters, Dwarfs, and Elves have the Press combat option.
- Y. Only Fighters, Dwarfs, and Elves have the Defensive combat option.
- Z. Dwarfs ignore the first +1 Enc listing.

LAMENTATIONS

of the

FLAME PRINCESS

WEIRD FANTASY ROLE-PLAYING

Name: _____ Player: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>
Class	Level	Alignment
<input type="text"/>	<input type="text"/>	<input type="text"/>
Age	Sex	Current XP
		XP for next Level

MODIFIERS

Charisma Retainer Recruitment, Loyalty

Constitution Hit Points, Daily Travel Distance

Dexterity AC, Ranged AB, Initiative

Intelligence Saves vs MU Spells, Languages

Strength Mille AB, Open Doors

Wisdom Saves vs Cleric Spells

SAVING THROWS

Paralyze	Poison	Breath	Magical Device	Magic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mobility Hazards (Purification, Hold, Etc.)	Instant Death/NO Situations	Area Effects	Spell Like Effects from Items	Spells or Innate Abilities

ATTACK BONUS

Base AB: Mille AB: Ranged AB: Surprise Chance:

Max HP:

Current HP:

ARMOR CLASS

R S

Mille Ranged

T U

Without Shield Surprised

COMBAT OPTIONS

V W

X Y

- Standard A AB+0, AC
- Parry O AC+2 / O AC+4
- Press O AB+2, AC
- Defensive AB-4, AC+2

COMMON ACTIVITIES

Architecture <input type="checkbox"/> A	Bushcraft <input type="checkbox"/> B	Climb <input type="checkbox"/> C	Languages <input type="checkbox"/> D
Open Doors <input type="checkbox"/> E	Search <input type="checkbox"/> F	Slight of Hand <input type="checkbox"/> G	Sneak Attack <input type="checkbox"/> H
	Stealth <input type="checkbox"/> I	Tinker <input type="checkbox"/> J	
<input type="checkbox"/>	<input type="checkbox"/> K	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

Name	AB	Damage	Range		
			S	M	L

CAST CLERIC SPELLS

L

CAST MAGIC-USER SPELLS

M

RETAINERS

Name	Position	Class/Level	HP	Wage	Share

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MONEY	GEMS
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LANGUAGES	
KNOWN	NOT KNOWN

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EQUIPMENT	
	1
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Z

ENCUMBRANCE					
<input type="radio"/>	Character is wearing Chain Armor				
<input type="radio"/>	Character is wearing Plate Armor				
<input type="radio"/>	Character is carrying 6 or more different items overall				
<input type="radio"/>	Character is carrying 11 or more different items overall				
<input type="radio"/>	Character is carrying 16 or more different items overall				
<input type="radio"/>	Character is carrying 21 or more different items overall				
<input type="radio"/>	Character is carrying 26 or more different items overall				
<input type="radio"/>	Character is carrying 31 or more different items overall				
<input type="radio"/>	Character is carrying 36 or more different items overall				
<input type="radio"/>	Character is carrying 41 or more different items overall				
Points	Encumbrance	Walking Per Round	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60'	12 miles
4	Severely Encumbered	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

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NON-ENCUMBERING EQUIPMENT	

PROPERTIES		
Name	Location	Value
Library Value		Laboratory Value

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INVESTMENTS		
Name	Type	Value

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