

DR. SKULL'S RAMPAGE AMID THE RUINS

BOOK 1: HACKLORDS AND HEXMASTERY

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PART ONE: CHARACTERS

1.0—CREATING A LEVEL 1 CHARACTER CHECKLIST:

Step 1: roll ability scores. Roll 4d6, total the highest 3 of the dice. Record that number. Repeat this until you have 6 numbers, each ranging from 3 to 18. Considering the class you want to play, arrange these 6 numbers as you will among Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Step 2: Choose a Species from among the Mortals. Adjust the ability scores by the modifications given in the species description. Note any other special advantages of the species, the species size/HD and base movement.

Step 3: Choose a class (Fighter, Magic-User, Cleric, Thief or Multi-class combination of 2 of them). Not all classes are available to all species, so check the species description.

Step 4: Record the number of hit points you have, this is the maximum number you could roll on 1 die of the type determined by your species' size. So small species begin with 4 hp, medium 6hp, large 8hp. Fighter class characters add 1 hit point. And a high CON score might add more.

Step 5: Choose an Alignment: the choices are Lawful (on the side of Civilization), Chaotic (opposing Civilization) and Neutral (not worried about the triumph of Law or Chaos). Chaotics are generally speaking just bad people who value their own whim over the suffering of others.

Step 6: choose a god: Clerics must choose a particular god's cult into which he will be initiated. Other characters may or may not do so. Generally, you must choose a god with the same alignment as your own. Becoming initiated, gains you a +1 on one particular ability score, noted in the god's description, but makes you liable to commands by his priests.

Step 7: Choose Adventuring Skills. At first level humans choose 2 skills, all other species choose 1 (although some species receive an additional particular one as part of their starting package). Characters with high INT may choose 1 extra skill.

Step 8: Spells : Magic-Users record the spell they have in their spell book (typically 4-7 spells, see the class description for complete details).

Step 9: Record Languages Known:

Step 10: record starting cash: Find your WIS ability score, multiply that number by 10, and that's the number of gold pieces you have to spend on starting equipment. Buy armor, weapons, and other gear you might need.

Step 11: find your movement rate: check your base movement rate (from species description), encumbrance (STR score) and the items you are carrying to arrive at your current movement speed.

1.1 STEP 1: ABILITY SCORES

STRENGTH (STR)

Direct Score, all characters: each point of strength is 1 item that can be carried

15+ all characters: +1 damage with melee and hurled weapons.

Fighters: +1 to hit with melee weapons if 15+; Additional +1 damage if Str 17-18.

Typical Checks: open a stuck door, pick up heavy object, climb a tree/cliff

INTELLIGENCE: (INT)

Direct Score, all characters: each point of INT over 10 means 1 bonus language

15+ all characters: one bonus Adventurer Skill at level 1

Magic-Users: roll INT or less to learn a discovered spell, maximum spells per level equals INT score, one bonus level 1 spell at first level if INT is 15+

Typical Checks: decipher a coded message, strange dialect.

WISDOM (WIS)

Direct Score: all characters: starting cash equals Wisdom x10 gold pieces

15+ all characters: +1 to Saving Throw rolls

Clerics: if 15+ gains a bonus level 1 spell, can cast beginning at first level.

Typical Check: keep your cool in strange situation,

DEXTERITY (DEX)

Direct Score: all characters, number of feet added to movement if Run Move taken.

15+ all characters: +1 to hit with missile weapons

Thieves: +1 AC if 15-16; additional +1 AC if 17-18.

Typical Checks: leap onto a horse, catch an object thrown to you

CONSTITUTION (CON)

Direct Score: all characters, score equals the number of hit points below 0 that a character can lose before dying.

15-16: all characters, +1 hp/level, 17-18+ all characters: +2 hp/level.

Typical Checks: survive critical wound without Stat loss, hold breath

CHARISMA (CHA)

Direct Score, all characters: 1 bonus henchman per point over 10 (added to base of 1 for all characters)

15+ all characters: +1 to reaction rolls

Typical Checks: rally fleeing troops, convince informant to give information.

ABILITY CHECKS: when the rules call for an Ability Check or the player tries to do something outside of the rules, most of the time this means roll 1d20, and if the player rolls equal to or less than the Ability Score in question, he has succeeded. If the Judge decides that the task is especially difficult, then the player might need to roll his Ability Score or less on 1d100. For example, if the rules say CON check d20, roll your CON or less on 1d20.

1.2 STEP 2: THE MORTAL SPECIES

Mortals or Persons are the human-like intelligent creatures that are on roughly same physical scale as humans and are capable of living in communities and making civilizations in the fantasy worlds. Mortals can have character classes and can be used to make player characters and can be encountered as adversaries and friends.

Species	Apeling	Badgermon	Bugbear	Catter
Classes	F, T, C	C, F	F, T	M, T
Size/HD	M, 1d6	M, 1d6	L, 1d8	M, 1d6
Move	25'	25'	35'	35'
Stat Mod	+1 ST, -1 INT, -1 CHA	+1 WIS, CON -1 INT, DEX	+1 DEX, -1 WIS, -1 CHA	+1 INT, DEX, -1 STR, WIS
Vision	Normal	Poor	Dark Vision	Dark Vision
Special Ad	Climb Walls	Track by Scent	Move Silently	Claw/Claw/Bite
Special Ad 2	--	Berserk Rage	--	--

Species	Changeling	Dogger	Dwarf	Elf, High
Classes	C, M, T	C, F	C, F, T	C, F, M
Size/HD	M, 1d6	M, 1d6	M, 1d6	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -1 STR	+1 WIS, CON -1 INT, CHA	+1 CON, -1 CHA	+1 INT, -2 CON
Vision	Dark Vision	Normal	Dark Vision	Dark Vision
Special Ad	+2 save magic	Track by Scent	+2 save mag/poi	Secret Door Sk.
Special Ad 2	--	--	Stonework skill	Elf immunities

Species	Elf, Wood	Gnome	Goblin	Half-Elf
Classes	F, M, T	F, M, T	F, T, C	C, F, M, T
Size/HD	M, 1d6	S, 1d4	S, 1d4	M, 1d6
Move	30'	25'	25'	30'
Stat Mod	+1 DEX, -2 CON	+1 INT, -1 WIS	+1 DEX, -1 INT, -1 CHA	+1 CHA, -2 CON
Vision	Dark Vision	Dark Vision	Dark Vision, Sun sensitive	Normal
Special Ad	Move Silently	+2 saves, Stone W	+1 rear attack	Secret Door Skill
Special Ad 2	Elf Immunities	Det Mag 1/day	Tracking	Elf Immunities

Species	Half-Ogre	Half-Orc	Halfling	Hobgoblin
Classes	F, C	F, C, T	F, C, T	F, M, C
Size/HD	L, 1d8	M, 1d6	S, 1d4	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+2 STR, +1 CON, -2 INT, -2 CHA, -1 DEX	+1 STR, -2 CHA	+1 DEX, -1 STR	+1 WIS, -2 CHA
Vision	Normal	Dark Vision	Normal	Dark Vision
Special Ad	Buster Skill	+2 pois/dis save	+2 missile attack	Hear Noise
Special Ad 2	--	--	Move/Hide	

Species	Human	Kobold	Lizardo	Ogre
Classes	C, F, M, T	T, M	C, F	F
Size/HD	M, 1d6	S, 1d4	M, 1d6	L, 1d8
Move	30'	25'	30'	30'
Stat Mod	None	+1 DEX, -1 CON, -1 CHA	+1 CON, -1 INT	+3 STR, +2 CON, -3 INT, CHA, -1 DEX
Vision	Normal	Dark Vision	Normal	Dark Vision
Special Ad	+1 Skill	Searcher skill	Hide in Forest	Buster Skill
Special Ad 2	--	Quick Draw Skill	--	--

Species	Orc	Ratter	Sprite	Trollson
Classes	C, F, T	T	M, T	F, M
Size/HD	M, d6	S, 1d4	S, 1d4	L, 1d8
Move	30'	35'	25'	30'
Stat Mod	+1 STR, -1 INT, CHA	+1 DEX, WIS -1 CON, CHA	+2 DEX, CHA -2 STR, CON	+1 CON, -1 WIS -1 DEX
Vision	Darkvision, sun sensitive	Dark Vision	Normal	Normal
Special Ad	+2 pois/dis save	+4 pois/dis save	Invisible 1/day	See through Illu.
Special Ad 2	Searcher Skill	--	--	Immune to Cold

Size S mortals cannot use Large weapons, longbows, or composite bows.

Orcs, Lizardo and Size L mortals cannot ride horses.

Size L mortals pay double for armor but can use most large weapons in 1 hand

Elf Immunities: immune to ghoulish paralysis, +2 save vs sleep/charm.

Sun-sensitive: -1 to all rolls under direct sunlight

DESCRIPTIONS (see Book 2 or the Campaign Wiki for more complete descriptions)

Apelings are fully bipedal, more or less intelligent, apes.

Badgermon are a species of intelligent badgers with the power of speech and thumbs.

Bugbears are large hairy goblins known for stealth.

Catters are a species of cat-like humanoids.

Changelings are half-mortal, half-demonic or half-fairy creatures.

Doggers are a species of dog-like humanoids.

Dwarves generally look like short, thick bodied humans.

Elves generally look like slender, willowy humans with pointed ears and bright eyes.

Gnomes are cousins to the dwarves and look similar, but are smaller and have longer noses.

Goblins are small, twisted humanoids with a streak of cruelty.

Half-Elves are those with human and elf ancestry.

Half-Ogres are large ill-tempered people with ogre and other humanoid ancestry.

Half-Orcs are those with orcish mixed with some other humanoid ancestry.

Halflings are the cousins of humans, but they are much smaller and have hairier feet.

Hobgoblins are a larger, smarter subspecies of goblin.

Humans are the same sort of beings you see all around you every day.

Kobolds some look like twisted, aged Gnomes, others like small dog-people and others like small lizard-people..

Lizardo are lizard-like humanoid bipeds.

Ogres are big, powerful, ugly and stupid.

Orcs have stooped posture, warty skin, long arms, red glowing eyes and fangs.

Ratters are intelligent rats the size of a gnome gifted with human-like hands and voices.

Sprites are 2' tall, gifted in magic, beings who dwell in secluded wilderness areas.

Trollsons descend from some ancient Frost Giants, who were gifted magicians, and humans.

1.3 STEP 3: CLASSES

1.3.1--CLERICS

Cleric Progression Table

Level	EXP	Added Hit Points	Attack Bonus	Saving Throw
1	0	1 die	+1	14
2	2500	1 die	+1	13
3	5000	1 die	+2	12
4	10,000	1 die	+2	11
5	20,000	1 die	+3	10
6	30,000	1 die	+3	9
7	40,000	1 die	+4	8
8	50,000	1 die	+4	7
9	100,000	1 die	+5	6
10	150,000	1 die	+5	5
11	200,000	+1	+6	4
12	250,000	+1	+6	4
13	300,000	+1	+7	4
14	400,000	+1	+7	4
15	500,000	+1	+8	4
16	600,000	+1	+8	4
17	700,000	+1	+9	4
18	800,000	+1	+9	4
19	900,000	+1	+10	4
20	1,000,000	+1	+10	4

Clerics are the intermediaries between the gods and mortals. They perform many public rituals and services, pray for guidance and assistance for their communities, and act in the world to carry out the will of their divine masters.

Armor and Weapons: clerics can wear all armor types and use shields. Unlike Magic-Users, Clerics can cast their spells while wearing armor. They may only use weapons without an edge or point including: fist, baton, club, staff, light hammer, mace, war-hammer, flail, maul and sling. If they attempt to use a weapon not on this list, they suffer -4 on their "To Hit" roll, and Lawful Clerics lose their spell casting powers and turn undead power for the day.

Saving Throws; Clerics get no bonuses to any particular type of Saving Throw, but if you notice the table above, you will see that Cleric saves are 2 points better than all of the other classes for all types of save. Clerics, being in tune with the gods are more likely to gain their protection.

Combat Maneuvers: clerics may use the Charge, Disarm, Parry, and Fighting Withdraw combat maneuvers.

Magic Item Creation: a cleric can create various magic items. To make potions (or Holy/Unholy water), he uses the Sanctify Potions spell (level 1), to make Scrolls, he uses the Scripture spell (level 1), to make a magic staff that stores spells, he uses the Sanctify Staff spell (level 4), and to make permanent items, he uses Sanctify Magic Item spell (level 6)

Turn or Command Undead: all clerics can manifest divine power against certain supernatural threats. Lawful Clerics can turn or destroy the undead, Chaotic Clerics can turn or command the undead, and Neutral Clerics can turn Elementals and Lycanthropes. A cleric cannot use this power any round that he has already suffered damage or if he is in melee contact with enemies.

TABLE:

Level	1 hd	2 hd	3 hd	4 hd	5 hd	6 hs	7 hd	8 hd	9 hd	10 hd	11 hd	12 hd+
1	7	9	11									
2	5	7	9	11								
3	3	5	7	9	11							
4	T	3	5	7	9	11						
5	T	T	3	5	7	9	11					
6	D	T	T	3	5	7	9	11				
7	D	D	T	T	3	5	7	9	11			
8	D	D	D	T	T	3	5	7	9	11		
9	D	D	D	D	T	T	3	5	7	9	11	
10	D	D	D	D	D	T	T	3	5	7	9	11
11	D	D	D	D	D	D	T	T	3	5	7	9
12	D	D	D	D	D	D	D	T	T	3	5	7
13+	D	D	D	D	D	D	D	D	T	T	3	5

Procedure: the cleric must present the divine symbol of his god and use his Attack to confront the creatures. He rolls 2d6 dice and if the total is equal or higher than the number on the chart (which cross-references the Cleric's experience level with the Hit Dice of the creature) then 2d6 individuals of the targeted type of creature must flee from the cleric for 2d6 rounds. If the cleric fails the turning check, he cannot try again for 10-minutes. If he succeeds the check, he can try again if there are more undead to turn.

If the chart says "T" then 2d6 creatures are turned without the need to roll the dice.

If the chart says "D" then 2d6 creatures are not merely turned but immediately destroyed.

Chaotic clerics gain temporary control of undead instead of turning, a permanent control on a D result.

Spell Casting: The cleric prepares his spells ahead of time, praying to his god for the spells he thinks he will need for the coming day. He can have as many prepared as the cleric spell chart allows, plus 1 additional spell (Not per spell level, just 1) each day from the spell type of his god and 1 additional spell per day (not per spell level) from his alignment spell type. As each spell is cast it is removed from his prepared number of spells until he prays the next morning. When the sun rises, all his unused spells are lost. To prepare his spells, he must spend one hour in the morning in prayer and ritual, unlike magic-users, he does not particularly need a good night's rest first.

Example: Archdeacon Ramtor is a 5th level cleric. He therefore can prepare 2 first level spells, and 2 second level spells each day. He chooses, Heal Wounded and Light/Darkness as his first level spells, and Bless and Neutralize Poison as his second level spells. During a dungeon expedition, he uses all the spells except the Neutralize Poison. When the sun rises, he loses the Neutralize Poison, but if he spends 1 hour in prayer, he can prepared another set of 4 spells (perhaps re-gaining the Neutralize Poison).

Notice that Clerics do not begin casting spells until they reach 2nd level. The only exception to this is if the Cleric has a 15 or better WIS score. In such a case, the Cleric gets one bonus First Level spell per day, which he can begin to cast at first level.

DIVINE SYMBOL: Each god served by clerics has his own symbol. A cleric must hold a portable version of that symbol in his hand to cast a spell or use the Turn power. This may mean that he needs to put aside a weapon or shield to do so. If he cheaps out and uses a wooden symbol, he must roll a skill check (see Adventuring Skills) to succeed, using a silver symbol has no such check.

Holy/Unholy/Sacred:

The word Holy applies to divine manifestations or trappings of the Lawful Alignment, Unholy to the Chaotic, and Sacred to the Neutral.

**CLERIC SPELLS PREPARED PER DAY BY EXPERIENCE LEVEL
SPELL LEVEL**

Cleric Level	1	2	3	4	5	6	7
1	0						
2	1						
3	2						
4	2	1					
5	2	2					
6	2	2	1				
7	2	2	2				
8	2	2	2	1			
9	3	3	3	2	1		
10	3	3	3	3	2		
11	3	3	3	3	3	1	
12	3	3	3	3	3	2	
13	4	3	3	3	3	3	
14	4	4	4	3	3	3	
15	4	4	4	4	4	3	1
16	4	4	4	4	4	4	2
17	5	5	5	4	4	4	3
18	5	5	5	5	5	4	4
19	5	5	5	5	5	5	4
20	5	5	5	5	5	5	5

1 bonus first level spell if WIS 15+, beginning at first level

1 bonus spell of your god's Spell Type per day, beginning at 2nd level.

1 bonus spell of your Alignment Spell Type per day, beginning at 2nd level.

Tithe: all clerics must donate 10% of their income from whatever source to their temple organization.

For treasure taken on adventure, they get the XP value before the donation.

1.3.2--FIGHTERS

Fighter Progression Table

Level	EXP	Added Hit Points	Attack Bonus	Bonus Damage	Max Rampage	Special Features	Saving Throw
1	0	1 die +1	+1	0	1		16
2	2500	1 die +1	+2	0	2		15
3	5000	1 die +1	+3	+1	3		14
4	10,000	1 die +1	+4	+1	4		13
5	20,000	1 die +1	+5	+2	5	1 great blow	12
6	30,000	1 die +1	+6	+2	6		11
7	40,000	1 die +1	+7	+3	7		10
8	50,000	1 die +1	+8	+3	8	2 attacks	9
9	100,000	1 die +1	+9	+4	8		8
10	150,000	1 die +1	+10	+4	8	2 great blows	7
11	200,000	+3	+10	+5	8		6
12	250,000	+3	+11	+5	8		6
13	300,000	+3	+11	+6	8		6
14	400,000	+3	+12	+6	8		6
15	500,000	+3	+12	+7	8	3 great blows	6
16	600,000	+3	+12	+7	8	3 attacks	6
17	700,000	+3	+13	+8	8		6
18	800,000	+3	+13	+8	8		6
19	900,000	+3	+14	+9	8		6
20	1,000,000	+3	+14	+9	8	4 great blows	6

Fighters are the trained soldiers and warriors of the mortal races. They can selflessly defend their communities, fight for pay, or greedily raid the homes of others, but they are trained in the arms and weaponry needed to do so.

Armor and Weapons: fighters can wear all armor types and use shields and may use all weapons.

Saving Throws; Fighters get a +2 bonus to saving throws against Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects and Paralysis causing spells or effects.

Bonus Damage: at higher levels, Fighters add extra points of damage, indicated on the chart above, to hits made in combat with weapons

Fighter Rampage: When a Fighter brings an enemy to 0 hit points by a weapon attack, he may make another melee attack against any enemy in reach (if he has not moved yet he may move now and take the second attack). If he continues to bring targets down to 0 hit points with these rampage attacks, he can continue making them until he reaches the Max Rampage number on the chart above.

Combat Maneuvers: Fighters may use all the Maneuvers listed in the combat chapter. Notice that they can add their Bonus Damage number to their Parry Modification, may use a Parry against missile fire (if they are using a shield), are the only ones that can use Rampage, Unhorse, Stand and Fight and Split/Hook Shield maneuvers.

Combat Modifications: unlike other classes, who only get 1, Fighters can make an Extra Attack against 2 different enemies who attempt to leave combat with them per round. Enemies on foot suffer a -2 to hit a fighter who is on horseback.

Special Features: At 8th level fighters can begin to make 2 attacks with melee weapons per attack action. At 16th level this increases to 3 attacks. At 5th level, once per turn (10 minutes) a fighter can choose to strike a Great Blow. Doing so inflicts a -4 to his "to hit" roll, makes the fighter attack last in the round, and must be attempted with a 2 handed weapon. If he hits, he adds his entire STR ability score to his damage. He increases the number of great blows he can strike per turn as he advances in level.

1.3.3-- MAGIC-USERS

Magic-User Progression Table

Level	EXP	Added Hit Points	Attack Bonus			Saving Throw
1	0	1 die	+0			16
2	2500	1 die	+0			15
3	5000	1 die	+1			14
4	10,000	1 die	+1			13
5	20,000	1 die	+1			12
6	30,000	1 die	+2			11
7	40,000	1 die	+2			10
8	50,000	+1	+2			9
9	100,000	+1	+3			8
10	150,000	+1	+3			7
11	200,000	+1	+3			6
12	250,000	+1	+4			6
13	300,000	+1	+4			6
14	400,000	+1	+4			6
15	500,000	+1	+5			6
16	600,000	+1	+5			6
17	700,000	+1	+5			6
18	800,000	+1	+6			6
19	900,000	+1	+6			6
20	1,000,000	+1	+6			6

Magic-Users are people who have devoted their careers to studying and mastering secret formulae, symbols and incantations that bring forth powerful supernatural effects. Spell casting is their bread and meat and is how they solve problems and overcome obstacles. They are often called Wizards, Magicians, Mages or Sorcerers

Armor and Weapons: magic-users cannot cast any spells if they are wearing any sort of armor, so they are not trained or accustomed to its use. Even multi-classed magic-users cannot cast magic spells while wearing the armor of their other class. Magic-users are limited to use of only a few basic weapons: fist, baton, club, staff, knife, dagger, silver dagger or darts. If they attempt to use any weapon but these, they suffer -4 on their "To Hit" roll.

Saving Throws; Magic-users get a +2 bonus to saving throws against Spells and spell-like magic effects, magic devices, and magical traps.

Combat Maneuvers: magic-users may use the Charge, Parry and Fighting Withdraw combat maneuvers.

Magic Item Creation: a magic-user can make a variety of magic items. To make scrolls, he uses the Read Magic spell (level 1). To make Potions, he uses the Brew Potions spell (level 2). To make a Spell Book he uses the Prepare Spell Book spell (level 3). To make magic wands, he uses the Create Wands spell (level 4). And to make Permanent Magic Items, he uses the Create Permanent Magic Item spell (level 5).

Spell Casting:

The magic-user prepares his spells ahead of time (some call it "memorizing" them, others refer to it as "hanging them in the ether" others just as "partially pre-casting them"). He can have as many prepared as the magic-user spell chart allows. As each spell is cast it is removed from his prepared number of spells until he has time to prepare again. To prepare his spells, he must get 8 hours of rest, and then spend 1 hour studying his spell book and making the preparations.

Example: Titus Thunder is a 3rd level magic-user. He therefore can prepare 3 first level spells, and 1 second level spell. He chooses, Sleep, Sleep, and Circle of Protection as his first level spells, and Invisibility as his second level spell. During a dungeon expedition, he uses both sleep spells and the Invisibility. After a good night's rest, he can spend an hour and prepare a new set of 3 firsts and a second, or he can leave the Circle of Protection prepared and only pick 2 other firsts.

Magic-Users with an INT of 15 or higher get one bonus level 1 spell to cast each day.

Components:

Spells that are directly cast, i.e., not from a scroll, potion or device, need various symbolic odds and ends to achieve. If a magic-user has a Component Bag, he is assumed to have all the components he needs to cast a spell. If he is forced to cast a spell when his bag is taken from him, he can attempt to cast anyway, by making a Skill Check (see Adventuring Skills), but if he fails, the prepared spell is spoiled and lost. Magic-Users, Specialist Mages, Natural Talents and Witches all must use a Component Bag, but Bards replace it with a musical instrument.

MAGIC-USER SPELLS PREPARED BY EXPERIENCE LEVEL

Spell Level

Character Level	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	3	1							
4	4	2							
5	4	2	1						
6	4	2	2						
7	4	3	2	1					
8	4	3	3	2					
9	4	3	3	2	1				
10	4	4	3	3	2				
11	4	4	4	3	3				
12	4	4	4	4	4	1			
13	5	5	5	4	4	2			
14	5	5	5	4	4	3			
15	5	5	5	4	4	4	1		
16	5	5	5	5	5	5	2		
17	5	5	5	5	5	5	2	1	
18	5	5	5	5	5	5	2	2	
19	5	5	5	5	5	5	3	2	1
20	5	5	5	5	5	5	4	3	2

One bonus first level spell if INT 15+, beginning at first level.

Specialist Mages gain 1 bonus spell per spell level in their specialty beginning at first level.

SPECIALIST MAGE: some magic-users, when they start their careers, can decide to be Specialist Mages in one of the 13 spell realms. If so, they can prepare 1 extra spell for each spell level that they've reached (e.g., Titus Thunder, above, could prepare 4 level 1 and 2 level 2 spells at a time). However, by specializing in a Realm of Magic, the mage must first choose a spell of that Realm before any others when he gains a level. A specialist in Necromancy might call himself a Necromancer, a specialist in Illusions an Illusionist, in Enchantment an Enchanter etc.

However, specialist mages will be unable to cast spells from 2 realms outside of their specialty. Each Realm has a listed "opposite", and the caster is automatically forbidden from casting from that Realm (e.g. a Fire Specialist cannot cast Water spells). The second will be rolled randomly, go to the first level spell list, roll 1d12, look at the realm next to that number and you cannot learn spells from that realm (if you land on your specialty or its opposite, roll again). It is possible to specialize in Grip spells, but you must roll both forbidden Realms randomly. It is not possible to specialize in "magic art".

ALTERNATIVE MAGIC TYPES (Natural Talents, Witches, Bards): some individuals are not trained in scholarly, literary magic tradition like the Magic-Users and Specialist Mages, instead they gain their magic powers from other means. These individuals do not have spell books and do not automatically learn the Magical Arts spells. Instead, they have a number of spells in their mental inventory equal to the spells a regular magic-user can prepare and can cast each one once per day. These types cannot be specialist mages. Some are born with magic powers and are called Natural Talents but sometimes Hedge Wizards, Psychics or even Witch Doctors. Other individuals can cast spells not through training like magic-users or inborn talent, but because of being granted the power by an extra-worldly being (often, but not always by a Demon). They follow the same rules as Natural Talents but are usually called Witches or Warlocks. Finally, there are those who learn to cast spells through music. They use these same rules as Natural Talents, but use song to cast all their spells. They are usually called Bards, and use a musical instrument (typically a lute, lyre or harp) instead of a component bag to cast their spells.

Example: Fantastic Flanders is a 4th level natural talent. He knows 4 different first level spells and 2 2nd level spells, he can cast each one once per day. He does not automatically have Read Magic, Circle of Protection, or Mind-Reading. So, at first level he chose Sleep, at second Air Shield, at third Disguise and Protection from Normal Missiles, and at 4th Shocking Grip and Ice Bolt. He can cast each one exactly once per day.

SCROLLS: magic-users and specialist mages (but not natural talents, bards or witches unless they choose Read Magic as one of their spells) can make and use spells placed on a scroll (using the Read Magic Spell). A scroll is a one-use magic item that stores a spell on it which can be read out and cast by any magic-user or specialist mage and, with a skill roll, a thief. It takes 1 week and 100gp per spell level to make a scroll, and the magic-user must have access to scroll making supplies (i.e., be in a proper town or city). A scroll spell is cast just like a regular spell but does not use up a prepared spell slot. Scroll spells are also a way to find and copy new spells into someone's spell book.

GUILDS: Magic-Users often join guilds to get access to libraries and other benefits. They must pay their dues each month, which isn't included in living expenses.

1.3.4—THIEVES

Thief Progression Table:

Level	EXP	Added Hit Points	Attack Bonus	Backstab	Skill Check	Saving Throw
1	0	1 die	+1	x2	d4	16
2	2500	1 die	+1	x2	d4	15
3	5000	1 die	+2	x2	d4	14
4	10,000	1 die	+2	x2	d6	13
5	20,000	1 die	+3	x3	d6	12
6	30,000	1 die	+3	x3	d6	11
7	40,000	1 die	+4	x3	d6	10
8	50,000	1 die	+4	x3	d8	9
9	100,000	1 die	+5	x4	d8	8
10	150,000	1 die	+5	x4	d8	7
11	200,000	+1	+6	x4	d10	6
12	250,000	+1	+6	x4	d10	6
13	300,000	+1	+7	x5	d10	6
14	400,000	+1	+7	x5	d12	6
15	500,000	+1	+8	x5	d12	6
16	600,000	+1	+8	x5	d12	6
17	700,000	+1	+9	x6	d20	6
18	800,000	+1	+9	x6	d20	6
19	900,000	+1	+10	x6	d20	6
20	1,000,000	+1	+10	x6	d20	6

Thieves are those trained to use stealth, skill and mechanical aptitude to take things that don't belong to them. They mostly operate alone or in small gangs in the villages and cities of the world.

Armor and Weapons: Thieves may only wear leather armor, hides, lamellar or gambeson and may not use shields. Thieves can use any weapon but there are some weapon effects that they cannot use.

Saving Throws; Thieves get a +2 bonus on saves against Poison and all sorts of mechanical and magical traps.

Combat Maneuvers: thieves may use the Charge, Parry, Disarm and Fighting Withdraw combat maneuvers.

Backstab: if a thief attacks during a Surprise Round, or while Invisible, or against an enemy who is leaving combat by any means except Fighting Withdraw, or against a target who does not see him because he has sneaked up behind him (usually through Moving Silently from a previous hidden location) then he can make a Back-stab attack. The backstab is +4 on the to-hit roll, and the total damage that is scored is multiplied by the number on the Progression Table above. A backstab can be done with any melee weapon, and any missile weapon, but at short range only.

THIEF SKILLS:

thieves are incredibly useful on adventures, especially dungeon exploration because they are trained in a set of skills, known as Thief Skills. To use a skill, the Thief rolls the Die Number indicated on the Skill Check column of the Progression Table above, if he rolls a 3+, he is successful, if he rolls a 1-2, he fails. All thieves know all the thief skills.

CLIMB WALLS: anyone can climb a tree or rough cliff-side with a STR check, but a thief can climb virtually any surface. Skill check is used when the surface is too smooth for non-thieves even to attempt.

HEAR NOISE: when listening at a door to hear monsters on the other side, or to detect enemies creeping up, most characters need to roll 4+ on 1d4. Thieves are much better at this, making their standard skill roll.

HIDE IN SHADOWS: a thief can find a dark corner to hide, motionless until an enemy passes by or turns his back by rolling this skill, other characters have to rely on the surprise roll.

MOVE SILENTLY: a thief can sneak away or up behind someone who is looking the other way using this skill. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get back-stab attempt.

OPEN LOCK: a thief can open a locked door or chest with this skill. Each attempt takes 1 turn, but does not increase the chance of wandering monsters like smashing the chest in. Other characters can try acid, which makes things worse if you fail, or smashing which is noisy and destructive, see Book 3 for details. Requires Thief Tools.

PICK POCKET: a thief can make a skill check to lift a coin purse or other item from a target. Other characters have no chance at this.

READ LANGUAGE: a thief can make 1 attempt per document or inscription in a language he doesn't know to attempt to decipher it. Other characters must hire interpreters or use magic.

READ SCROLL: a thief can make 1 attempt to cast a spell off of any magic-user (not cleric) spell scroll, if he fails his skill check, the scroll is ruined and the spell does not go off. See Scrolls for further information.

TRAP WORK: a thief can use this skill to find mechanical traps on chests and doors with one roll and remove them safely with a second roll. Unskilled characters can find a trap on a d100 roll against INT. Only trained thieves can remove such traps. Other characters must work out detailed precaution with the Judge. The skill can also be used to set mechanical traps. Requires Thief Tools.

USE WAND: a thief can activate any magic-user wand by using this skill, provided he knows the command word. Failure of the skill check means the wand did not activate and no charge is used. This skill does not allow thieves to use clerical staves.

1.3.5—MULTI-CLASS CHARACTERS

Multi-Class Progression Table

Level	EXP
1	0
2	6000
3	12,000
4	24,000
5	48,000
6	70,000
7	100,000
8	200,000
9	300,000
10	400,000
11	500,000
12	600,000
13	700,000
14	900,000
15	1,200,000
16	1,400,000
17	1,500,000
18	1,800,000
19	2,000,000
20	2,400,000

A character, at creation, can decide to become a multi-class character, taking on a combination of any 2 classes. The experience progression, as listed above is slower than twice as steep as a character with only 1 class, which will generally keep the multi-class character at least 1 level, but sometimes more, behind his single-classed fellows.

However, a multi-class character takes the better of his classes' hit points, attack bonus, and saving throws, and receives all the weapon and armor proficiencies, spell casting powers, class powers, skills and abilities of both his classes.

There are some restrictions on using these powers, however.

- A multi-class thief cannot use Move Silently, Hide in Shadows, or Climb Walls when he is wearing chain, scale, brigandine or plate armor.
- A magic-user multi-class cannot cast magic-user spells if he is wearing any armor or carrying a shield.
- A lawful cleric multi-class cannot cast cleric spells or turn undead if he has a weapon not allowed to the cleric class on his person.

1.3.6—LACKEY—NPC CLASS

Lackey Progression Table

Level	EXP	Added Hit Points	Attack Bonus	Skill Check	Saving Throw
1	0	1 die	+1	d4	16
2	2500	1 die	+1	d4	15
3	5000	1 die	+2	d4	14
4	10,000	1 die	+2	d6	13
5	20,000	1 die	+3	d6	12
6	30,000	1 die	+3	d6	11

Lackeys are a special class for only NPC's. They represent "professional dungeon assistants", henchmen who support adventurers on their missions. Some Lackeys will appear when the players search for henchmen but also when a Non-classed NPC has gone on an adventurer session or two the Judge can promote him to Lackey. Any mortal species that can take the Thief Class can also be Lackeys. Lackeys may only advance to experience level 6.

Adventuring Skills: while most characters get Adventuring Skills at levels 1,3,5,7 and 9, Lackeys begin with 2 skills (3 if they are human) and get 1 adventuring skill every single level they advance. Also, unlike every other class, the Lackey can choose a Thief Skill as an Adventuring Skill whenever he advances.

Armor and Weapons: Lackeys may wear Leather Armor, Hides, Lamellar or Gambeson, and beginning at 4th level they may also wear chain mail or scale; they may not use shields. Lackeys use a limited array of weapons including: fist, baton, club, staff, light hammer, war pick, maul, knife, dagger, silver dagger, hatchet, hand axe, battle axe, and great axe. If Lackeys use weapons not on this list, they suffer a -4 to their "To Hit" roll.

Load: Lackey carrying capacity is rated as if he had a STR 5 points higher than his actual STR.

Swap: A lackey standing adjacent to another character can use his attack to swap what is in his hands for something in the character's hands, without costing the character his attack or move.

1.3.7—NON-CLASSED CHARACTERS

The majority of the individuals of the Mortal Species do not have a character class. Various versions of D&D have called them "Level-0" or "Normal". We will call them Non-classed Characters, abbreviated XC.

Ability Scores: there is no need to generate ability scores for XC characters. They all "seem normal" and, if it comes up, can be assumed to have "10" in all 6 ability stats (with size L mortals being rated at a STR of 16). If the XC acquires a class, then roll the scores and perhaps "he wasn't like he seemed at first" might be said.

HIT DICE: XC's will generally have a single HD based on their size. So, a kobold, gnome, halfling, goblin, etc., XC will have 1d4 hit points. A human, dwarf, elf, orc, etc., XC will have 1d6 hit points. The larger species, like Ogres and Trollsons use 1d8 HD. Some species have more than one HD even for XC. So, a Half-Ogre or Trollson XC has 2d8 hit points, a Lizardo XC has 2d6 hit points, a Bugbear XC 3d8, and an Ogre XC has 4d8 hit points.

ATTACKS: all XCs have a +0 attack bonus.

SAVING THROWS: XCs have a Saving Throw of 17+, modified by any species bonus (e.g. Dwarves get a +2 vs. Magic and Poison).

ARMOR AND WEAPONS: XCs can use whatever armor and weapons that the Judge deems appropriate. A farmer, for example, could probably wear leather and use a club, rake or axe. A caravan guard might wear chainmail, carry a composite bow and sword.

ADVENTURING SKILLS: since XCs are not adventurers, they do not have an Adventuring Skill, apart from ones that come from their species (Elves, e.g., have the Secret Door Expert skill).

CAREER SKILLS: it is not important to pre-set the skills for XCs (blacksmithing, sailing, accounting etc). Instead, if it somehow becomes important, treat the skill roll like an adventuring skill, and set a die-type. So, village blacksmith can repair the broken mace in 1 day on a roll of 3+ on 1d6. A renowned master map-maker can make a legible copy of the ancient map within the week by rolling 3+ on 1d10.

ADVANCEMENT: if an XC is recruited into the service of a player character, and continues to adventure past 1 session, he will, when the Judge decides, gain a character class. Most should become level 1 in the Lackey Class, although others might become Fighters or Thieves, if the Judge thinks it's appropriate based on their performance in the adventure. If Trollson, Lizardo or Half-Ogre XC gains a class, he will not gain additional HD until 3rd level. If a Bugbear XC gains a class, he will not gain additional HD until 4th level. If an Ogre XC gains a class, he will not gain additional HD until 5th level. Although XC's who get the fighter class will gain the Fighter +1 hp each level.

TRAINING: A fighter of 2nd level or higher can train 2 squads (20 men) of XC in 1 month of drills, then once each squad has participated in at least 2 battles, raids or dungeon expeditions, they advance to being 1st level fighters. A thief of level 3 or higher can take an XC on as an apprentice and after a month of extensive training, if the XC takes part on 2 heists or dungeon expeditions, he advances to a 1st level thief. It takes 2 years of training and mentoring by a Magic-User or Cleric of level 5+, and then 2 dangerous missions to advance an XC apprentice to a level 1 MU or Cleric.

1.4—STEP 4: HIT DICE AND HIT POINTS

Characters gain a new hit die each level up to level 10, (except Magic-users who stop at level 7) and a fixed number of points thereafter. Fighting-men gain +1 extra hit point each level up to 10 in addition to the die. Some character with high Constitution can get bonus hit points (+1 to +2) applied each level from 1 through 10.

Player characters and Henchmen (only) get maximum hit points at first level. When they advance in levels, they may re-roll any "1" rolled for hit points.

What die types that characters and monsters use is determined by species normal, which in turn is determined by Size.

Tiny: 1d2: pixies, cats, weasels, owls

Small: 1d4: kobolds, goblins, halflings, gnomes, dogs

Medium: 1d6: humans, elves, dwarves, half-orcs, orcs, hobgoblins, pumas

Large: 1d8: half-ogres, ogres, bugbears, horses

Gigantic: 1d10: giants, dragons, elephants

Undead/Supernatural: 1d12: skeletons, zombies, vampires, elementals, demons

1.5—STEP 5: ALIGNMENT

Each being in the game has one of 3 alignments: Lawful, Neutral or Chaotic.

Lawful indicates that the creature is on the side of civilization, law, and opposes the expansion of Hell.

The divine guardians of the Lawful alignment are the gods and their angels, living in celestial realms, cities and fortresses in the heavens above. Choosing Law means that, to you, there are principals, ideals and values more important than what you might want. It also means that the whole of civilization and the comparatively higher level of peace and safety it brings to the bulk of people are worth a great deal.

Chaotic means the creature will put its own will, whim and lust for power over all other considerations and desires the destruction of civilization. The chaotics on earth are supported and encouraged by the forces of the Abyss, an infinite nightmare that belches forth demons and swallows worlds. The area of the Abyss nearest to our world are known as Hell, but Abyss and Hell can be used as interchangeable terms in most circumstances. The fact that the gods of Hell and the Demon Lords are in constant struggle with one another is one of the reasons they haven't gobbled the entire universe. Choosing Chaos means that, to you, life is a struggle whose only meaning is to grab as much as you can regardless of the cost to others.

Neutrals are those either don't understand the conflict between Law and Chaos (animals), or don't care (thieves) or believe that it will sort itself out on its own (nature spirits) or are willing to play one side against the other for profit (mercenaries) or desire that neither side ever win (Neutral Clerics) or have concerns that they deem more important than this conflict and will join whichever side will help their aims (patriots, researchers, ideologues, vengeance-seekers).

1.6—STEP 6: THE GODS AND INITIATION:

The gods are powerful immortal beings who seek to protect or lord over portions of the universe and are in some sense powered by the worship of mortals. Characters can choose to be initiated into the worship of 1 god at a time, and clerics MUST be initiated into the worship of a god. Being initiated gives two benefits: first the character gains 1 point in the Ability Score associated with the god, second he can purchase spell services and potions from the temple of his god at the lower "own temple" rate. The drawback to initiation is that each time an initiate disobeys an order from a priest of that god, he suffers a -5% drop in his current experience point total. If he disobeys a third time, he is no longer considered an initiate. Each god has a spell type associated with him; clerics get 1 bonus spell per day (not per level) from the god's spell type, starting at 2nd level.

Here are the Gods for the Polychronopolis Campaign:

GOD	Ability Score	Alignment	Spell Type
Lord Protector	STR	Lawful	Combat
Lady Mercy	CHA	Lawful	Healing
Lord Bounty	CON	Lawful	Blessing
Lady Knowledge	INT	Lawful	Divine Will
The Doom-speaker	WIS	Lawful	Law
The Choir of Saints	DEX	Lawful	Protection
Father Sky	STR	Neutral	Divine Will
Mother Earth	WIS	Neutral	Protection
Mistress Flame	DEX	Neutral	Combat
Master of Waters	CON	Neutral	Practical
The Wanderer	INT	Neutral	Neutrality
The Ancestors	CHA	Neutral	Healing
Queen of Witches	INT	Chaos	Practical
Slaughter King	STR	Chaos	Combat
King of Demons	WIS	Chaos	Divine Will
Queen of Madness	CHA	Chaos	Cursing
The Eternal Feaster	CON	Chaos	Chaos
The Ancient Spirits of Evil	DEX	Chaos	Protection

1.7—STEP 7: ADVENTURING SKILLS

THE MECHANISM: if you have one of the skills listed here, the key mechanism is to roll a single die, based on your level, and roll a 3 or better. In other words, Don't get a 1 or 2.

Level	Die Rolled	Level	Die Rolled
1-3	1d4	10-12	1d10
4-6	1d6	13-16	1d12
7-9	1d8	17-20	1d20

ACQUIRING THE SKILLS:

Each character (including thieves, who also get all the Thief Skills) can choose 1 Skill from the General List at First Level and then another at 3rd, 5th, 7th and 9th. After 9th he gains no more skills. Humans gain one additional General Skill at first level. Characters with INT 15+ gain one bonus skill.

GENERAL SKILL LIST

These Skills are available to all characters to choose from:

ALCHEMY: a skill roll allows the identification of any Alchemical Product found in the dungeon. It also allows the character to identify a potion without tasting it. Making products of Alchemy is more the province of an NPC alchemist hireling. Requires Alchemist Kit.

ALERT REACTION: a skill roll allows a character to move or raise an alarm (but not attack) during a surprise round when he is the one surprised.

AVERT YOUR EYES: a skill rolls allows a character a second saving throw against being turned to stone by a basilisk, cockatrice or medusa, or any other time the idea of "don't look" is applicable.

BERSERK RAGE: a character with this skill may take 1 combat round to prepare and then on a successful skill check will go into a mad battle-rage, gaining +2 on his "to-hit" rolls, does not need to make Morale Checks, and gets +6 to saves vs Fear spells or effects. It takes a skill roll to set aside the rage (one try per round, but it does not cost an attack or move), or else the character will keep hacking enemies or dead bodies in sight and start making a lot of screaming noise (wandering monster on 5-6 on 1d6 each round). Badgermon get this skill for free.

BIBLIOPHILE: a skill roll allows the detection of book worms in "wormy" books. A skill roll allows the character to appraise the fair resale value of non-magic books found on adventure. Unskilled mages and clerics can attempt these tasks, but it is a 1d100 INT check. The herb vermifuge is the only treatment for book worms.

BOLT AND CAST: on a successful skill roll, you can execute a fighting withdraw and still cast a spell in the same round. If you fail the check, however, you may do neither a spell cast nor a fighting withdraw and must pick other actions.

BUSTER: uses the skill roll to break open a chest, door or other container in a single attempt (see Breaking Things rules), it's quicker and more likely to succeed having this skill, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this skill for free.

CROSSBOW SNIPER: a character with this skill who makes his check can pop out from around a corner or crenelation, shoot a crossbow and pop back into an unseen position without an enemy getting a chance to shoot at him. Normally a character must move out of a safe position into partial cover, shoot, and then his turn ends.

DETECT AND TREAT POISON: a skill roll to detect the presence and type of poison on a trap, blade, dish of food etc. It will even detect whether a potion is indeed poison. The skill also allows limited poison treatment, if a poisoned person is treated by a skill roll while the poison is still active or within 10 minutes of infliction, allow a second saving throw. Unskilled characters can attempt to Detect Poison with a WIS check on 1d100, but cannot attempt the treatment. Treatment requires Healer's Bag.

FIRST AID: roll skill check to patch up wounded after a battle, heals 1d4. 1 attempt per person per battle and it must be attempted within 1 hour of the damage being taken. It takes 1 turn to attempt, so at most 6 healing attempts can be made by any character after any battle. Unskilled characters can make an attempt by rolling WIS on less on a d100. First Aid can also be used to stop the 1 hp/round blood loss of a critically injured character (but not to restore one to consciousness). Requires a Healer's Bag.

HEAR NOISE: this is the same as the Thief Skill, but is available to all adventurers.

HERBALISM: roll skill check to identify herbs or herbal products found on adventure or to find 1d6 doses of a random herb after a day searching. Requires an Herbalist's Bag.

HIDE IN THE FOREST: similar to Hide in Shadows, but limited only to forests, jungles or heavy brush.

HOLY BARRIER: a character with this skill can use a vial of Holy Water to trace a line 10' long on the ground. With a successful skill check, the barrier will prevent undead or demons from crossing the line. The barrier lasts for 1d4 combat rounds. Uses 1 vial of Holy Water per use.

LUNGE ATTACK: making a skill roll, your weapon counts a 1 class higher in weapon length for purposes of first contact extra weapon length attack.

MIGHTY BREATH: use skill roll to avoid poison gas attacks and to hold one's breath for longer than normal if submerged in water (generally 2 extra escape attempts over normal).

MONSTER HUNTER: a character, after searching 1d4+1 days in a terrain where a particular monster is wont to live, can find a monster lair of that type on a successful skill roll. Other characters just have to stumble around waiting for a random encounter roll.

MOVE SILENTLY: same as the thief skill, allows silent movement when not wearing chain, scale, brigandine or plate armor. Bugbears get this skill for free.

MYSTIC RESERVE: if a magic-user with this skill has cast all of his prepared spells, he may make a skill check in time of need. If he succeeds in the skill check, he may cast any of the first level spells in his spell book. If he fails the skill check, he takes 1 point of damage and is stunned for the next round, unable to move or attack.

QUICK DRAW: skill roll to change weapons (for example, put away bow, get out sword and shield) without using your attack or move or without dropping an item onto the ground. It would also allow the retrieval of a scroll, holy symbol, potion, flask, or magic item from a backpack or sack without using a move or attack.

RALLY THE TROOPS: skill roll to restore morale (without a new morale roll) of any soldiery under your authority within 60' and to make them immune to morale checks for the next 1d4 rounds.

RECRUITMENT: use a skill roll to replace a general search for henchmen or hirelings with a specific one. It still takes a week but costs no money and results with the recruiter finding a candidate with exactly specified class, species and special skill. A skill roll can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply—if it is a band of 1-HD orcs, bandits, dwarves, for example, they'll want about 10gp each). You need to be able to communicate in a common language for this to work.

REPAIRMAN: if you have proper tools, or close substitutes as the Judge permits, make a skill roll to repair any broken piece of equipment or non-magical device. Requires Tool Kit.

SCOOPER: if you make a skill roll, you can pick up an item from the ground without spending either a move or attack, much less both.

SEARCHER: roll skill to detect monsters, vermin, poison, disease or treasure in piles of dungeon garbage while avoiding bites or other nasty surprises. It also allows examination of sacks before opening to avoid nasty side effects. Orcs and Half-Orcs get this skill for free.

SECRET DOOR EXPERT: uses the skill roll in place of standard check to find secret doors or hidden compartments, (standard is a 4+ on 1d4 for careful searching). Elves and Half Elves have this skill for free, plus they will notice a secret door without even trying on a 4+ on 1d4.

SHIELD SACRIFICE: a character who is proficient with shields and is using one can declare a shield sacrifice when hit in combat. His shield is then destroyed by the blow in question, and if he makes a skill roll, he suffers no damage from that attack. Requires a Shield.

SPLIT-FIRE: a character with this skill on a successful skill roll may move part of his movement allowance, shoot a bow or throw a javelin or dart, and then move the rest of his movement. Normally, shooting ends movement.

STONEMASONRY: roll skill to detect pit traps, any other traps built into the masonry, sliding passages, slopes and notable stonework. Dwarves and Gnomes have this for free. Unskilled characters can try to detect such things on an WIS check on 1d100.

TOO STUBBORN TO DIE: when the character is brought to 0 hit points or fewer, he makes a skill roll. If he succeeds, he can remain conscious and keep fighting. He can keep fighting each round by making a new skill check. When he reaches a negative number of hit points greater than his CON, he will automatically die then. When all enemies are dead or out of sight, he will collapse into critically injured unconsciousness.

TRACKING: make a skill roll to track the route taken by others in wilderness or dungeon. Various dog-like creatures can achieve this skill by means of scent alone. Doggers and Badgermon get this skill (by scent) for free.

TREAT CRITICAL INJURY: a successful skill check will bring 1 character who has 0 or fewer hit points remaining, but has not yet died, back to 1 hit point. The treatment takes 1 turn, but any continuing blood loss is paused when the treatment is underway, and the treatment must be done within 1 hour of the end of the wounding. Requires Healer's Bag.

1.8—STEP 8: STARTING SPELLS:

Each standard magic-user or specialist mage has in his possession a Spell Book in which he writes all the formulae necessary to prepare spells to be cast. Such a book is a magical device, prepared by his mentor, that will always have enough pages in it for the magician to use for however many spells he needs. The maximum number of spells he can have in his book per spell level is equal to the magic-user's INT ability score.

Each magic-user or specialist begins with the Magic Art Spells Read Magic and Circle of Protection in his book. The magic-user then chooses 4 other first level spells that he desires and adds them to his book (he doesn't need to make any rolls at this point, he gets these automatically). A specialist receives the first level spell from his Realm of specialty, and 3 others of his choice except that they can't be from the 2 realms he is forbidden.

A natural talent, bard or witch chooses exactly 1 spell, which is now in his mental inventory and can be cast 1 time per day. He needs no book.

Clerics re-select their spells from the entire cleric list every day and are not limited by a book or mental inventory. Clerics may not use aligned spells (Law, Neutral, Chaos) other than their own.

1.9—STEP 9—Languages

All characters know the language known as the Common Tongue (the predominant human and halfling language in the area). Except for Humans, Changelings and Halflings, they all know a second language as well, typically their own species-specific language (e.g. Dwarves know Dwarvish). Half-elves, know elvish, Half-orcs and Half-Ogres know Orcish and Ogre respectively. In addition to these base languages, each character can choose 1 additional language for each point of INT he has over 10

1.10—STEP 10: STARTING EQUIPMENT

All characters: 2 sets of clothing, 1 belt, scabbards for any knives, daggers or swords, 1 money pouch, 1 wine skin with 2 pints of wine, beer or water, 1 pair of boots, 1 backpack, 2 large sacks and 1 Food Bag with 7 days of iron rations. Only the Food Bag, Money Pouch and Wine Skin (as long as they have contents) count as Items for encumbrance purposes. This package costs 0gp, and is maintained, replaced as part of Living Expenses.

Total Cost: 0gp Total Items: 3

Magic-Users and Specialist Mages: also begin with a Spell Book, which is precious and necessary to them, which counts as another 1 item. They should also buy a component bag if they're wise.

SHOPPING LIST: while *Book 4* has a complete list of equipment available, the list below has enough for beginning characters to get them on their way. Each entry on the list counts as 1 "Item" except for those marked with an "#" which do not count as items. Weapons usable by clerics are marked with a c, those usable by magic-users are marked with an m, thieves and fighters may use all weapons. Armor wearable by thieves s marked "t", Fighters ad Clerics can wear all armor, Magic-users none

Baton, 1sp c,m	Divine Symbol, Silver 25gp	Quiver +12 Darts 11gp m
Club, 0 c,m	Divine Symbol, Wood 2gp	Quiver+ 6 Javelins 11gp
Staff, 1sp c,m	Holy Water 25gp	Short Bow 25gp
Hammer, 3gp c	Thief's Tools 25gp	Long Bow 40gp
Mace, 5gp c	Component Bag 25gp	Horse Bow 30gp
Flail, 8gp c	Healer's Bag 15gp	Composite Bow 50gp
War-hammer 7gp c	Tool Kit 15gp	Lt. Crossbow 15gp
Morning Star 6gp	Herbalist's Bag 15gp	Hvy. Crossbow 25gp
War-Pick 5gp	Lute/Lyre 25gp	
Maul 10gp c		Quiver with 20 arrows 10gp
Knife 1gp m	50' Rope 1gp	Case with 30 Bolts 10gp
Dagger 3gp m	10' pole 1gp	Pouch, Sling+30 Bullets 2gp c
Silver dagger 25gp m	12 iron spikes 1gp	Silver Arrow/Bolt/Bullet 5gp
Short Sword 7gp	Crowbar 1gp	
Arming Sword 10gp	Sledgehammer 2gp	Hide Armor 5gp t
Bastard Sword 15gp		Leather Armor 10gp t
2-handed Sword 20gp	Small Sack# 1gp	Gambeson 10gp t
Hatchet 2gp	Large Sack# 2gp	Lamellar 50gp t
Hand Axe 3gp	Backpack# 5gp	Scale Armor 75gp
Battle Axe 7gp	6 torches 1gp	Chain Mail 75gp
Great Axe 10gp	Flint and Steel# 1gp	Brigandine 150gp
Spear 2gp	Flask of Lantern Oil 2gp	Plate Armor 300gp
Bill 7gp	Lantern 10gp	Shield 10gp
Halberd 7gp		Pavis , 25gp
Pike 5gp	Iron rations, 1 week 15gp	
Lance 4gp	Standard rations, 1 week 5gp	
	1 pint of wine 1gp	
	2 pint wine skin# 1gp	

1.11—STEP 11: MOVEMENT AND ENCUMBRANCE

Encumbrance and movement will be handled in a simple, direct manner: A character has 3 possible states of encumbrance and movement:

NORMAL: character is not wearing Heavy Armor (scale, chain mail, brigandine or plate armor) and is carrying a number of items equal to or less than his STR ability score.

Armored or Loaded: a character is either wearing Heavy Armor OR is carrying more items than his STR ability score, but less than twice his score.

ENCUMBERED: a character is wearing Heavy Armor AND is carrying more than his STR score in items, but less than twice his score. He counts at this level if he is carrying a body, pavis shield, or a chest or anything listed in the Equipment Book as “big”, regardless of his armor and equipment.

STANDARD MOVE	NORMAL	ARMORED OR LOADED	ENCUMBERED
10'	10'	5'	5'
15'	15'	10'	5'
20'	20'	15'	5'
25' (dwarf, small folk)	25'	20'	10'
30' (most characters)	30'	25'	15'
35' (heavy horse)	35'	30'	20'
40' (medium horse)	40'	35'	25'
45' (light horse)	45'	40'	30'
50'	50'	45'	35'

ITEMS:

Each character can carry a number of Items equal to his STR score before becoming Loaded or twice that before becoming Encumbered. What exactly counts as a single item? Mostly it is just that, if it is a thing, it counts as an item. However, sometimes very small things might not count as a single item—as a rule of thumb, if the gear book gives it an Item Count of 0, 20 of the items fill a pouch which counts as a single item. Clothing, backpacks, belts, and sacks do not count as items carried. Here are some examples:

Any 1 weapon, Any suit of armor (including helmet), Any shield (1 item for each of those)

Character's money bag with up to 500 coins

1 quiver of 20 arrows or 30 quarrels

Food sack with 7 days iron rations

1 pouch containing a sling and up to 30 stones

1 quiver of up to 6 javelins or 12 darts

1 Herbalist Bag (containing up to 20 herbs or concoctions)

1 Alchemist Kit (containing up to 20 alchemical products)

1 Bandoleer with up to 5 flasks, knives, bottles

1 scroll case (containing up to 7 spells or maps on scrolls)

1 potion, 1 flask of oil, or 1 vial of holy water

1 lantern containing oil

bundle of 6 torches

PART TWO: COMBAT RULES

2.1—COMBAT BASIC PROCEDURE:

TO HIT: Each monster or character has an AC rating based either on its monster description or the armor worn. The minimum AC is 10, the maximum is 22. The AC is the number that must be rolled on 1d20, with modifiers added, or higher in order to score a damaging blow on the creature, this is called the "To Hit" roll. Characters with classes use the Attack Bonus listed for their class and level as one modifier, plus any modifier from ability scores, magic weaponry, tactical situation, weapon property, range or spell assistance. A roll of a natural 20 is always a hit, a roll of a natural 1 is always a miss, without regard to any modifiers.

DAMAGE: Once a Hit has been successfully made, the attacker rolls a number of damage points as determined either by the monster description (e.g. a troll claw does 1d6 damage) or weapon used (e.g., a halberd does 1d8 damage). Each character or creature has a number of hit points determined by the totals of its hit dice. Each hit subtracts its damage from the target's current hit point total. When the hit points reach 0 or less, the combatant collapses and is either dead or critically wounded, in either case it stops fighting, unable to take further actions.

DEATH AND CRITICAL INJURY: being at 0 or below hit points indicates that the character is Critically Injured and will lose 1 hit point per round through blood loss until cured by a First Aid skill check, a Treat Critical Injury skill check, or magical healing. He can stay alive, but critically injured if he does not fall below his CON score in negative hit points. For example, Fighting Frank, who has a CON of 13, is still alive at -13 hit points, but dead at -14. A critically injured character must make a CON check on 1d20, or will lose 1 point permanently from 1 Ability Score, rolled at random. Some magic spells (see descriptions) can return a Critically Injured target to 1 hit point, as can the Treat Critical Injury Skill, in either case, the injured person still needs to check for ability loss. For monsters and NPCs without a CON score, most of the time, just consider them dead at 0 hit points. If the players try to save one, make a saving throw for the creature, if it passes, roll 2d6, that's how many rounds they have to attempt to stabilize the critical injury.

MAXIMAL HIT: if any combatant rolls a natural 20 on the die, it is considered a Maximal Hit and the damage die rolled is automatically maximum.

FUMBLE: if any combatant rolls a natural 1 on the die, it is called a Fumble. He must roll a saving throw or suffer an ill-effect. If using a melee weapon, the weapon is damaged, suffering a -2 to hit and damage until repaired. A bow or crossbow will suffer a broken string. Fumbling when not using a weapon results in falling prone.

2.2—SURPRISE

Before the first round, each side rolls 1d6 for surprise when 2 sides meet each other. A die result of 1 means that that side is surprised for 1 round and does nothing. A die result of 2 means that that side is surprised for 2 rounds and does nothing. A character or group of characters (at least 60' away from allies without the skill) all of whom have the Move Silently Skill and make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled on the die. Likewise, characters who are hidden (such as from a Hide in Shadows skill check or invisibility spell) gets a round of surprise.

2.3—INITIATIVE

Combat is handled in ROUNDS, each of which is 6-seconds, 10 per minute. At the beginning of each round, the Judge rolls 1d6, if the result is 1-3, the enemies act first, if the result is 4-6, the players act first.

Each combatant on the winning side moves and makes his attack (in either order).

On the player character side, the PC with the highest CHA decides which player combatant acts in what order, if there is a conflict/dispute.

Combatants may interlace actions and moves with one other, but each must complete move before attack or attack before move. Example: Fred can move, then Joe shoots, then Fred shoots and then Joe moves. However, Fred can't take half his move, then attack (or let Joe attack) and then complete the move.

When the first side has finished all its actions, the second side then carries out its moves and attacks and then initiative is re-rolled.

When both sides have completed their actions, any necessary Morale Checks are made.

2.4—ACTION ECONOMY

Each combatant has 1 Attack Action and 1 Movement Action to use each round.

A—ATTACKS: The following actions spend the Attack Action for the round:

- Attacking with a melee or missile weapon, or throwing a flask
- Casting a spell or Turning Undead
- Attempting to Rally followers who have failed morale.
- Using a scroll, potion or other magic item that requires activation
- Using an Alchemical Device or Product
- Parrying
- Changing Weapons (attack OR movement), if your weapon is a Fast Draw Weapon like a knife, dagger or sword, it can be drawn without losing an action (but you have to drop whatever else had been in your hand). If you succeed at a Quick Draw skill roll, you can change weapons at no action cost.

B—MOVES: The following actions spend the Movement Action for the round:

- Moving up to your normal movement allowance
- Stand up from prone position
- Mount or dismount from a horse
- Attempt to move silently or hide in the shadows (may move 1/2 of normal allowance, succeed or fail).
- Reloading a Light Crossbow
- Make a second shot with a ROF 2 missile weapon
- Fighters only may use their move to make a 2nd melee attack (*Stand and Fight* below)
- Changing Weapons (attack OR movement), if your weapon is a Fast Draw Weapon like a knife, dagger or sword, it can be drawn without losing an action (but you have to drop whatever else had been in your hand). If you succeed at a Quick Draw skill roll, you can change weapons at no action cost.

C—MOVE AND ATTACK: The following actions spend BOTH the Movement and the Attack actions for the round:

- Reloading a Heavy Crossbow
- Picking up an object from the ground

- Make a Fighting Withdraw
- Run (double move allowance); Player Characters and NPC's with a DEX also add a number of feet equal to their dexterity score, all others add 10'. 4-footed creatures get triple move allowance.
- Charge (at least 15', up to double, into contact, making an attack)
- Administering First Aid or attempting other non-combat skill (Judge's option)

D—EXTRA ACTIONS: There are extra actions that can be taken as a result of circumstance and that do not spend the Attack or Movement for the round:

- Making an Extra Attack against a fleeing enemy (1 for most characters, 2 for fighters)
- Fighter Rampage Extra Attacks (up to 8) or extra attacks from high Fighter level
- Weapon Length Extra Attack (at most 1, when first contact is made)
- Weapon Speed Extra Attack (second attack for using a Small weapon against a Large one no extra action)
- Certain Adventurer Skills (e.g. Shield Sacrifice, Quick Draw etc.) do not take an action to try.

2.5—MISSILE COMBAT

Weapons on the weapon chart with a listed range can be used to shoot or throw at enemies at a distance. The weapon will be listed with 3 range bands, for example, 10/20/30, the first is the short range, the second medium range, the third long range. Attacks at short range are made at +1 to hit, those at medium range at +0, those at long range at -1 to hit. Monsters also might have ranged attacks in their monster descriptions which follow the same procedure. Range is in feet indoors, while in yards outdoors.

A combatant who is in melee contact with an armed enemy cannot shoot a bow, crossbow or sling, but may still throw hurled weapons. If you attempt to shoot an enemy who is currently in melee combat with your own allies, you suffer a -2 on your "To Hit" roll. If you roll a Natural 1 or 2 on the d20 roll, you hit your ally rather than the enemy.

A missile weapon with a Rate of Fire (ROF) of 2 can shoot twice in a round, but only if the shooter does not move. A light crossbow takes a Move action to reload. A heavy crossbow takes a Move and an Attack action to reload.

A shooter who is on a wall or tower shooting downward gets a +2 on his "To Hit" roll. Partial Cover (being among trees, bushes, around a corner, on a stockade platform) grants the defender +4 AC. Heavy Cover (on a crenelated battlement, behind a window) grants the defender +7 AC. Full Cover (behind an arrow-slit) grants the defender +10 AC.

2.6—MELEE COMBAT

MELEE CONTACT: when two or more combatants do not have a full 5' space between them they are said to be in Melee Contact and can strike each other with any sort of weapon they might have. If a combatant in contact is stunned, asleep, or otherwise prevented from making an attack action, he does not count as making melee contact with anyone.

REACH WEAPONS: Spears, Bills, Halberds, and Lances are noted with the code R1. Pikes are noted with the code R2. R1 weapons, as well as Gigantic Sized Monsters, can attack an enemy when they are not in melee contact, when there is a 5' space (but not more) between them. R2 weapons can attack when there is a 10' space between the combatants but cannot be used in melee contact. This also means that those with an R1 weapon may strike from the 2nd row of a formation and those with an R2 weapon can strike from the third row.

LANCE CHARGE AND RECEIVE CHARGE: Lances have the code CB, for Charge Bonus, when such weapons are used from a medium or heavy warhorse during the Charge Combat Maneuver (see below), and score a hit, roll 2 dice of damage instead of the usual one on the first attack of the round. Spears and Pikes have the code RC for Receive Charge, if someone Charges the user of such a weapon and the user hits them during the round of the charge, the first such hit does 2 dice of damage instead of the usual one. If either a Lance Charge or Receive Charge attack scores a natural 20, both damage dice are maximized.

FIRST CONTACT EXTRA ATTACK: when 2 combatants come into melee contact for the first time, if one of them has a Longer Weapon than the other, the one with the longer weapon gets an Extra Attack before the other can strike (this can interrupt initiative order). A combatant can only make 1 such Length extra attack per round. Length of weapon is defined as the following, Longest to Shortest: R2 Weapons (pike), R1 Weapons (spear, halberd, bill or lance), all Large Weapons, all Medium Weapons, all Small Weapons. A combatant with a weapon always gets the Extra Attack against unarmed enemies or those with natural attacks such as claws or teeth, unless the enemy is size G.

Examples: If Sir Frank (lance R1) charges Pikestaff Pete (pike, R2), even though Frank won the initiative, Pete gets an Extra attack after Frank moves into contact, but before Frank gets his normal attack. Bluto (club, medium weapon) rushes Mystic Steve (dagger, small weapon), Bluto gets an extra attack because his club is longer than Steve's dagger. Bluto then gets his normal attack.

FASTER WEAPON: if one combatant has a Small weapon, while the other has a Large, the character with the Small Weapon may make 2 attacks per round, except the first round of contact. This extra attack only applies when both combatants are using weapons.

KNOCKDOWN: is a Small or Medium combatant is hit with a Large Weapon or Large or Gigantic enemy in combat, and the damage *rolled* on the dice is 5 or better (i.e., exclude modifiers), then the combatant must make a Saving Throw or be knocked prone. Large combatants hit by Gigantic ones are likewise subject to knockdown. Knockdown also applies to Large Missile Weapon hits (crossbows, siege engines, and boulders) against Medium or Small combatants.

GANGING UP: If a group of 4 or more attackers in melee contact attack a single target, who is not adjacent to any of his own allies, then the attackers all gain a +2 on their hit rolls. This does not apply when attacking gigantic creatures like dragons, purple worms, dinosaurs and giants.

SPELL CASTING IN MELEE CONTACT: A combatant in melee contact may not cast a spell unless the spell description allows for it (typically only Grip Spells). Under no circumstance can he use a scroll. He may, however, use a wand or similar magic device, or use natural inborn magic abilities (not including spells cast by Natural Talents).

CHANGING WEAPONS AND PICKING UP OBJECTS: if an object is dropped onto the ground, a combatant must use both his Attack and his Move for the round to pick it up, unless he uses Scooper skill. If he wishes to change weapons or draw a weapon from his belt etc., he must forfeit either his Attack or his Move for the round. If he has the Quick Draw Skill, he can change or draw a weapon without giving up either move or attack on a successful skill roll. If

the weapon is a Fast Draw Weapon (FD) like a sword, knife or dagger, he can drop what is in his hand and pull the FD weapon without spending his Move or Attack.

GETTING UP FROM PRONE, MOUNTING AND DISMOUNTING: getting up from a prone position or mounting or dismounting from a horse requires a character to use his entire Movement phase. A thief or fighter can attempt to get up from prone or mount/dismount a horse and still move by rolling STR or less (Fighters) or DEX or less (thieves) on a d20. If they fail the roll, they forfeit all their actions until the next movement phase, if they pass, they can make a full movement after standing up or mounting/dismounting. A prone character can make melee attacks but not with Large Weapons or 2-handed Medium weapons. He is at a -4 penalty on those attacks. Enemies get a +3 to hit prone targets with melee weapons, but minus 3 with ranged attacks. All swords, knives and daggers gain an additional +2 to hit against targets that are prone and wearing plate armor.

MOUNTED COMBAT:

- Horses (whether mounted or not) can either move or attack in the same round, never both.
- Warhorses are the only mounts that can attack while mounted by a rider.
- Lances from a medium or heavy warhorse do double damage on a charge.
- A rider gets a +1 to hit when attacking an opponent on foot
- Unmounted combatants suffer a -2 to hit when attacking a Fighter-classed opponent mounted on a horse

WITHDRAW FROM MELEE: if an enemy moves out of melee contact with a combatant, that combatant is entitled to an Extra Attack, with a +2 to hit (+4 by thieves) against the moving enemy. Most combatants only may make one such Extra Attack per round, which goes against the first enemy to withdraw during the round, but a Fighter-class combatant gets 2 such Extra Attacks, one each against the first 2 who leave. See Fighting Withdraw under maneuvers.

2.7—SPELL CASTING AND MAGIC IN COMBAT

SPELL ATTACKS: while melee weapons and missile weapons both require that the combatant makes a "To Hit" roll to inflict damage, spells never so require. They automatically hit the enemy that is targeted by the spell. The target may be able to attempt a Saving Throw (see below) to avoid the damage, however.

STUMP THE CASTER: if a caster is hit in combat by any damage-causing attack, he may not cast a spell, turn undead or use a scroll for the rest of the round. He may still drink a potion, or use another magic item.

HASSLE THE CASTER: if a caster is in melee contact with an enemy, he cannot turn undead or cast a spell unless the spell description specifically allows for it (typically, only Grip Spells do so). In no circumstances can anyone cast a spell from a scroll if in melee contact.

SAVING THROW: some spells and monster or weapon effects indicate that a Saving Throw is permitted against them. If so, the targets roll 1d20 and must get the Saving Throw number or higher on it. The saving throw numbers are listed on the Class Progression Tables for each class or on the Monster Description. However, it is easily calculated as being 17 or higher, minus the Character Level or Monster HD, to a maximum of -11, e.g. a 10th level Fighter has a

Saving Throw of $17-10=7$. The roller also adds any specific modifier from his class and/or species. If the defender succeeds at the saving throw, the spell has no effect on him, unless the spell description says "Yes, half", in which case the spell inflicts half the indicated damage (round down) on a successful save. If someone does indeed take half damage from a spell or other effect, like Dragon Breath, that damage will never bring his hit point total to less than 1 hit points (it's hardly a "Save" if he succeeds, but dies anyway). A roll of natural 19 or 20 is always a successful save, a roll of a natural 1 or 2 is always a failed save, no matter what modifiers come into play.

2.8—MORALE

Each group of combatants have a Morale Rating (abbreviated MOR), which ranges from 2 to 18. When certain conditions apply, the Judge will roll 1d20 to check to see if the group continues to fight, if the d20 result is equal to or lower than the group's MOR, the group keeps fighting. If the die result is higher than the MOR, the group retreats. The Morale Check is made at the end of the round, after both sides have acted.

Morale can be checked whenever the Judge deems it necessary, but it is usual under the following circumstances:

- 50% of the group's numbers have been killed, critically injured or rendered unconscious
- The group's leader has been killed, rendered unconscious or has fled.
- 25% of the group was killed/knocked out by a single attack or effect
- The group's weapons seem unable to inflict casualties on their enemy
- The group suffers more casualties on a round after passing one of the other checks.
- A singular monster has lost half or more of his hit points.

Player characters do not have a MOR score, it is in the player's hands whether they fight or flee. Creatures like Golems, Skeletons, Zombies or Robots, with no real consciousness do not have a MOR score and never check morale. Anyone under the influence of Berserk Rage never needs to check morale. Other creatures will be rated with a number of 6-sided dice to be rolled to determine MOR rating for each individual group (so one band of orcs might have a 15 MOR, but another, 2 rooms away might only have a 6). No matter how many dice are rolled, pick the best 3 of them (or best 2 if there are only 2) and total them to determine MOR.

Examples:

- 2d6: Peasants, Kobolds, Goblins, Sneak Thieves
- 3d6: Orcs, Guards, Hobgoblins, Ogres
- 4d6: Knights, Adventurers, Elite Orc Warriors
- 5d6: Fanatics, Werewolves
- 6d6: Demon Lord, Trolls

2.9—COMBAT MANEUVERS

Combat Maneuvers are options that characters may use in certain circumstances. Some are restricted to certain classes; some have certain equipment required.

CHARGE (all) : a combatant who is not currently in melee contact with an enemy can declare a Charge, if he is anywhere between 15' and double his maximum move allowance from his target. He then moves into contact with the declared target and makes an attack. A combatant may not charge 2 rounds in a row. Charging gains the attacker +1 to hit and +2 on damage rolls. If, however, he is

using a lance from a medium or heavy warhorse, he will gain +1 to hit and double the number of rolled damage dice. If, on the round he charges, a combatant is hit by an enemy using a weapon rated as "RC" (spear, pike), then the RC weapon will do double number of dice of weapon damage. Charging uphill gains no charging benefit to hit or damage, but charging down a slope grants an additional +1 damage and 5' movement.

DISARM ATTACK (F,C,T) when a Fighter, Cleric or Thief uses a weapon with the "DA" code against a target armed with a weapon of equal or lighter size code than he is using, he can declare that he is attempting to Disarm the target. He makes his "to hit" roll vs AC 15, and if he hits, the target must make a Saving Throw or see his weapon knocked out of his hands.

FIGHTER RAMPAGE ATTACK (F) Any time a Fighter-classed character drops an enemy to 0 hit points or below in hand-to-hand combat (not missile fire), he may make an Extra Attack against any opponent in reach. He may repeat this each time he drops an enemy to a maximum of 1 Extra Attack per experience level or 8, whichever is lower, in any given round. The Judge may grant this power to monsters (e.g. Trolls, Dragons or Giants) at his discretion.

FIGHTING WITHDRAW (all): a character can move half his movement rate and leave Melee Contact without provoking an Extra Attack, but this costs the combatant both his Movement and his Attack Action for the round.

GREAT BLOW (F): fighters of level 5 or better can once per turn (10 minutes) elect to strike a Great Blow. He must be using a weapon in 2 hands, he automatically will strike last in the round, and suffers a -4 to hit. However, he adds his entire STR ability score to his damage total. At 10th level he can strike 2 great blows per turn, at 15th level 3 great blows and at 20th 4 great blows per turn.

IMPROVISED MANEUVERS (all): a combatant may try anything else he may think of not covered here. If it's reasonable it will probably need an Ability Check on 1d20, and then either a to hit roll from himself, or a Saving Throw from his enemy. If it's preposterous, make the combatant's ability roll on a d100. Example 1: "I throw a barrel at him": Rocko wants to pick up a barrel, half filled with pickle brine, and throw it from a balcony onto a charging Ogre below. Judge decrees Rocko roll STR or less on 1d20 to pick it up and throw it, then a "to hit" roll to land it on the Ogre, at that point the Ogre takes 1d6 damage and must roll a Saving Throw or fall prone. Example 2: "Whirling Attack": Dervish Tom decides to use his sword and swing around in a complete circle to try to hit all 6 enemies in contact with him at once. Judge declares he roll his DEX or less on 1d100 or he's wasted his turn. If he makes it, he can roll 6 to hit rolls, one against each enemy.

PARRY (all): Any combatant wielding a weapon or shield can give up his attacks to make a parry, adding +2 to his AC vs. melee attack, but Small Weapons cannot parry Large Weapons. The parrying combatant can apply this defense against a number of melee attacks in a round equal to his Level or HD. Even if a combatant is eligible for multiple attacks in a round, if he parries he forfeits them all.

PARRY-FIGHTERS (F) Fighter-classed combatants, only, have several additional parry abilities. First, if they are currently using a shield, they can apply their parry bonus against missile attacks, where other characters cannot. Secondly, their parry defensive bonus increases with level, adding their damage bonus on the Fighter Progression Table. So, a level 10 Fighter has a +6 AC instead of a +2. Fighters still forfeit all attacks if they parry.

SPLIT OR HOOK SHIELD (F): A Fighter using a weapon with the SS code can declare he is attempting to Split or Hook an enemy's shield. He rolls to hit vs AC 15, but instead of doing damage

on a hit, the defender must make a Saving Throw or at the attacker's choice, have his shield split into pieces, destroyed, or it will be hooked and yanked out of his hands onto the ground. Magic shields and Sturdy Shields (see book 4) are always hooked, not destroyed.

STAND AND FIGHT (F): A fighter can use his Move Action to make a melee attack. In other words, if he does not move, he may make 2 regular attacks with a hand-to-hand (melee) weapon. This might give him an extra opportunity to make a Rampage extra attack, but does not double the number of Rampage attacks he can make per round.

UNHORSE (F) When a Fighter uses a weapon with the "UH" code against a target mounted on a horse (or similar mount) he can declare he intends to unhorse the target. If he scores a hit vs AC 15, the target suffers no damage, but must make a Saving Throw, or he will be knocked prone to the ground, off his horse. He must make a second save or he will be stunned, missing his next round, and suffer 1d4 damage.

2.10—WEAPON PROPERTIES AND FEATURES

Each weapon available to characters and monsters has a number of properties that distinguish it from the others.

Type: this is the name of the weapon

Price: the purchase price of the weapon

Damage: the number of damage points rolled on a successful hit

Hands: whether the weapon is used in 1 hand or 2. Some Weapons (clubs, war-hammers, bastard swords, spears, and battle-axes) can be used in either 1 or 2 hands, each use gets a separate entry on the weapon chart with different statistics, but it is the same weapon used in 2 manners.

Size: weapons are rated as Small, Medium or Large. Difference in size of weapons between 2 opponents can yield extra attacks in certain circumstances, and Large Weapons can knock down Medium or Small opponents (see above for all this).

Class: what character classes can use the weapon without penalty (F=fighter, T=thief, C=cleric, M=magic-user, L=lackey, all=all classes).

Features: what special features apply to the weapon, codes are explained below.

ROF: the rate of fire (i.e., number of times per round the weapon can be fired), only missile weapons have a ROF.

Range: the short/medium/long ranges of the missile weapon (equals feet indoors, yards outdoors). Short range gives a +1 to hit. Long Range gives a -1 to hit.

FEATURES: BY CODE:

FD: Fast Draw: weapon can be drawn from a scabbard without taking an action.

DA: Disarm: weapon can be used for the Disarm Combat Maneuver

UH: Unhorse: weapon can be used for the Unhorse Combat Maneuver

CB: Charge Bonus: weapon does double damage roll from a charging warhorse

H: Hurlled: weapon can be thrown as a missile weapon in addition to melee use

RC: Receive Charge: weapon does double damage dice against charging enemy

R1: Reach 1: can attack from 5' away

R2: Reach 2: can attack from 10' away (R2 weapons can only be used outdoors)

AM: Anti-Mail: weapon gets +1 to hit against Scale or Chain mail armor.

AP: Anti-Plate: weapons gets +1 to hit against Brigandine or Plate armor

SS: Split Shield: weapon can be used for the Split or Hook Shield Maneuver

Heavy Crossbow: a heavy crossbow gets a +3 to hit at Short Range against any target wearing Lamellar, Scale, Chain, Brigandine or Plate armor. It also does an additional 1d4 damage against all targets at Short range.

2.11—COMBAT GRAB-BAG

POISON: unless the description reads otherwise, the default for a poison attack is that the victim gets a saving throw. If he fails the saving throw, he falls to the ground twitching and foaming at the mouth, completely helpless and will die about 10 minutes after the combat ends, unless cured or treated. Some poisons may only paralyze, others may grant a bonus to the saving throw. As the Neutralize Poison spell indicates, even if the victim “dies”, he actually lingers for about an hour in which time a spell or herb or treatment may still rescue the victim.

ITEM SAVES: When a character fails a saving throw against a damage-inflicting Fire, Cold, Lightning or Acid attack, his items might be destroyed in the process. Item Saving Throws use the same number as the character carrying the item. Magic items (apart from scrolls) are unaffected by normal fires or acid attacks but are susceptible to dragon breath and fire/acid that comes from a magic spell.

- Fire Attacks: all scrolls, papers and books are automatically destroyed unless kept in a metal case or box, each other item that is not made of metal must make a saving throw or be destroyed.
- Acid Attacks: each item must make a saving throw or be destroyed.
- Cold Attacks: papers, scrolls, books and leather items are unaffected, all other items must make a saving throw or be destroyed.
- Lightning Attacks: each item must make a saving throw or be destroyed.

2.12 ARMOR CLASS

The base AC for mortals is 10. Add the AC bonus for any armor worn to 10 to get the characters Armor Class. A character can only get the AC bonus from 1 suit of armor at a time. The AC bonus of a shield, however, is added to the AC bonus of the armor worn. Chain, Scale, Brigandine and Plate all include a Gambeson or Arming Doublet, worn underneath, in their AC bonus totals and Price.

A Pavis a large wooden shield with a stand-alone base. Anyone who carries one is encumbered and uses both hands, but it can be stood up as a protection vs. missiles for an archer, crossbowman or wizard to hide behind.

ARMOR	AC BONUS	MOVE	PRICE	CLASSES
Clothes	+0	Standard	1gp+	C,F,M,T,L
Hides	+1	Standard	5gp	C,F,T,L
Leather	+2	Standard	10gp	C,F,T,L
Gambeson	+2	Standard	10gp	C,F,T,L
Lamellar	+3	Standard	50gp	C,F,T,L
Chain Mail	+4	Armored	75gp	C,F
Scale Armor	+4	Armored	75gp	C,F
Brigandine	+5	Armored	150gp	C,F
Plate Armor	+6	Armored	300gp	C,F
Shield	+2	Armored	10gp	C,F
Pavis	+4 vs Missiles	Encumbered	25gp	special

12.13 WEAPON TABLES

Melee Weapons

Weapon	Price	Damage	Hands	Size	Class	Features
Fist	0	1	1	S	All	FD
Baton	1sp	1d4	1	S	All	
Club-1	0	1d4	1	M	All	H
Club-2	0	1d6	2	M	All	
Staff	1sp	1d6	2	M	All	DA
Hammer, Light	3gp	1d4	1	S	F, T, C, L	AP, H
Mace	5gp	1d6	1	M	F, T, C	AP
Flail	8gp	1d8	2	L	F, T, C	AP
Warhammer-1	7gp	1d6	1	M	F, T, C	AP
Warhammer-2	7gp	1d8	2	M	F, T, C	AP
War Pick	5gp	1d8	2	L	F, T, L	AP
Morningstar	6gp	1d8	2	L	F, T	AM
Maul	10gp	2d4	2	L	F, T, C, L	
Knife	1gp	1d4	1	S	F, T, M, L	FD, H
Dagger	3gp	1d4	1	S	F, T, M, L	FD, AM, H
Silver Dagger	25gp	1d4	1	S	F, T, M, L	FD, AM, H
Short Sword	7gp	1d6	1	S	F, T	FD
Arming Sword	10gp	1d6	1	M	F, T	FD, DA
Bastard Sword-1	15gp	1d6	1	M	F, T	FD, DA
Bastard Sword-2	15gp	1d8	2	M	F, T	FD, DA
Two-H Sword	20gp	1d8+1	2	L	F, T	
Hatchet	2gp	1d4	1	S	F, T, L	H
Hand Axe	3gp	1d6	1	M	F, T, L	SS
Battle-Axe-1	7gp	1d6	1	M	F, T, L	SS
Battle-Axe-2	7gp	1d8	2	M	F, T, L	SS
Great Axe	10gp	2d4	2	L	F, T, L	SS
Spear-1	2gp	1d6	1	M	F, T	H, AM, R1, RC
Spear-2	2gp	1d8	2	M	F, T	R1, RC, AM
Pike	5gp	1d8	2	L	F, T	R2, RC
Halberd	7gp	1d8	2	L	F, T	R1, SS, AP
Bill	7gp	1d8	2	L	F, T	R1, UH, DA
Lance, med.	4gp	1d8	1	L	F, T	R1, CB, UH
Lance, hvy	4gp	1d10	1	L	F, T	R1, CB, UH
Lance, joust	1gp	1d3	1	L	F, T	R1, DM
Lance, on foot	4gp	1d8	2	L	F, T	R1

MISSILE WEAPONS:

Weapon	Price	Damage	Hands	Size	Class	ROF	Range
Rock	0	1d3	1	S	All	1	10/20/30
Dagger	3gp	1d4	1	S	F,T,M,L	1	10/20/30
Knife	1gp	1d4	1	S	F,T,M,L	1	10/20/30
Club	0	1d4	1	M	All	1	10/20/30
Hatchet	2gp	1d4	1	S	F,T,L	1	10/20/30
Hammer, L	3gp	1d4	1	S	F,T,C,L	1	10/20/30
Hand Axe	3gp	1d6	1	M	F,T,L	1	10/20/30
Dart	5sp	1d4	1	S	F,T,M	2	20/40/60
Spear	2gp	1d6	1	M	F,T	1	10/20/30
Javelin	1gp	1d6	1	M	F,T	1	20/40/80
Flask	Var.	Var.	1	S	All	1	10/20/50
Short Bow	25gp	1d6	2	M	F, T	2	50/100/150
Horse Bow	30gp	1d6	2	M	F, T	2	60/120/210
Long Bow	40gp	1d6	2	M	F, T	2	70/140/210
Comp. Bow	50gp	1d6	2	M	F, T	2	80/160/240
Sling (Stones)	1gp	1d4	1	S	F, T, C	1	40/80/160
Sling (Bullets)	1gp	1d6	1	S	F, T, C	1	40/80/160
Lt. Crossbow*	15gp	1d8	2	L	F, T	1	60/120/180
Hvy Crossbow**	25gp	2d4*	2	L	F, T	1/2	80/160/240

*Light crossbow takes a Move action to reload.

**Heavy Crossbow gets, at Short Range, a +3 to hit targets in any armor lamellar (+3) or better and an additional 1d4 damage against all targets. It takes a Move and Attack to reload.

Ammunition: a quiver, pouch or case with a set of arrows/quarrels/stones/bullets count as 1 item for encumbrance.

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Back Quiver (20)	5gp	Belt Case (10)	2gp	Sling Bullets x30	5gp
Belt Quiver (10)	3gp	Back Case (30)	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling Bullet	5gp

PART THREE: SPELLS

Spell Descriptions:

Stun Blasphemer (CL-1)

Casting Time : 1 action

Save: Yes

Target/AOE: 1 Target

Type: Curse

Range: 50

Duration: 1d4 rounds

One target of a different alignment than the cleric must save or be stunned for 1d4 rounds. While stunned, the victim may only make move actions, and even then only move ½ its normal allowance.

Each spell is described in the format shown on the example above.

Name Line: contains name of the spell with whether it is a Cleric (CL) or Magic-User (MU) spell and the spell level. Stun Blasphemer is a 1st level Cleric spell.

Casting Time: most spells are 1 action in casting time, meaning that the caster uses his attack for the round to cast the spell, some, however, are longer rituals or incantations. If the code PD appears after the time, that means that the spell creates a Power Drain, preventing the caster from casting other spell for 3d6 days.

Realm or Type: each magic-user spell has a Realm, which governs what specialist can cast what spell and also can involve immunity and vulnerability (e.g. Fire realm spells might not affect a Fire Elemental). Cleric Spells have a Type, but all clerics have access to all types, except Law Type is restricted to Lawful Clerics, Neutral type to Neutral Clerics and Chaos types to Chaotic clerics. If the letter P is added after the Realm/Type, then the spell can be made into a Potion by the appropriate potion-making spell.

Save: does the target get a saving throw to avoid the effects of the spell. "Yes" means if he rolls a save he avoids the negative effects of the spell. "No" or "None" means he cannot even roll a save. "Yes, half" means if he succeeds a saving throw he takes half the indicated damage, but never falls to less than 1 hit point as a result.

Range: the distance from the caster at which the spell can still reach, it is measured in feet. Touch means the caster must touch the object. 0 means it affects the caster or an area centered on the caster.

Target/AoE: the targets the spell can affect or the area in which the spell affects everyone or everything or designated types.

Duration: the length of time that the spell lasts. If it says Rounds or Combat Rounds that means the 6-second period in a standard combat. If it says Turns, it means 10-minute exploration turns. If it says Immediate, it means that the event is accomplished the moment the spell is cast and cannot be dispelled (e.g. inflicting damage is immediate, a dispel magic won't remove the damage). Permanent means the spell lasts forever unless it is dispelled somehow (by a dispel magic usually, but perhaps also by a remove curse or special condition described by the spell).

3.1 –CLERIC SPELLS

Level 1

1--Law: Detect Chaos
1--Chaos: Detect Law
1--Neutral: Detect Illusion
2--Healing: Heal Wounded--P
3--Blessing: Bless Food and Water
4--Cursing: Stun Blasphemer
5--Protection: Divine Circle
6--Will: Detect Magic--P
7--Practical: Light/Darkness
8--Combat: Encourage
9--Special: Scripture
10--Special: Sanctify Potion

Level 2

1--Law: Protection from Chaos--P
1--Chaos: Protection from Law--P
1--Neutral: Speak with Animals--P
2--Healing: Neutralize Poison--P
3--Blessing: Chant
4--Cursing: Accursed Ranting
5--Protection: Sanctuary
6--Will: Augury
7--Practical: Find Traps
8--Combat: Hold Person

Level 3

1--Law: Stand the Fallen
1--Chaos: Slay the Fallen
1--Neutral: Personal Ward
2--Healing: Cure Disease--P
3--Blessing: Blessed Weapon
4--Cursing: Example
5--Protection: Remove Curse
6--Will: Locate Object--P
7--Practical: Continual Light
8--Combat: Dispel Magic

Level 4

1--Law: Protection from Chaos 10' radius
1--Chaos: Protection from Law 10' radius
1--Neutral: Animal Friendship
2--Healing: Heal the Wounded 10' radius
3--Blessing: Heroic Anointment
4--Cursing: Damnation
5--Protection: Glyph of Warding
6--Will: Speak with Dead
7--Practical: Create Food
8--Combat: Hold Monster
9--Special: Sanctify Staff

Level 5

1--Law: Exorcism
1--Chaos: Finger of Death
1--Neutral: Dispel Elemental
2--Healing: Raise Dead
3--Blessing: Blessed Immunity
4--Cursing: Quest
5--Protection: Divine Armor
6--Will: Commune
7--Practical: Hero's Feast
8--Combat: Flame Strike

Level 6

1--Law: Summon Faithful
1--Chaos: Animate Dead
1--Neutral: Summon Animal
2--Healing: Regeneration
3--Blessing: Great Feat
4--Cursing: Boils
5--Protection: Word of Recall
6--Will: True Seeing
7--Practical: Part or Lower Water
8--Combat: Blade Barrier
9--Special: Sanctify Permanent Magic Item

Level 7

1--Law: Holy Word
1--Chaos: Unholy Word
1--Neutral: Control Weather
2--Healing: Restoration
3--Blessing: Mighty Blessing
4--Cursing: Curse of Transformation
5--Protection: Symbol
6--Will: Gate
7--Practical: Wind Walk
8--Combat: Earthquake
9--Special: Permanent

Locate Object (CL-3)

Casting Time: 1 action

Save: No

Target/AOE: 1 object

Type: Divine Will-P

Range: 30' x caster level

Duration: 30 minutes

The spell reveals to the caster the location of a specific object or one example of a specific type that is within the range of the spell. This can be made into a Locate Object Potion for 3 week's work and 300gp.

Personal Ward (CL-3)

Casting Time: 1 action

Save: No

Target/AOE: caster

Type: Neutrality

Range: 0

Duration: 30 minutes

The caster gains a +2 to saving throws, +1 to Armor Class and 6 temporary hit points for the duration of the spell.

Remove Curse (CL-3)

Casting Time: 1 action

Save: No

Target/AOE: 1 target or 30' radius

Type: Protection

Range: 30'

Duration: Immediate

The caster removes some curses, such as lycanthropy, instantly, for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a Dispel Magic against any Cleric Cursing Type of spells in effect within 30' of the caster.

Slay the Fallen (CL-3)

Casting Time: 1 action

Save: Yes

Target/AOE: 30'x30' area

Type: Chaos

Range: 0

Duration: Immediate

In a 30'x30' area centered on the caster, all creatures that are wounded to 1 hit point or less, or who are in a state of magical sleep or paralysis (but not Hold person or stun) are instantly killed if they fail a saving throw.

Stand the Fallen (CL-3)

Casting Time: 1 action

Save: No

Target/AOE: 30'x30' area

Type: Law

Range: 0

Duration: Immediate

In a 30'x30' area centered on the caster, all creatures that are wounded to 1 hit point or less, or who are in a state of magical sleep or paralysis (but not hold or stun) are healed to the point where they have 5 hit points, are no longer critically injured and are released from the sleep or paralysis.

3.1.4—FOURTH LEVEL CLERIC SPELLS

Animal Friendship (CL-4)

Casting Time: 1 action

Save: None

Target/AOE: 1 HD of animal/level

Type: Neutrality

Range: 90'

Duration: Permanent

1 HD of animal per level of the caster will become the caster's friend and will do his best to help him and his cause. A cleric can have only 1 animal friend at a time, and he must dismiss one before befriend another.

Create Food (CL-4)

Casting Time: 1 action

Save: None

Target/AOE: Food for 100

Type: Practical

Range: 10'

Duration: Immediate

The gods provide enough food and water to feed 100 people for 1 day.

Damnation (CL-4)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 target

Type: Cursing

Range: 90'

Duration: 1d4 Rounds

The cleric utters a powerful damning curse against a single foe of a different alignment than himself. If the target fails his save, demonic or skeletal arms will reach up from the ground and begin to drag him down. Unless a Remove Curse is cast or the caster is killed within 1d4 rounds, the victim will be dragged down screaming to hell.

Glyph of Warding (CL-4)

Casting Time: 1 action

Save: Yes (half)

Target/AOE: 25 square feet per caster level

Type: Protection

Range: 10'

Duration: Permanent until triggered

The caster traces a series of divine glyphs to protect a desired area. Any creature that crosses or touches the glyphs and is of a different alignment than the caster, or doesn't have the password, will suffer 2 points of damage per level of the caster. The caster chooses the damage type ahead of time (fire, cold, electricity, acid etc.). A thief can detect the glyphs, but cannot deactivate them.

Heal the Wounded 10' radius (CL-4)

Casting Time: 1 action

Save: None

Target/AOE: 10' radius of caster

Type: Healing

Range: 0

Duration: immediate

This spell immediately heals all hit points of damage so far lost by all allies within 10' of the caster. Critically Injured allies are no longer critically injured, but they are restored only to 1 hit point. Chaotic clerics may only use this spell on those who have been initiated into the cult of their own god.

Heroic Anointment (CL-4)

Casting Time: 1 action

Save: None

Target/AOE: Up to 6 mortals

Type: Blessing

Range: 15'

Duration: 10 Combat Rounds

Up to 6 mortal non-classed (XC) characters who are of the caster's alignment and within 15' are filled with the power of the gods and will act in all ways as a 4th level fighter for the duration of the spell. The targets will have 20 hit points, attack as a level 4 fighter (+4 attack), get +1 to damage rolls, and be able to use fighter rampage and all the other fighter maneuvers. At the end of the spell duration, any of the targets who engaged in actual dangerous combat has a 1% chance of retaining his 4th level fighter status.

Hold Monster (CL-4)

Casting Time: 1 action

Save: Yes

Target/AOE: up to 4 creatures in a 20'x20' area

Realm: Enchantment

Range: 120'

Duration: 10 combat rounds

Up to 4 chosen monsters (excluding Undead and Constructs) in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held*. Held monsters cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense, or to speak. This spell can also be used to free up to 4 creatures from any Hold spell.

Protection from Chaos 10' radius (CL-4)

Casting Time: 1 action

Save: No

Target/AOE: 10' radius of caster

Type: Law

Range: 0

Duration: 1 hour

The spell gives any ally of the caster who stays within 10' of him +4 to his Armor Class and +4 to Saving Throws against attacks that come from creatures with the Chaos alignment. Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

Protection from Law 10' radius (CL-4)

Casting Time: 1 action

Save: No

Target/AOE: 10' radius of caster

Type: Chaos

Range: 0

Duration: 1 hour

The spell gives any ally of the caster who stays within 10' of him +4 to his Armor Class and +4 to Saving Throws against attacks that come from creatures with the Lawful alignment. Furthermore, an enchanted/summoned creature of the Lawful alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, an angel couldn't hit the protected person with its hands but could project holy light at him or hit him with flaming sword.

Sanctify Staff (CL-4)

Casting Time: 1 month per spell level, plus charges

Save: No

Target/AOE: 1 staff

Type: Special

Range: Touch

Duration: Permanent

Spending 1 month and 1000gp per level of the spell (maximum of 5th level spells), the cleric can sanctify a staff that contains multiple charges of that spell. When the initial preparation is complete, there is, however a chance the creation will fail. The caster must roll his WIS ability score, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial preparation has succeeded, he has a window to add charges to the staff. He can add charges for a number of days equal to his WIS score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the staff. At the end of the charging window the staff is completed and no more charges can be added. When all the charges in a staff are used up, the staff becomes an ordinary staff, but can be re-sanctified by the same process, at a 10% discount in time and money.

For example, if Bishop Walter a 9th level cleric with WIS of 16, wants to create a Staff of Cure Wounded (level 1), he spends 1 month and 1000gp to prepare the staff. Then, he must roll 16 (WIS) minus 1 (1st level spell) =15 or less on 1d20 to have successfully sanctified the staff. Assuming he succeeds, he then can add 4 charges per day (number of first level spells he can prepare per day) for 16 days (WIS), at the end of which time he has a staff with 64 charges.

Speak with Dead (CL-4)

Casting Time: 1 action

Save: None

Target/AOE: 1 corpse

Type: Divine Will

Range: Touch

Duration: 3 questions within 1 hour

The caster can ask 3 questions of the summoned spirit of a corpse. The spirit will answer as best and as truthfully as it can but might not know the answers. A level 6-9 cleric can question a corpse dead up to 7 days. A level 10-13 cleric can question a corpse dead up to 7 weeks. A level 14-16 cleric can question a corpse dead up to 7 months, a level 17-19 cleric can question a corpse dead up to 7 years, and a level 20 cleric can question a corpse dead for any length of time.

3.1.5—FIFTH LEVEL CLERIC SPELLS

Blessed Immunity (CL-5)

Casting Time: 1 action
Save: None
Target/AOE: 1 Target

Type: Blessing
Range: touch
Duration: 1 day

One chosen target becomes immune to one specific attack form. It can be 1 of the Clerical Spell Types, or 1 of the Magic-User Spell Realms, or Energy Drain, Poison or Petrification, or even non-magical weapons. Almost anything can be chosen subject to Judge final approval. Whatever the immunity, the target may also not use the attack form during that period.

Commune (CL-5)

Casting Time: 1 action
Save: None
Target/AOE: caster

Type: Divine Will
Range: 0
Duration: 3 questions

The caster may ask 3 questions of the gods, who will answer truthfully. It can be cast once per week at most. During 1 Holy Week a year, the number of questions may be increased to 6. This spell is also how clerics can identify the functions and powers of magic items (each item is 1 question).

Exorcism (CL-5)

Casting Time: 1 action
Save: Yes (-4)
Target/AOE: 1 Demon

Type: Law
Range: 90'
Duration: Immediate

Any demon or demonic being (see Book 2) targeted must make a Save at -4 (Spell Resistance does not apply) or be cast back into the Abyss for at least 1 year and a day.

Dispel Elementals (CL-5)

Casting Time: 1 action
Save: None
Target/AOE: 30'x30' area

Type: Neutrality
Range: 90'
Duration: 2 turns

Any elemental or creature of the elemental nature, such as Xorn and Water Weirds are instantly returned to their elements when they are in the area of effect of this spell.

Divine Armor (CL-5)

Casting Time: 1 action
Save: None
Target/AOE: 1 suit of armor

Type: Protection
Range: 90'
Duration: 6 turns

One suit of armor is imbued with divine power. If a combatant with the same alignment as the caster wears that armor, each die of damage rolled against him reduced by 1 point for the duration of the spell and he may re-roll each failed save (1 time each) for the duration.

Flame Strike (CL-5)

Casting Time: 1 action
Save: Yes (half)
Target/AOE: 10'x10' area

Type: Combat
Range: 30'
Duration: 1 round per level

A column of fire comes down from the heavens or up from hell and stands in a 10x10' area for 1 round per caster level. Any creature in the area takes 6d8 points of damage each round, but may make a save for half damage, indicating a jump out of the flames. Wooden buildings suffer 1d6 Siege Points per round from the strike

Finger of Death (CL-5)
 Casting Time: 1 action
 Save: Yes
 Target/AOE: 1 living creature

Type: Chaos
 Range: 120'
 Duration: Immediate

One targeted living creature must make a saving throw or be instantly killed. Lawful clerics suffer a -2 on their saving throw.

Hero's Feast (CL-5)
 Casting Time: 1 hour
 Save: No
 Target/AOE: 24 allies

Type: Practical
 Range: 20'
 Duration: Permanent

The spell conjures up a feast for 24 people, allies of the caster. The caster hosts the meal which takes an hour to eat. Food is sufficient for the entire day's requirement and the next day too, it heals each person 10 hit points of damage and cures any disease they are afflicted with.

Quest (CL-5)
 Casting Time: 1 action
 Save: Yes
 Target/AOE: 1 creature

Type: Cursing
 Range: 100'
 Duration: Permanent

The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he does not make progress toward the goal he falls under the effects equal to a Damnation spell. If someone attempts to remove the Quest using a dispel magic or remove curse, the original caster may make a saving throw to prevent it.

Raise Dead (CL-5)
 Casting Time: 10 minutes --PD
 Save: No
 Target/AOE: 1 creature

Type: Healing
 Range: Touch
 Duration: Immediate

The spell restores a dead creature to life. The caster must touch the remains of the creature to be raised and the creature may not have been dead for more than 1 day per level of the caster. Mortals raised from the dead lose 1 point of CON. Chaotic clerics may only use this spell on initiates of their own god.

3.1.6—SIXTH LEVEL CLERIC SPELLS

Animate Dead (CL-6)
 Casting Time: 1 action
 Save: No
 Target/AOE: 1 corpse per exp. level

Type: Chaos
 Range: 60'
 Duration: Immediate

The caster causes 1 corpse per his experience level that is within 60' of the casting to become animated as a Skeleton or Zombie. If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is permanent until the monsters are destroyed, although the control can be interfered with by clerical turning/control.

Blade Barrier (CL-6)
 Casting Time: 1 action
 Save: No
 Target/AOE: 30'x30' square

Type: Combat
 Range: 60'
 Duration: 12 turns

A whirling cascade of magic blades flash around the edges of the square. Anyone who attempts to cross the barrier takes 1d6 points of damage per level of the caster. The caster, and the caster alone, can pass through the barrier unharmed.

Boils (CL-6)

Casting Time: 1 action
Save: Yes, Special
Target/AOE: All enemies in range

Type: Cursing
Range: 240'
Duration Permanent

All enemies in spell range immediately break out in painful, ugly boils. Those with 6-HD or levels or less get no saving throw, those with higher levels/HD do get one. The boils cause anyone dealing with the victims to Save or shun them. The victims also suffer a -1 to all their rolls due to the pain. A remove curse will cure the boils.

Great Feat (CL-6)

Casting Time: 1 action--PD
Save: No
Target/AOE: 1 Target

Type: Blessing
Range: 240'
Duration 10 combat rounds

The target is granted the power to complete a single seemingly impossible action, such as tearing an iron anvil in half with his hands, walking over a pool of magma without harm, leaping over a 6 story building, knocking a temple over by pushing over the central columns or reciting the Ancient Epic from memory flawlessly. Judge has final say, but it does involve a Power Drain for the cleric.

Part or Lower Water (CL-6)

Casting Time: 1 action
Save: No
Target/AOE: Special

Type: Practical
Range: 240'
Duration 3 hours

The spell either creates a dry path through a body of water, 10' wide as far as the eye can see, which lasts for 3 hours, or it lowers the total depth of any body of water, short of a Great Lake, Sea or Ocean, by half for the same duration.

Regeneration (CL-6)

Casting Time: 1 action--PD
Save: No
Target/AOE: 1 creature

Type: Healing
Range: Touch
Duration Immediate

The spell instantly regrows any lost body part (for example a limb crushed by a Grip of Power spell). It can, instead, restore 1 point of lost STR, DEX or CON ability score. It could, alternatively, cure blindness or deafness.

Sanctify Permanent Magic Items (CL-6)

Casting Time: Special
Save: No
Target/AOE: 1 item

Type: Special
Range: 0
Duration: Permanent

The caster is able to create permanent magic items appropriate to their alignment, god and class. See the "Magic Item Creation" chapter in Book 3 for more details.

Summon the Faithful (CL-6)

Casting Time: 1 action
Save: No
Target/AOE: 24 summoned warriors

Type: Law
Range: 60'
Duration: 12 turns

The spell immediately delivers a band of 24 Soldiers of the Heavenly Host (3-HD Lawful spirit warriors, see Book 2). They will faithfully follow the orders of the summoner.

Summon Animals (CL-6)

Casting Time : 1 turn

Save: No

Target/AOE: 75 HD of animals

Type: Neutrality

Range: 5 miles

Duration: 1 day

The spell calls up to 75-HD of normal animals from the land 5 miles around the caster. The animals travel to the caster, arriving in about an hour. The animals will do their best to help the caster and will stay for an entire day. If the spell is re-cast before they have departed, the hour travel time can be eliminated.

True Seeing (CL-6)

Casting Time: 1 action

Save: No

Target/AOE: Caster

Type: Divine Will

Range: 60'

Duration 1 hour

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

Word of Recall (CL-6)

Casting Time: 1 action

Save: No

Target/AOE: Caster

Type: Protection

Range: Unlimited

Duration Immediate

The caster is immediately returned to his home temple or personal stronghold. If there is no such place, he is transported to the nearest active temple of his god.

3.1.7—SEVENTH LEVEL CLERIC SPELLS

Control Weather (CL-7)

Casting Time: 1 action

Save: No

Target/AOE: 10 miles x 10 miles

Type: Neutrality

Range: 0

Duration: Immediate

The spell transforms local weather conditions instantly to whatever he desires, change a tornado to a nice day, a hailstorm to a thick fog etc. The caster has no control of the conditions once they are transformed.

Curse of Transformation (CL-7)

Casting Time: 1 action--PD

Save: No

Target/AOE: 1 person or object

Type: Cursing

Range: 240'

Duration permanent

1 person targeted is immediately transformed into either a twisted, maimed, unrecognizable version of himself or into a lowly vermin (bug, rat, etc) at the caster's choice. The victim cannot speak or write or draw and causes anyone looking at him to Save or turn away in revulsion. Cast on an object, it will cause the object appear to be broken, ugly and useless, radiating fear and revulsion (Save or move away from its presence). Anyone not of the caster's alignment will take 3d6 points of damage if he touches the object. A dispel magic will not lift the curse. A remove curse will only reveal the means of lifting the curse. A limited wish will only lift the curse if cast within 24 hours of casting the curse. A wish spell will lift the curse. Each curse will have a way of lifting it, set by the caster, that should be very difficult but not impossible.

Earthquake (CL-7)

Casting Time: 1 action

Save: No

Target/AOE: 60'x60' area

Type: Combat

Range: caster level x100'

Duration 10 combat rounds

In the area of effect, the shock of the quake collapses all buildings and opens cracks in the earth. Each creature in the area will fall into a crack to its death on a "1" rolled on 1d6 any round it is still in the area of effect.

Gate (CL-7)

Casting Time: 1 action

Save: No

Target/AOE: 1 extra-dimensional being

Type: Divine Will

Range: 0

Duration: As long as being wants it

The caster names a particular powerful extra-dimensional being, e.g. Zeus, or a type of lesser such beings (e.g. a Deceiver Demon) and casts the spell. This brings the named being directly to the caster's presence. The caster has no control over the being and it will react in anyway it might seem best. Roll 1d20: 1=being departs immediately, 2-19: being will listen to caster and decide what to do, 20=some other completely different being appears.

Holy Word (CL-7)

Casting Time: 1 action

Save: No

Target/AOE: 80'x80' around caster

Type: Law

Range: 0

Duration: Immediate

In a 80'x80' area, with the caster at its center, all Chaotic aligned creatures are affected as the chart below indicates, without saving throw:

0 to 5 HD: instantly killed

6-8 HD: stunned for 2d6 Turns (see Power Word Stun)

9-11 HD: deafened for 1d6 turns

12+ HD: no effect

Mighty Blessing (CL-7)

Casting Time: 1 action--PD

Save: No

Target/AOE: 1 person

Type: Blessing

Range: Touch

Duration 6 turns (1 hour)

The cleric calls on the god directly to bless the target touched, a phalanx of invisible Angels, Demons or Spirits will defend the target for 1 hour, raising his AC to 22, and allowing him to make all Saves, and to take one half damage from all attacks that do affect him. They will also catch him if he falls, buoy him if he sinks and provide breathable air if needed. The blessed target also gains +4 on all attacks and damage rolls he makes.

Permanent (CL-7)

Casting Time: 1 hour

Save: See below

Target/AOE: 1 spell

Type: Special

Range: 120'

Duration: Permanent

This hour-long ritual will make whatever spell that the caster next casts have a permanent duration. For example, a Hold Person would keep the victim held forever, unless dispelled, or a Blade Barrier would stay in place forever. The duration of the spell made permanent cannot be "Immediate." This spell is not necessary to make permanent magic items. A scroll, however, can be made "permanent" allowing it to be used 1 time each day. Putting a Permanent spell on a Gate spell opens a permanent portal to some extra-worldly place allowing beings to pass through it at will. Casting permanent spell has a price, first it requires 1000gp worth of powdered diamonds which are expended by the spell, second, the caster must make a saving throw or he will lose 1 point from a random ability score (permanently).

Restoration (CL-7)

Casting Time: 1 action--PD

Save: No

Target/AOE: 1 creature

Type: Healing

Range: Touch

Duration: Immediate

The spell restores 1 experience level lost to Energy Drain from an undead creature or any other source. Or, it can cure a magically induced insanity. Or, it can restore 1 point of lost INT, WIS, or CHA ability score.

Symbol (CL-7)

Casting Time: 1 action

Save: Yes

Target/AOE: 100x100' area

Type: Protection

Range: Touch

Duration: Until triggered

The caster traces a divine symbol of power on an area. The symbol will activate if anyone reads, touches or crosses it. The spell effect will be a 100'x100' area centered on the mark, but the spell only affects those of a different alignment or otherwise hostile to the caster. Only a caster of higher level than the original can dispel it. There are several symbols to choose from:

Fear: all affected creatures will flee in terror for 1-4 turns

Pain: all affected creatures will suffer -4 on all rolls for 1-4 turns

Stun: up to 150 HD of creatures are stunned as Power Word Stun

Insanity: up to 100 HD of creatures are driven completely mad (permanent)

Death: up to 75 HD of creatures are killed.

Unholy Word (CL-7)

Casting Time: 1 action

Save: No

Target/AOE: 80x80' around caster

Type: Chaos

Range: 0

Duration: Immediate

In a 80'x80' area, with the caster at its center, all Lawful aligned creatures are affected as the chart below indicates, without saving throw:

0 to 5 HD: instantly killed

6-8 HD: stunned for 2d6 Turns (see Power Word Stun)

9-11 HD: deafened for 1d6 turns

12+ HD: no effect

Wind Walk (CL-7)

Casting Time: 1 action

Save: No

Target/AOE: caster and 1 person

Type: Practical

Range: Touch

Duration 24 hours

The caster and one other touched creature are transformed into a vapor-like substance and can travel at immense speeds (480' per round) for as long as the caster desires, up to a maximum of 24 hours. At any point, the caster can return himself and his comrade (if he brought one) to normal, ending the spell.

3.2—MAGIC-USER SPELLS

The magic-users spells have been organized into a recognized canon of spells. These spells are not all the ones that exist or can exist; yet are the ones that are taught by guilds and most mentors. They are also the ones most likely to be found on scrolls and in spell books discovered on adventures.

Spell Books and Acquiring Spells:

Each magic-user (including specialist mages, but not Natural Talents, Witches or Bards) has in his possession a Spell Book in which he writes all the formulae necessary to prepare spells to be cast. Such a book is a magical device, prepared by his mentor, that will always have enough pages in it for the magician to use for however many spells he needs. The maximum number of spells he can have in his book per spell level is equal to the magic-user's INT ability score.

Each magic-user begins with the Magic Art Spells *Read Magic* and *Circle of Protection* in his book. The *Read Magic* spell is crucial to the magician's art and he cannot make or read scrolls or read or write spells in spell books without it. *Circle of Protection* is the second spell taught to apprentices, being highly useful in defending against evil spirits and the like. The player then chooses 4 other first level spells that he desires and adds them to his book (he doesn't need to make any rolls at this point, he gets these automatically).

When a magic-user gains an experience level, he gets 1 spell of his choice from any spell level he can cast added to his book. He is assumed to have worked this out on his own during his magical preparations and down time. If he is a specialist mage, he must choose a spell of his specialty realm if any are available. Also, when he gains a new spell level (e.g. when he reaches level 5 and can cast 3rd level spells for the first time) he automatically gains any Magic Art spells of that level.

Any additional spells he must find either in the captured spell books of enemy magic-users or from scroll spells. If a magic-user wants to add a spell to his book from these sources, he must cast a *Read Magic* spell, then physically copy the spell into his book with ink. By doing so, he destroys the scroll or the spell-page from the spell book he copies from. He must also roll 1d20 and get a result equal to or lesser than his INT ability score, or he fails to understand the spell and cannot try to add it to his book again until he gains an experience level. In order for a magic-user to share a spell with another, he must make a copy onto a scroll (100gp and 1 week per spell level) and hand over the scroll, or teach the spell orally (1 month per spell level).

If his spell book is lost or destroyed, he can purchase another for 2000gp. This book will have the *Read Magic* and *Circle of Protection* spells already within it, but any other spells must be copied into it by the magic-user from scrolls or a captured book. The magic-user can roll 1d100 for each of his lost spells and for each one that he rolls his INT score or less, he remembers the formula precisely enough to add it to his new spell book.

Natural talents, bards and witches do not use spell books, and do not automatically gain *Read Magic* or the other Magical Arts spells, but may choose them.

Magical Research:

Magic-users and Specialist Mages can do research to create new spells, discover how to cast canon spells they haven't come across and to find formulae to special potions. The rules are in

Book 3. They will require either access to a magic guild library through monthly dues, or to have collected such a library themselves (Book 4 has the prices for these).

The Spell Realms:

Each spell belongs to one of the Spell Realms, each of which also has an opposite. Outside of the 12 realms are the Grip Spells and the Magical Art spells which are not opposite to anything. There is 1 spell per spell level from each realm in the Wizard's Canon, although more from each realm exist outside the canon. A specialist mage picks 1 realm to specialize in, and must choose a spell from that realm whenever possible when he advances. The advantage of being a specialist mage is that one gets to prepare 1 additional spell per day per spell level, but that extra spell must be from his specialization. A specialist mage cannot put a spell from the Opposite Realm, or the Second Realm from which he is forbidden (see Magic-Users in part 1) to his specialty into his spell book or cast it from a scroll at all, ever.

THE REALMS

Structure (opposite Knowledge): The Structure Realm deals with the physical arrangement of matter, dimensions and ultimately, soul. Structure spells are often useful, practical spells in dungeon exploration.

Protection (opposite Summoning): The Protection Realm deals with magic that helps keep the caster safe from harm.

Perception (opposite Illusion): The Perception Realm deals with allowing the caster to sense things beyond normal sight or hearing.

Knowledge (opposite Structure): The Knowledge Realm deals with the caster learning information beyond the normal means.

Earth (opposite Air): the Earth Realm deals with manipulating the basic element Earth.

Air (opposite Earth): the Air Realm deals with manipulating the basic element Air.

Fire (opposite Water): the Fire Realm deals with manipulating the basic element Fire.

Water (opposite Fire): the Water Realm deals with manipulating the basic element Water.

Enchantment (opposite Necromancy): Enchantment Realm deals with the interference with the spirit and mind of the target.

Summoning (opposite Protection) The Summoning Realm deals with the bringing of creatures or objects to the presence of the caster and the control of them.

Illusion (opposite Perception): The Illusion Realm deals with the deception of the senses of the targets.

Necromancy (opposite Enchantment): the Necromancy Realm deals with Death, manipulation of flesh and the interaction of soul and body.

Magical Art: these spells lie outside of the Spell Realms and are automatically learned by all magic-users and specialist mages of sufficient level. They are the cornerstones of magic and keys to its understanding and practice. Natural talents, bards and witches do not automatically gain these spells, but may select them.

Grip Spells: while all other spells operate at a distance and cannot be cast by a magic-user who has been engaged in combat, the grip spells require that the caster touch his target and so can be cast during melee combat. As one cannot use a scroll when engaged in melee, Grip spells are infrequently found on scrolls.

MAGIC-USER SPELL LIST: THE WIZARD'S CANON

Level 1

Magical Art: Read Magic; Circle of Protection
Grip Spell: Shocking Grip
1-Structure: Hold Portal
2-Protection: Protection from Chaos/Law—P
3-Perception: Detect Magic—P
4-Knowledge: Read Languages
5-Earth: Stone Missile
6-Air: Air Shield
7-Fire: Flames
8-Water: Concealing Fog
9-Enchantment: Sleep
10-Summoning: Invisible Chuggins
11-Illusion: Disguise—P
12-Necromancy: Fear

Level 3

Magical Art: Dispel Magic, Prepare Spell Book
Grip Spell: Grip of Pain
1-Structure: Wizard Lock
2-Protection: Protection from Law/Chaos 10'
3-Perception: See in Darkness—P
4-Knowledge: Scry
5-Earth: Earth Shift
6-Air: Lightning Bolt
7-Fire: Fireball
8-Water: Water Breathing—P
9-Enchantment: Hold Person
10-Summoning: Summon Monster I
11-Illusion: Invisibility 10'
12-Necromancy: Slow/Haste—P

Level 5

Magical Art: Create Permanent Magic Items
Grip Spell: Grip of Power
1-Structure: Pass-Wall
2-Protection: Spell Shield
3-Perception: Reveal Lies
4-Knowledge: Contact Higher Plane
5-Earth: Rock to Mud/Mud to Rock
6-Air: Cloud Kill
7-Fire: Fire Shield
8-Water: Ice Storm
9-Enchantment: Hold Monster
10-Summoning: Conjure Elemental
11-Illusion: Phantom Killer
12-Necromancy: Animate Dead

Level 2

Magical Art: Mind Reading—P, Brew Potions
Grip Spell: Grip of Fear
1-Structure: Knock
2-Protection: Protection from Normal Missiles-- P
3-Perception: Detect Invisible—P
4-Knowledge: Locate Object—P
5-Earth: Dirt Pile
6-Air: Levitate—P
7-Fire: Continual Light
8-Water: Ice Bolt
9-Enchantment: Charm Person
10-Summoning: Summon Spirits
11-Illusion: Invisibility—P
12-Necromancy: Paralysis

Level 4

Magical Art: Remove Curse, Create Wands
Grip Spell: Grip of Submission
1-Structure: Dimension Door
2-Protection: Polymorph Self—P
3-Perception: Wizard Eye
4-Knowledge: Confusion
5-Earth: Boulders
6-Air: Fly—P
7-Fire: Wall of Fire
8-Water: Wall of Ice
9-Enchantment: Hypnotic Pattern
10-Summoning: Summon Monster II
11-Illusion: Hallucinatory Terrain
12-Necromancy: Polymorph Other

Level 6

Magical Art: Reincarnation
Grip Spell: Grip of Death
1-Structure: Stone to Flesh/Flesh to Stone
2-Protection: Anti-magic Shell
3-Perception: True Seeing
4-Knowledge: Legend Lore
5-Earth: Move Earth
6-Air: Control Weather
7-Fire: Disintegrate
8-Water: Part/Lower Water
9-Enchantment: Geas
10-Summoning: Invisible Stalker
11-Illusion: Projected Image
12-Necromancy: Death Spell

Level 7

Magical Art: Power Word Stun
Grip Spell: Grip of Transformation
1-Structure: Phase Door
2-Protection: Banishment
3-Perception: Grand Locator
4-Knowledge: Limited Wish
5-Earth: Avalanche
6-Air: Whirlwind
7-Fire: Delayed Blast Fireball
8-Water: Inundation
9-Enchantment: Mass Charm
10-Summoning: Summon Demon
11-Illusion: Mass Invisibility
12-Necromancy: Control Undead

Level 8

Magical Art: Power Word Blind, Permanent
Grip Spell: Grip of Domination
1-Structure: Deep Shelter
2-Protection: Spell Immunity
3-Perception: Vision
4-Knowledge: Scry Shield
5-Earth: Earth Trap
6-Air: Hurricane
7-Fire: Incendiary Cloud
8-Water: Ice Fortress
9-Enchantment: Mass Hold
10-Summoning: Greater Monster Summoning
11-Illusion: Phantom Prison
12-Necromancy: Undeath

Level 9

Magical Art: Power Word Kill, Symbol
Grip Spell: Grip of Destruction
1-Structure: Imprisonment
2-Protection: Immunity
3-Perception: Astral Projection
4-Knowledge: Wish
5-Earth: Crushing Boulders
6-Air: Vacuum
7-Fire: Meteor Swarm
8-Water: Refreshment
9-Enchantment: Domination
10-Summoning: Gate
11-Illusion: Glamorous Surroundings
12-Necromancy: Army of the Dead

3.2.1—FIRST LEVEL MAGIC-USER SPELLS

Air Shield (MU-1)

Casting Time: 1 action

Realm: Air

Save: None

Range: 0

Target/AOE: Caster

Duration: 10 combat rounds

This spell creates a fast whirling current of air that surrounds the caster. While he cannot launch missile weapons or throw flasks or similar objects while shielded, he can still cast spells and do other actions. The air shield gives with caster AC 18 against missiles shot against him and AC 16 against all other attacks.

Circle of Protection (MU-1)

Casting Time: 5 minutes

Realm: Magic Art

Save: Yes

Range: 0

Target/AOE: 10' diameter circle

Duration: until circle is broken

The magic-user draws a circle on the ground and inscribes certain arcane symbols around it. The circle can be used to keep something in or keep something out. In either case, undead, demons, elementals, summoned monsters, spirits or any creature from beyond the physical world, cannot cross the line of the circle without making a Saving Throw. The creature can make an attempt once every 10 minutes. If the caster is present, to cross the circle, the creature must make a Saving Throw and the caster must fail a Saving Throw. If the caster is not present,

the creature merely needs to make his saving throw. If for any reason, the circle is broken, smudged, erased etc., the spell fails. Creatures may not make any physical attack or hurl fire or the like over the line of the circle, but can attempt charms or other enchantments, telekinesis, illusions, or anything not involving an object crossing the barrier. The allies of the caster can make missile or spell attacks across the barrier, but if they miss or the defending creature makes a saving throw, then the circle is smudged and fails. Any spell resistance that a creature has is not effective against a Circle of Protection.

Concealing Fog (MU-1)

Casting Time: 1 Action Realm: Water
Save: No Range: 0
Target/AOE: 30'x30' Duration: 10 rounds

The caster draws in all the moisture necessary to create a thick fog centered on himself. The fog makes it impossible for anyone, including the caster, to see beyond 5' in it. This makes missile attacks and ranged spells impossible to target against anyone who is in the fog, or by anyone who is in the fog (including the caster). The fog does not move, so if the caster departs from it, it stays in place.

Detect Magic (MU-1)

Casting Time: 1 action Realm: Perception-P
Save: No Range: 0
Target/AOE: caster Duration: 10 rounds

The caster gains the ability to perceive whether any person or object that he can see is under a magic spell or has magic properties.

Disguise (MU-1)

Casting Time: 1 action Realm: illusion-P
Save: Yes Range: touch
Target/AOE: 1 person or 10'x10' Duration: 1 hour

This spell has 2 modes: person and area. In the person mode, the caster or 1 person he touches takes on the outer, illusionary, appearance of any person or creature of approximately the same size. The caster must have seen the person/creature to be imitated. If anyone makes a close examination of the disguised person, the examiner will see through the illusion if he makes a Saving Throw. In the area mode, the caster can disguise a 10'x10'x10' area in any way he desires—making a desk look like a pile of logs, a pit look like a comfy sofa, etc. The potion made by this spell is always the person mode.

Fear (MU-1)

Casting Time: 1 action Realm: Necromancy
Save: Yes Range: 90'
Target/AOE: 30'x30' Duration: 10 minutes

Any living creature (not undead or demons or constructs), who has 4-HD or less, in the area of effect must make a Saving Throw or become terrified with the specter of death and flee away from the caster for 10 minutes.

Flames (MU-1)

Casting Time: 1 action Realm: Fire
Save: Yes, for half Range: 1
Target/AOE: 10'x10' area Duration: immediate

The caster shoots forth a sheet of fire from his hands, eyes or mouth into a 10'x10' area directly 10' in front of him. Anyone in the area takes 1d4 hit points of fire damage, plus 1 point per level of the caster. The victims roll a saving throw to take half damage and avoid having flammable objects on their bodies being destroyed.

Hold Portal (MU-1)

Casting Time: 1 action

Save: No

Target/AOE: 1 door

Realm: Structure

Range: 10'

Duration: 2d6 turns

This spell holds a door, window or drawer closed shut for 2d6 explorations turns. The caster can open and close it at will, as can another magic-user at least 3 levels higher than the caster. A knock spell or dispel magic will negate the spell. The only other way to pass the door is to break it to pieces.

Invisible Chuggins (MU-1)

Casting Time: 1 action

Save: No

Target/AOE: 1 piece of empty space

Realm: Summoning

Range: 20'

Duration: 1d6 hours

The caster summons and can command an invisible spirit that can do various tasks for him. In any one round it can be carrying up to 35 items, or open/close a door or chest (if unlocked) or do some light housework. The spirit cannot speak, attack, block attackers or any other combat tasks.

Protection from Law/Chaos (MU-1)

Casting Time: 1 action

Save: No

Target/AOE: 1 person

Realm: Protection-P

Range: Touch

Duration: 1 hour

The caster must specify whether it protects against Law or Chaos when cast. The spell gives the target +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Law or Chaos alignment (depending on which is cast). Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

Read Languages (MU-1)

Casting Time: 1 action

Save: No

Target/AOE: caster

Realm: Knowledge

Range: 0

Duration: 1 hour

The caster can read any non-magical writings he sees without regard to its original language. Once he has read a particular piece of writing with this spell, he will forever after be able to read it without recasting the spell.

Read Magic (MU-1)

Casting Time : 1 action

Save: No

Target/AOE: caster

Realm: Magic Art

Range: 0

Duration: Special

The caster is able to decipher a scroll or 1 spell in a captured spell book when he casts this spell and reads the writing. He can also identify the nature and powers of most magic items, except for potions, by examining the rune tracings on them. Finally, this spell is the requirement for ability to create scrolls; he must cast this spell when he begins the process of writing a scroll. Scroll making takes 1 week and 100gp for each spell level of the scroll. One does not need to cast Read Magic to read the Read Magic Spell from a scroll or spell book.

Shocking Grip (MU-1)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell

Range: touch

Duration: Immediate

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1d8 points of electrical damage, plus 1 per experience level of the caster.

Sleep (MU-1)

Casting Time: 1 action Realm: Enchantment
Save: Yes Range: 90'
Target/AOE: 20'x20' Duration: 2d6 turns

2d6 Hit Dice of living creatures in the targeted area must make a saving throw or they fall immediately asleep. Creatures with 5 or more Hit Dice, and non-living creatures like undead or constructs are immune. An ally can awaken 1 sleeping friend per round. A sleeping target can be automatically hit by a melee attack, but, if the damage does not kill the target it awakens immediately.

Stone Missile (MU-1)

Casting Time: 1 action Realm: Earth
Save: No Range: 120'
Target/AOE: 1 target per missile Duration: Immediate

The caster manipulates a small chunk of nearby stone and causes it to fly at any target in range. It hits automatically, with no saving throw, and inflicts 1d6 points of damage. Every two additional levels past first allows the caster to add another missile to the attack.

3.2.2—SECOND LEVEL MAGIC-USER SPELLS

Brew Potions (MU-2)

Casting Time: 1 week per spell level brewed Realm: Magic Art
Save: No Range: Touch
Target/AOE: 1 potion Duration: Permanent

The caster can imbue certain spells he knows into a liquid that can be drunk and utilized by anyone. There are a selection of first to fourth level spells that have the notation "P" after the Realm entry which are the ones that can be made into potions. He must spend 200gp per spell level and 1 week per spell level to create the potion and must have potion making set (100gp). Regardless of the target or area of effect of the original spell, the potion will only function on the drinker of the potion, being treated as the "caster" or the "target" as appropriate. He can also duplicate any potion he has discovered or create a potion from a formula, as long as the potion is not of clerical origin (like a Healing Potion).

Charm Person (MU-2)

Casting Time: 1 action Realm: Enchantment
Save: Yes Range: 60'
Target/AOE: 1 person Duration: Special

The caster targets 1 person in range who must make a saving throw or become charmed by the caster. A person is defined as any of the Mortal Species available for player characters. If the victim fails the saving throw, he will consider the caster his best pal in the world and will strive to please him and protect him. He will, however, not harm his own family or former comrades for his new chum, only try to make peace between them. If he is attacked by the caster or his allies, the spell is broken. The charm lasts for 30 days, minus the INT of the victim, at which time the victim can attempt another saving throw to escape the charm or it lasts another like period of time until another save can be attempted. When freed from the charm, the victim will realize what has happened and will hold a grudge.

Continual Light (MU-2)

Casting Time: 1 action Realm: Fire
Save: Yes Range: 60'
Target/AOE: 1 object Duration: Permanent

The spell creates a permanent light source that shines in a 30' radius. It can be removed at the caster's will or when hit with a dispel magic. The spell is cast onto an object and stays attached to that object as it moves about. The spell can be cast offensively into the eyes of a target, who gets a saving throw, if he fails, he is blinded until the spell is removed.

Detect Invisible (MU-2)

Casting Time: 1 action Realm: Perception-P
Save: No Range: 60'
Target/AOE: Caster Duration: 1 hour
The caster can see all invisible creatures and objects up to 60' away.

Dirt Pile (MU-2)

Casting Time: 1 action Realm: Earth
Save: Yes Range: 80'
Target/AOE: 20'x20' Duration: Immediate
The spell collects a 20'x20'x10' loose pile of dirt and dumps it anywhere within 80'. Anyone underneath must make a saving throw to leap clear before the dirt comes down. If someone fails the save he will be trapped in the dirt. A giant, owlbear, troll or other larger beast can free itself in 2 rounds. Most human-sized creatures can free themselves in 4 rounds. Smaller creatures, like kobolds or halflings take 6 rounds to escape. Creatures trying to escape from the dirt pile are protected from most attack forms. No creature will voluntarily stay under the dirt, because it will eventually suffocate if it does.

Grip of Fear (MU-2)

Casting Time: 1 action Realm: Grip Spell
Save: Yes Range: touch
Target/AOE: 1 target Duration: 3d6 rounds

A living creature touched by the caster, in melee contact, (no to hit roll needed) must make a saving throw or flee in blind terror from the caster for 3d6 rounds.

Ice Bolt (MU-2)

Casting Time: 1 action Realm: Water
Save: Yes Range: 120'
Target/AOE: 1 target Duration: Immediate
The spell summons up a large icicle and propels it at great speed at a specific target. The target will take 1d6 hit points of damage per experience level of the caster, unless it makes a saving throw, in which case the bolt misses harmlessly for no damage.

Invisibility (MU-2)

Casting Time: 1 action Realm: Illusion -P
Save: No Range: touch
Target/AOE: 1 creature Duration: 24 hours or till broken
The spell causes 1 creature (caster or the person he touches) to become completely invisible for 24 hours or until the invisible one breaks the spell by making an attack or casting any sort of spell or using a scroll or magic item other than a potion. Anything worn or carried by the invisible creature is also invisible but becomes visible if he drops it. Any object he picks up becomes invisible.

Knock (MU-2)

Casting Time: 1 action Realm: Structure
Save: No Range: 60'
Target/AOE: All doors chosen in range Duration: Immediate
The spell opens any and all doors, chests, windows, drawers, gates etc. that the caster chooses within 60' (he has to know they are there). It unlocks any mechanical locks, slides any bars, and even temporarily opens magic locks including Hold Portal and Wizard Lock spells.

Levitate (MU-2)

Casting Time: 1 action

Realm: Air-P

Save: No

Range: 0

Target/AOE: Caster

Duration: 1 hour

The spell summons a column of air that will lift the caster up or down in the air. He can hover at any level or rise or lower up to 60' per round.

Locate Object (MU-2)

Casting Time: 1 action

Realm: Knowledge-P

Save: No

Range: 30' x caster level

Target/AOE: 1 object

Duration: 30 minutes

The spell reveals to the caster the location of a specific object or one example of a specific type that is within the range of the spell.

Mind Reading (MU-2)

Casting Time: 1 action

Realm: Magic Art-P

Save: Yes

Range: 60'

Target/AOE: Anyone within range

Duration: 2 hours

While the spell is in effect, the caster can sense and understand the surface thoughts of any intelligent creature within range. Those actively trying to hide their thoughts succeed on rolling a saving throw. The spell is also used by mentor-magicians to evaluate whether potential candidates have sufficient magical aptitude.

Paralysis (MU-2)

Casting Time: 1 action

Realm: Necromancy

Save: Yes

Range: 60'

Target/AOE: 1 living creature

Duration: 1 hour

The spell causes 1 living creature within range to make a save or become completely paralyzed for 1 hour. The paralysis can also be lifted by a Heal Wounded or Dispel Magic spells.

Protection from Normal Missiles (MU-2)

Casting Time: 1 action

Realm: Protection-P

Save: No

Range: 0

Target/AOE: Caster

Duration: 2 hours

The spell causes any non-magical arrow, bolt, thrown weapon, sling stone/bullet, hurled rock or boulder to miss if it is aimed at the caster.

Summon Spirits (MU-2)

Casting Time: 1 action

Realm: Summoning

Save: Yes

Range: 60'

Target/AOE: Spirits

Duration: 10 minutes

The caster summons up 2d4 spirits of his own alignment. The spirits (as a group) get a saving throw; if they succeed, roll a reaction check to see how they view the summoner. If they fail, they must obey the caster's commands for 10 minutes before departing. They aren't great fighters (see Book 2). However, they can fly and pass through walls and communicate with their summoner. They are unable penetrate a circle of protection or divine circle under any circumstance

3.2.3—THIRD LEVEL MAGIC-USER SPELLS

Dispel Magic (MU-3)

Casting Time: 1 action

Realm: Magic Art

Save: Special

Range: 120'

Target/AOE: 20'x20' area

Duration: Immediate

The spell dissipates any magical effect in force within the area of effect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed, a slowed or hasted person would return to normal speed. The spell has no effect on permanent magic items, like magic swords. The spell always works on magic cast by someone of lower level than the one casting the dispel magic. If the original caster of the spell to be dispelled is from an equal or up to twice the level of the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is more than twice the caster's level, roll 1d6 and the dispel fails on a 1-4.

Earth Shift (MU-3)

Casting Time : 1 action

Realm: Earth

Save: Yes

Range: 30'

Target/AOE: 1 person

Duration: Immediate

The caster targets 1 creature (or himself) within 30' who, if he is unwilling to be shifted, can make a Saving Throw to avoid the effect. The creature is immediately swallowed up into the earth and rapidly transported to any spot within 100' of where it started, to immediately return to the surface. The designated destination must be a point touching the earth, connected to the origin spot, with enough clear above-ground space to accommodate the creature, or the spell will fail.

Fireball (MU-3)

Casting Time : 1 action

Realm: Fire

Save: Yes--half

Range: 240'

Target/AOE: 30'x30' area

Duration: Immediate

A fiery ball shoots forth from the caster's hand to a point within 240' in line of sight. At that point the ball explodes in a 30'x30' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage (never falling to less than 1hp). The fireball also inflicts 1 siege point of damage to any wooden building per level of the caster.

Grip of Pain (MU-3)

Casting Time : 1 action

Realm: Grip Spell

Save: Yes

Range: touch

Target/AOE: 1 adjacent target

Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1 point of damage and is completely incapacitated by pain each round that the spell lasts. The incapacitated victim cannot move or make any attack actions (including casting spells or using magic items) and any attack made against him is made with a +4 to hit.

Hold Person (MU-3)

Casting Time : 1 action

Realm: Enchantment

Save: Yes

Range: 120'

Target/AOE: up to 4 persons in a 20'x20' area

Duration: 10 combat rounds

Up to 4 chosen persons in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held* as if in the grip of a large pair of hands. Held people cannot move, cast spells, or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make

enough defensive motion to maintain their regular Armor Class in defense and to speak. The spell can also be cast to free up to 4 people in a 20'x20' area from another's Hold Person spell.

Invisibility 10' Radius (MU-3)

Casting Time: 1 action

Realm: Illusion

Save: No

Range: 0

Target/AOE: 10' radius around the caster

Duration: 2 hours or till broken

The spell causes all creatures within 10' of the caster to become completely invisible for 2 hours or until an individual breaks the spell by moving more than 10' away from the caster, making an attack or casting any sort of spell or using a scroll or magic item other than a potion. If one person breaks the spell, he breaks it only for himself, not for all under the spell, except the caster, if he breaks the spell, it is broken for all. Anything worn or carried by the invisible creatures is also invisible but becomes visible if it is dropped. Any object picked up becomes invisible.

Lightning Bolt (MU-3)

Casting Time: 1 action

Realm: Air

Save: Yes--half

Range: 240'

Target/AOE: 60' x 7.5'

Duration: Immediate

The caster chooses a target within 240' in line of sight a lightning bolt with a 7.5 foot width appears 60' away from the target and strikes everyone between that point and the target, doing 1d6 points of damage for each experience level of the caster. Anyone within the strike area may make a saving throw to take only ½ the rolled damage (never falling to less than 1 hp). The spell can also be used to inflict 1 siege point of damage per level of the caster to any building.

Prepare Spell Book (MU-3)

Casting Time : 2 weeks

Realm: Magic Art

Save: No

Range: Touch

Target/AOE: 1 book

Duration: Permanent

When this spell is cast onto a sturdy book of at least 100 pages (costing 50gp) over the course of 2 weeks of meditation and incantation, the book becomes a functional spell-book. The magic-user then scribes Read Magic and Circle of Protection into the book as well and it is ready for an apprentice to use, or an experienced magic-user to use as a replacement book. Magical Guilds and wizards-for-hire typically charge 2000gp for a fully ready book since it takes them a minimum of 4 weeks (2 for the book 1 each for Read Magic and Circle of Protection scrolls needed to scribe into the book) and 250gp to create. A magic-user who is a good friend or owes you a favor might go as low as 1000gp. The well-prepared magician would prepare a spare book for himself with a few spells in it, just in case.

Protection from Law/Chaos 10' radius (MU-3)

Casting Time : 1 action

Realm: Protection

Save: No

Range: Touch

Target/AOE: 10' radius around target

Duration: 1 hour

The caster must specify whether it protects against Law or Chaos when cast. The spell gives the target and anyone standing within 10' of him, +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Law or Chaos alignment (depending on which is cast). Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

Scry (MU-3)

Casting Time: 1 action
Save: No
Target/AOE: 60' radius

Realm: Knowledge
Range: 60'
Duration: 1 hour

The caster is able to see and hear anything visible/audible from a chosen spot within 60' of his current location, whether through walls, inside buildings, chests or graves, or even underground. It requires 20' of stone or a thin layer of lead to stop the scry. This spell can be cast through a crystal ball, and so the 60' area would be from the location viewed through the crystal ball itself.

See in the Darkness (MU-3)

Casting Time: 1 action
Save: No
Target/AOE: 1 person

Realm: Perception-P
Range: Touch
Duration: 24 hours

This spell allows the target to see perfectly even in total darkness, just as if it were daylight.

Slow/Haste (MU-3)

Casting Time: 1 action
Save: No
Target/AOE: 60'x60'

Realm: Necromancy-P
Range: 240'
Duration: 3 turns

The caster uses this spell to either slow down or speed up the targets. He must decide which version he is casting and all targets will do one or the other, i.e., you can't use 1 casting of the spell to speed up some people and slow down others. Those who are "slowed" may make a move or an attack each round, but not both. Those who are "hastened" may make either 1 additional move action or 1 additional attack action each round.

Summon Monster I (MU-3)

Casting Time: 1 action
Save: No
Target/AOE: 1d6 creatures

Realm: Summoning
Range: 10'
Duration: 1 hour

When the spell is cast, 1d6 1-HD creatures appear instantly within 10' of the caster. The caster may choose the type (orcs, skeletons, hobgoblins, wolves, berserkers, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

Water Breathing (MU-3)

Casting Time: 1 action
Save: No
Target/AOE: up to 10 creatures in range

Realm: Water-P
Range: 30'
Duration: 2 hours

Any targeted creature will be able to breath normally while under water for 2 hours.

Wizard Lock (MU-3)

Casting Time: 1 action
Save: No
Target/AOE: 1 door, lid, or drawer

Realm: Structure
Range: Touch
Duration: Permanent

One door, gate, lid, drawer etc., that can normally be locked or unlocked will become permanently locked closed. The caster can still open and close the door freely as can a magic-user 3 or more levels higher than he. A knock spell will also temporarily open the door. In any case, when the door is re-closed it re-locks. Thieves are unable to open a wizard-lock. A dispel magic can remove the wizard lock (see the spell for chance of success). The item can, of course, be broken apart to defeat the lock, but that is often, lengthy, noisy and might destroy contents.

3.2.4—FOURTH LEVEL MAGIC-USER SPELLS

Boulders (MU-4)

Casting Time: 1 action	Realm: Earth
Save: Yes	Range: 240'
Target/AOE: 1 target per exp. level	Duration: Immediate

The spell collects a bunch of large rocks and directs them at great speed against a series of targets. The caster chooses 1 target per experience level within 240' and 1 boulder is hurled against each one. Each boulder does 2d4 hit points of damage, unless the target makes a saving throw, in which case the boulder misses. The caster can target a particular individual with several boulders. If all the boulders are directed against a single building, the building suffers 1 siege point of damage per level of the caster.

Confusion (MU-4)

Casting Time: 1 action	Realm: Knowledge
Save: Yes	Range: 60'
Target/AOE: 30x30', 2d6 creatures	Duration: 12 rounds

2d6 creatures, in a 30'x30' area, are affected by the spell. Targets are selected from lowest HD to highest. Those with 4+ hit dice or levels get a saving throw to avoid the effect. Each round, those affected roll 1d6, on a 1-2 they attack the caster's party, 3-4 they stand around doing nothing and 5-6 they attack their own party.

Create Wands (MU-4)

Casting Time: 1 month per spell level, plus charges	Realm: Magic Art
Save: No	Range: Touch
Target/AOE: 1 wand	Duration: Permanent

Spending 1 month and 1000gp per level of the spell, the mage can create a wand that contains multiple charges of that spell. A wand can be made for any spell of level 5 or lower. When the initial preparation is complete, there is, however a chance the creation will fail. The caster must roll his INT ability score, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial enchantment has succeeded, he has a window to add charges to the wand. He can add charges for a number of days equal to his INT score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the wand. At the end of the charging window, the wand is completed and no more charges can be added, ever. When all the charges in a wand are used up, the wand crumbles to dust.

For example, if Titus Thunder, a 7th level magic-user with INT of 15, wants to create a wand of invisibility (level 2), he spends 2 months and 2000gp to prepare the wand. Then, he must roll 15 (INT) minus 2 (2nd level spell) =13 or less on 1d20 to have successfully made the wand. Assuming he succeeds, he then can add 3 charges per day (number of 2nd level spells he can prepare per day) for 15 days (INT), at the end of which time he has a wand with 45 charges.

Dimension Door (MU-4)

Casting Time: 1 action	Realm: Structure
Save: Yes	Range: 10'
Target/AOE: 1 target	Duration: Immediate

The target (which could be the caster himself) is immediately teleported to any location within 360' that is free of obstruction and on solid ground. If the target is unwilling, he may make a saving throw to avoid the spell.

Fly (MU-4)

Casting Time: 1 action	Realm: Air—P
Save: No	Range: 0
Target/AOE: caster	Duration: 1 turn/level plus 1d6 turns

The caster can fly through the air at a speed equal to 60' per combat round.

Grip of Submission (MU-4)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell

Range: touch

Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target must obey the exact commands of the caster to the letter for as long as the spell lasts. The target must be able to understand the caster's commands in order to follow them, but if it can't it will not harm the caster in any way while the spell lasts.

Hallucinatory Terrain (MU-4)

Casting Time: 1 action

Save: Yes

Target/AOE: 240' radius from caster

Realm: Illusion

Range: 0

Duration: Until Broken

The landscape in a 240' radius from the caster is masked by an illusion to appear as anything the caster desires, e.g. a castle becomes a desert, a forest becomes a lake. The illusion is maintained until an intelligent creature, who is not an ally of the caster, touches the illusion and makes a Saving Throw.

Hypnotic Pattern (MU-4)

Casting Time: 1 action

Save: Yes

Target/AOE: All in range

Realm: Enchantment

Range: 60'

Duration: As long as the caster maintains it

The caster creates a swirling, mesmerizing visual effect in the air that causes all living creatures who can see it (friend and foe alike) to make a saving throw or stand motionless staring at it for as long as the magic-user maintains it. He can move, but cannot cast a spell, attack, use a magic item or any other attack action, and cannot take damage if he wants to maintain the spell. Any creature that takes damage while mesmerized is awakened from the spell.

Polymorph Other (MU-4)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 creature

Realm: Necromancy

Range: 60'

Duration: Permanent

1 creature targeted by the spell must make a save or become transformed into any living creature that the caster desires. The creature retains its previous hit points and mentality (including spell powers if it still has hands and a mouth), but gains all of the special powers of the creature it has become (movement rate, AC, attacks, dragon breath, flight etc). The spell lasts until another Polymorph Other is cast on the creature or a dispel magic removes the spell.

Polymorph Self (MU-4)

Casting Time: 1 action

Save: No

Target/AOE: caster

Realm: Protection—P

Range: 0

Duration: 6 turns plus 1 turn per level

The caster can transform himself into the shape of any creature he desires. He gains the movement (e.g. fast speed, flight, swimming) and environmental abilities (e.g. water-breathing, fire resistance) of the creature, but not the combat abilities (e.g. no fire breath, AC or troll regeneration).

Remove Curse (MU-4)

Casting Time: 1 action

Save: No

Target/AOE: 1 target

Realm: Magic Art

Range: 20'

Duration: Immediate

The caster removes some curses, such as lycanthropy, instantly; for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a Dispel Magic against any Cleric Cursing Type of spells in effect within 30' of the caster.

Summon Monster II (MU-4)

Casting Time: 1 action

Save: No

Target/AOE: 1d6 creatures

Realm: Summoning

Range: 10'

Duration: 1 hour

When the spell is cast, 1d6 2-3-HD creatures appear instantly within 10' of the caster. The caster may choose the type (gnolls, bugbears, horses, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them. Lawful casters can substitute a single Soldier of the Heavenly Host, Chaotics a single Demonic Warrior, and Neutrals a single Berserker of Valhalla for the summoning.

Wall of Fire (MU-4)

Casting Time: 1 action

Save: No

Target/AOE: wall 60' long or 30' diameter circle

Realm: Fire

Range: 60'

Duration: 10 combat rounds

The caster creates an opaque wall of fire, 20' high, which lasts for 10 combat rounds. Creatures of less than 4 HD will not be able to get through the wall but those 4 HD or above will take 3d6 damage, but undead take 4d6 if they break through the wall.

Wall of Ice (MU-4)

Casting Time: 1 action

Save: Yes

Target/AOE: wall 60' long or 30' diameter circle

Realm: Water

Range: 120'

Duration: 1 hour

The caster creates transparent wall of ice, 20' high. The wall stops all fire-related attacks. Creatures of less than 4 HD will not be able to get through the wall, those 4 HD or above will take 1d6 damage breaking through and must make a saving throw to succeed.

Wizard Eye (MU-4)

Casting Time: 1 action

Save: No

Target/AOE: 1 movable spot

Realm: Perception

Range: 120'

Duration: 1 hour

The caster creates mobile, invisible sensor that can travel 120' per round letting the caster see whatever it "sees" or "hears" as it goes. This is improved over "scry—level 3" in that the viewpoint can be moved.

3.2.5—FIFTH LEVEL MAGIC-USER SPELLS

Animate Dead (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: 1 corpse per exp. level

Realm: Necromancy

Range: 60'

Duration: Permanent

The caster causes 1 corpse per his experience level that is within 60' of the casting to become animated as a Skeleton or Zombie. If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is permanent until the monsters are destroyed, although the control can be interfered with by clerical turning/control.

Cloud Kill (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: 40x40' cloud

Realm: Air

Range: 120'

Duration: 6 turns

The spell collects all the noxious vapors in the air all around and concentrates them into a deadly cloud of gas. The cloud moves 30' per round away from the caster, unless caught by wind, in which it follows the wind. A strong wind or thick vegetation disperses the cloud. Any creature with 4-HD or fewer caught in the cloud dies with no saving throw, those with 5+ hit dice or levels are unaffected.

Conjure Elemental (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: 1 Large Elemental

Realm: Summoning

Range: 60'

Duration: 10 combat rounds

The spell summons 1 Large-Sized elemental of any of the 4 types. It will violently attack the caster's enemies and if there are none, will follow along with the caster until enemies appear or the spell duration expires. Circles of Protection and Divine Circles are effective against the creatures. Protection from Law/Chaos might be, depending on the alignment of the summoner.

Contact Higher Plane (MU-5)

Casting Time: 1 hour

Save: Yes

Target/AOE: Caster

Realm: Knowledge

Range: 0

Duration: up to 7 questions

The caster projects his consciousness into the presence of some other-worldly being, such as a god, demon-lord or long-dead master wizard. He spends 1 hour in mental contact with the being, in which time the caster is completely helpless in this world. During this time, he can ask from 1 to 7 yes or no questions. For each question, the caster must make a saving throw or be driven mad for 1d6 days.

Create Permanent Magic Items (MU-5)

Casting Time: Special

Save: No

Target/AOE: 1 item

Realm: Magic Art

Range: 0

Duration: Permanent

The caster is able to create permanent magic items, such as magic swords, flying carpets and the like. See the "Magic Item Creation" chapter in Book 3 for more details.

Fire Shield (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: Caster

Realm: Fire

Range: 0

Duration: 10 combat rounds

The caster is closely surrounded by fearsome flames. He is not harmed by them, instead gets +2 on his saving throw against all fire attacks, and what is more whenever someone hits him for melee damage, the attacker takes twice that amount of damage from the flames.

Grip of Power (MU-5)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell

Range: touch

Duration: Immediate

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the caster's hand exerts tremendous force, doing 5d6 points of damage and shattering whichever limb of the target he chooses to grab. If he shattered a leg, the target will only be able to crawl 10' a round, if he shatters an arm, it will not be able to use 2-handed weapons or a weapon plus shield. The victim also will suffer a -4 to all attack rolls, saving throws and will be unable to cast spells or use scrolls due to the immense pain. While the pain penalty will subside after any magical healing, the crushed limb requires 1d6 months of rest or a Regeneration spell to see recovery.

Hold Monster (MU-5)

Casting Time: 1 action

Save: Yes

Target/AOE: up to 4 creatures in a 20'x20' area

Realm: Enchantment

Range: 120'

Duration: 10 combat rounds

Up to 4 chosen monsters (excluding Undead and Constructs) in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held*. Held monsters cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense, or speak. This spell can also be used to free up to 4 creatures from any Hold spell.

Ice Storm (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: 30'x30' area

Realm: Water

Range: 120'

Duration: 10 combat rounds

A mighty storm of large, fast hail stones pummels the area. Any creature in the area of effect suffers 3d10 points of damage, no saving throw. The storm continues for 10 rounds, and if anyone moves through the storm area during any of those rounds, he suffers the damage that round. So, if someone is "Held" by a Hold Monster spell and can't move, and then the Ice Storm appears over him, he will take the damage each and every round.

Pass Wall (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: 1 wall

Realm: Structure

Range: 30'

Duration: 30 minutes

The caster opens a tunnel up to 30' deep in a wall. The tunnel is actually a trans-dimensional portal that will vanish after the spell expires. Anyone is free to simply walk through the tunnel.

Reveal Lies (MU-5)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 creature

Realm: Knowledge

Range: 100'

Duration: 10 minutes

The caster casts the spell and then asks the target any number of questions. The target can make a saving throw to remain silent. If the save fails, the target must answer all the questions and if he lies, everyone within 100' of the target will be absolutely sure that the answer is a lie and will see a mental projection of the actual truth.

Rock to Mud, Mud to Rock (MU-5)

Casting Time: 1 action

Save: Yes

Target/AOE: a 300 sq. foot area, 10'deep

Realm: Earth

Range: 120'

Duration: Immediate

The caster can turn 300 square foot area, up to 10' deep of Rock into a like volume of Mud or Mud into Rock.

This can be rated as about 50 Siege Points of Siege Damage.

Phantom Killer (MU-5)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 creature

Realm: Illusion

Range: 100'

Duration: 2d4 Combat Rounds

The spell creates an illusionary image of the target's worst nightmare and then uses this to attack its mind. The Phantom relentlessly stalks the target and attacks it 1 time per round until the spell expires. The victim must make a saving throw against each attack or die of shock. Other people present cannot see the phantom. Undead and mindless creatures like golems are immune. A dispel magic can remove the phantom.

Spell Shield (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: 1 creature

Realm: Protection

Range: Touch

Duration: 1 hour

The target becomes magically protected against all spells of level 3 or less for the duration of the spell.

3.2.6—SIXTH LEVEL MAGIC-USER SPELLS

Anti-Magic Shell (MU-6)

Casting Time: 1 action

Save: No

Target/AOE: 5' radius around caster

Realm: Protection

Range: 0

Duration: 1 hour

A sphere of protection springs up with a 5' radius around the caster. No magical effect can pass the barrier either in or out. The caster can raise or lower the barrier at will until the duration expires, but if he lowers the barrier, it must stay down until his enemies have had a turn in initiative.

Control Weather (MU-6)

Casting Time: 1 action

Save: No

Target/AOE: 5 miles x 5 miles

Realm: Air

Range: 0

Duration: Immediate

The spell transforms local weather conditions instantly to whatever he desires, change a tornado to a nice day, a hailstorm to a thick fog etc. The caster has no control of the conditions once they are transformed.

Death Spell (MU-6)
Casting Time: 1 action
Save: Yes
Target/AOE: 30' x30'

Realm: Necromancy
Range: 240'
Duration: Immediate

Any creature with 8-HD or less in the area of effect must make a saving throw or die. Simultaneously, it will repair 4d6 hit points of damage suffered by all undead creatures in the area.

Disintegrate (MU-6)
Casting Time: 1 action
Save: Yes
Target/AOE: 1 target

Realm: Fire
Range: 60'
Duration: Immediate

1 target of size Large or smaller must save or instantly become dissolved into atoms. If targeted on a building, it does 1d6 points of Siege Damage.

Geas (MU-6)
Casting Time: 1 action
Save: Yes
Target/AOE: 1 creature

Realm: Enchantment
Range: 100'
Duration: Permanent

The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he does not make progress toward the goal he suffers 1 hit point of damage that cannot be healed until the task is done. If someone attempts to remove the Geas using a dispel magic, the original caster may make a saving throw to prevent it.

Grip of Death (MU-6)
Casting Time: 1 action
Save: Yes
Target/AOE: 1 adjacent creature

Realm: Grip Spell
Range: touch
Duration: Immediate

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target dies immediately.

Invisible Stalker (MU-6)
Casting Time: 1 action
Save: No
Target/AOE: 1 invisible stalker

Realm: Summoning
Range: 60'
Duration: Until Mission Complete

The spell summons 1 Invisible Stalker monster. The stalker must carry out a single task (like steal the Rod of the Priest of Osiris, or Kill Timmy Johnson). The spell lasts until either the task is completed or the stalker is dead. A dispel magic cast on the stalker will not be effective.

Legend Lore (MU-6)
Casting Time: 1 action
Save: No
Target/AOE: Caster

Realm: Knowledge
Range: 0
Duration: Permanent

The caster immediately knows all the relevant legends, lore, stories or research about a specific place, person, or object pointed out or named by the caster. It will identify all the powers and drawbacks of any magic item, even artifacts and relics.

Move Earth (MU-6)
Casting Time: 1 actions
Save: No
Target/AOE: 30'x30'x30' volume

Realm: Earth
Range: 240'
Duration: 6 turns

The spell moves a 30x30x30' volume of earth at a rate of 60' per turn for 6 turns in whatever direction the caster directs. This can remove a large section of earthen rampart, or do 5d6 siege points of damage to a building

Part or Lower Water (MU-6)

Casting Time: 1 action

Save: No

Target/AOE: Special

Realm: Water

Range: 240'

Duration 3 hours

The spell either creates a dry path through a body of water, 10' wide as far as the eye can see, which lasts for 3 hours, or it lowers the total depth of any body of water, short of a Great Lake, Sea or Ocean, by half for the same duration.

Projected Image (MU-6)

Casting Time: 1 action

Save: No

Target/AOE: Caster

Realm: Illusion

Range: 240'

Duration 1 hour

The spell creates an image of the caster, anywhere he wants within 240' and simultaneously shrouds the caster in invisibility. The image mimics the movements of the caster and all spells and attacks seem to originate from it. The image miraculously seems to survive any attack made on it.

Reincarnation (MU-6)

Casting Time: 1 action--PD

Save: No

Target/AOE: 1 dead being

Realm: Magic Art

Range: Touch

Duration: Immediate

The spell summons the spirit of a dead person or creature and creates a new body for it to inhabit. The Judge rolls randomly on the table below for the type of new body, linked to the original being's alignment, that will be house the spirit. The new body will have all the powers of its species, and the spirit will bring along whatever class and levels it possessed.

D10	Lawful	Neutral	Chaotic
1	Human	Human	Human
2	Human	Sprite	Orc
3	Human	Gnome	Goblin
4	Human	Catter	Kobold
5	Halfling	Lizardo	Half-orc
6	Elf	Elf	Hobgoblin
7	Dwarf	Trollson	Ogre
8	Half-Elf	Apeling	Ratter
9	Dogger	Half-Ogre	Lizardo
10	Gnome	Badgermon	Bugbear

Stone to Flesh/Flesh to Stone (MU-6)

Casting Time: 1 action

Save: Yes

Target/AOE: 10'x10'x10' or 1 creature

Realm: Structure

Range: 240'

Duration Immediate

The spell causes a 10'x10'x10' volume of stone to turn into a like volume of flesh (enough to feed a rather large number of people) or to turn one creature that has been turned into stone by a medusa, basilisk or cockatrice (or the like) to return to normal. It can also be used to turn 1 targeted creature (with a flesh body, of course) into a statue of stone, but in this case the target gets a saving throw.

True Seeing (MU-6)

Casting Time: 1 action

Save: No

Target/AOE: Caster

Realm: Perception

Range: 60'

Duration 1 hour

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

3.2.7—SEVENTH LEVEL MAGIC-USER SPELLS

Avalanche (MU-7)

Casting Time: 1 action

Realm: Earth

Save: No

Range: 120'

Target/AOE: 60'x60'

Duration: 10 combat rounds

The spell gathers a moving rolling patch of destructive rocks, soil and boulders 60' wide, 60' long and 10' deep that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 60' per round for 10 rounds. Any creature of 1-HD or less caught in the avalanche is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the rocks, taking 1d4 additional damage each round for as long as the spell lasts. Any buildings struck by the avalanche suffer 6d6 points of siege damage

Banishment (MU-7)

Casting Time: 1 action

Realm: Protection

Save: Yes

Range: 0

Target/AOE: 30' radius around caster

Duration: Immediate

All summoned creatures within the radius must immediately make a saving throw or be sent back whence they came. Any creature so banished cannot return to this plane for 10 years at least. The save is penalized by -2 for each object that the creature hates or fears present at the banishment.

Control Undead (MU-7)

Casting Time: 1 action

Realm: Necromancy

Save: No

Range: 240'

Target/AOE: 30'x30' area

Duration: 4 hours

All undead creatures in the area of effect, up to 2-HD per level of the caster, come under the absolute mental control of the caster for 4 hours with no saving throw. When the time expires, intelligent undead will remember and hold a grudge.

Delayed Blast Fireball (MU-7)

Casting Time: 1 action

Realm: Fire

Save: Yes--half

Range: 240'

Target/AOE: 30'x30' area

Duration: Immediate to 10 rounds

A fiery ball shoots forth from the caster's hand to a point within 240' in line of sight. At that point the ball explodes in a 30'x30' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage. The caster can decide when the fireball will detonate, anytime up to 10 rounds after casting (this must be set at the time of the casting).

Grand Locator (MU-7)

Casting Time: 1 action

Realm: Perception

Save: No

Range: 50 miles

Target/AOE: 1 creature or object

Duration: 1 day per level

The caster suddenly can look around him and physically see 1 object or person named at the casting of the spell up to 50 miles away, whether it is hidden in a stone fortress or deep underground or atop a mountain. The sight lasts for 1 day per level.

Grip of Transformation (MU-7)

Casting Time: 1 action

Realm: Grip Spell

Save: No

Range: touch

Target/AOE: 1 adjacent creature

Duration: Permanent

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, and the target does not get a Saving Throw to avoid the attack. The target is immediately transformed into another creature chosen by the caster (exactly as a Polymorph Other spell)

Inundation (MU-7)

Casting Time: 1 action	Realm: Water
Save: No	Range: 120'
Target/AOE: 90'x90'	Duration: 10 combat rounds

The spell gathers a moving wave of water 90' wide, 90' long and 15' deep that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 60' per round for 10 rounds. Any creature of 1-HD or less caught in the churning water is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the waves for as long as the spell lasts. Any building in the path suffers 1d10 points of siege damage.

Limited Wish (MU-7)

Casting Time: 1 action--PD	Realm: Knowledge
Save: No	Range: special
Target/AOE: special	Duration: Varies

This spell can change an event from the last 24 hours, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next 24 hours (e.g. arriving at the palace before the assassins do). It can also heal certain conditions, like permanent damage from a Violet Fungus, as noted in various monster descriptions. It also can duplicate the effects of any spell (magic-user or cleric) of levels 1-4. Any sort of thing might be wished for within the time frame, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.

Mass Charm (MU-7)

Casting Time: 1 action	Realm: Enchantment
Save: Yes	Range: 60'
Target/AOE: 30-HD of creatures	Duration: Special

The caster targets up to 30-HD of living creatures in range who must make a saving throw or become charmed by the caster. Any target that fails the saving throw will consider the caster his best pal in the world and will strive to please him and protect him. He will, however, not harm his own family or former comrades for his new chum, only try to make peace between them. If he is attacked by the caster or his allies, the spell is broken. The charm lasts for 30 days, minus the INT of the victim, at which time the victim can attempt another saving throw to escape the charm or it lasts another like period of time until another save can be attempted. When freed from the charm, the victim will realize what has happened and will hold a grudge.

This spell is particularly effective when cast by a Chaotic-aligned magic-user against Orcs, Half-orcs, Goblins or Hobgoblins. The spell will work on up to 100 of these creatures within 120' of the caster and they do not get a saving throw.

Mass Invisibility (MU-7)

Casting Time: 1 action	Realm: Illusion
Save: No	Range: 120'
Target/AOE: Up to 300 creatures	Duration: 2 hours or till broken

The spell causes up to 300 man-sized creatures (or up to 6 gigantic creatures like dragons or giants) within 120' to become completely invisible for 2 hours or until an individual breaks the spell by making an attack or casting any sort of spell or using a scroll or magic item other than a potion. If one person breaks the spell, he breaks it only for himself, not for all under the spell, except the caster, if he breaks the spell, it is broken for all. Anything worn or carried by the invisible creatures is also invisible but becomes visible if it is dropped. Any object picked up becomes invisible.

Phase Door (MU-7)

Casting Time: 1 action

Save: No

Target/AOE: 1 wall

Realm: Structure

Range: 10'

Duration: 7 uses

The spell creates an invisible doorway through a solid wall up to 20' thick. The door is only usable by the caster himself, and is permanent until the caster has used it 7 times. It takes a caster twice the Phase Door's caster to dispel it with a dispel magic spell.

Power Word Stun (MU-7)

Casting Time: 1 action

Save: No

Target/AOE: 1 creature

Realm: Magic Art

Range: 120'

Duration: 2d4 combat rounds

Any single creature within range is chosen by the caster, if that creature has 70 or fewer hit points at that moment, it will be stunned for 2d4 combat rounds, no saving throw. While stunned, the creature cannot make any move or attack actions or get any extra attacks from enemy movement etc. However, it still will maintain its full armor class.

Summon Demon (MU-7)

Casting Time: 10 minutes

Save: Yes

Target/AOE: 1 or more demons

Realm: Summoning

Range: 20'

Duration: Until demon released, task completed

The caster can summon 1 or more demons whose HD in total do not exceed his own level. The demons appear whether they make their saving throws or not. If they fail their saving throws, demons are compelled to complete one task set by the caster and then to depart without harming the caster. If they pass their saving throws, they will seek to destroy the summoner. It is common, therefore, for summoners to protect themselves with a Circle of Protection and to surround the spot where the demons will appear with a Circle of Protection as well. The hope is the confined demons will consent to make a bargain to be released. Any spell resistance that a demon has is not effective against this spell.

The caster can, instead of summoning another sort of demon, can decide to summon 2d6 Demonic Warriors (see Monster Section). The Demonic Warriors do not get a saving throw against the spell and serve the caster for exactly 1 hour and depart.

Whirlwind (MU-7)

Casting Time: 1 action

Save: No

Target/AOE: 40'x40' x80'

Realm: Air

Range: 120'

Duration: 10 combat rounds

The spell gathers a spiral of fierce wind 40' wide, 40' long and 80' high that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 80' per round for 10 rounds. Any creature of 1-HD or less caught in the whirlwind is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the wind for as long as the spell lasts. Ant wooden building in the path takes 1d8 siege damage.

3.2.8—EIGHTH LEVEL MAGIC-USER SPELLS

Deep Shelter (MU-8)

Casting Time: 1 action	Realm: Structure
Save: No	Range: 10 miles
Target/AOE: 60'x60'x30'	Duration: Permanent

Casting this spell for the first time creates a 60'x60'x30' space 1 mile beneath the earth. Additional castings allow the caster and up to 10 other people (and/or pieces of furniture) to be instantly transported to or from that shelter, as long as they are less than 10 miles away from the location where it was created. It would be very unwise to travel there without a second casting prepared, or at least a scroll or spell book with you, or else you can't get back. The space is unfurnished, but of comfortable temperature with air and water. The caster may have many such shelters, but they all must be at least 10 miles apart.

Earth Trap (MU-8)

Casting Time: 1 action	Realm: Earth
Save: No	Range: 240'
Target/AOE: 1 creature	Duration: Immediate

One creature targeted by the caster, will suddenly be surrounded by a shell of stone, about 10' beyond its body. The creature gets no saving throw and is trapped inside the shell until the stone is breached by normal or magical means. Dispel magic does not work, since it is just normal stone after the spell is cast.

Greater Monster Summoning (MU-8)

Casting Time: 1 action	Realm: Summoning
Save: Yes	Range: 10'
Target/AOE: 1d6 creatures	Duration: 1 hour

The caster must choose whether to summon a horde of 100 1-HD orcs, dwarves or humans (all will have AC 15 and be carrying spears and hand axes) or 2d6 5-HD Hell Hounds or 1 single creature with HD equal to or less than the caster's level. If he summons the horde or hounds, they get no saving throw, but if he summons a creature with 11 or more HD, or one with significant special powers (dragons, vampires, etc), it will be allowed a saving throw to resist. The Judge as final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

Grip of Domination (MU-8)

Casting Time: 1 action	Realm: Grip Spell
Save: Yes	Range: touch
Target/AOE: 1 adjacent creature	Duration: Permanent

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the target fails the saving throw, it becomes the permanent slave of the caster, unless the spell is dispelled or the caster is killed. If the enslaved creature is commanded to kill itself, it may attempt a second saving throw before doing so, otherwise it obeys all commands.

Hurricane (MU-8)

Casting Time: 1 action	Realm: Air
Save: No	Range: 0
Target/AOE: 1 mile radius	Duration: 4 hours

The spell conjures up a terrible hurricane that strikes a 1-mile radius around the caster's location and lasts for 4 hours. Each turn a person spends out of doors will inflict 1 hit point of damage on him and make it impossible to

cast spells or use a scroll. Each wooden building in the radius will be destroyed on a 3+ on 1d6. Each stone building in the radius will be destroyed in a 6+ on 1d6/

Ice Fortress (MU-8)

Casting Time: 10 minutes

Realm: Water

Save: No

Range: 120'

Target/AOE: 120'x120'

Duration: 10 days

The spell creates a castle of ice with a footprint of 120' by 120', walls that are 20' high, 4 corner towers that are 30' high, a gate house and keep-building. It has workable drawbridge and internal doors. It will stand for 10 days then vanish.

Incendiary Cloud (MU-8)

Casting Time: 1 action

Realm: Fire

Save: No

Range: 120'

Target/AOE: 40'x40' cloud

Duration: 20 combat rounds

The spell creates a 10' high 40'x40' cloud at a point within 120' chosen by the caster. It moves in a pre-selected direction at 40' per round. Each target caught in the cloud has 1 round to escape or it will take 4d6 points of damage. Any wooden buildings or other flammable objects crossed by the cloud will catch fire and be consumed in 1d4 rounds.

Mass Hold (MU-8)

Casting Time: 1 action

Realm: Enchantment

Save: No

Range: 120'

Target/AOE: all persons in a 30'x30' area

Duration: 10 combat rounds

All persons in a 30'x30' area within 120' and in the view of the caster must make a saving throw or become *held*. Held people cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive movement to maintain their regular Armor Class in defense, or speak.

Permanent (MU-8)

Casting Time: 1 hour

Realm: Magic Art

Save: See below

Range: 120'

Target/AOE: 1 spell

Duration: Permanent

This hour-long ritual will make whatever spell that the caster next casts have a permanent duration. For example, a Charm Person would keep the victim charmed forever, unless dispelled, or a Wall of Fire would stay in place forever. The duration of the spell made permanent cannot be "Immediate." This spell is not necessary to make permanent magic items. A scroll, however, can be made "permanent" allowing it to be used 1 time each day. Putting a Permanent spell on a Gate spell opens a permanent portal to some extra-worldly place allowing beings to pass through it at will. Casting permanent spell has a price, first it requires 1000gp worth of powdered diamonds which are expended by the spell, second, the caster must make a saving throw or he will lose 1 point from a random ability score (permanently).

Phantom Prison (MU-8)

Casting Time: 1 action

Realm: Illusion

Save: No

Range: 120'

Target/AOE: 1 creature

Duration: Permanent

Any single creature within range is chosen by the caster. The creature is fooled by a series of illusions to think it is trapped in a prison chamber deep in the earth. To outsiders, it seems as if the victim is surrounded by an impenetrable black cloud. The creature is trapped until the spell is dismissed by the caster, or a dispel magic removes it, or the creature dies of thirst or starvation. Certain other magic might also dispel it, at the Judge's option.

Power Word: Blind (MU-8)
Casting Time: 1 action
Save: No
Target/AOE: 1 creature

Realm: Magic Art
Range: 120'
Duration: 1d6+1 days

Any single creature within range is chosen by the caster. If that creature has 80 or fewer hit points at that moment, it will be completely blinded for 1d6+1 days, no saving throw. While blind, the creature cannot make ranged attacks or cast spells that are targeted at range. Any melee attacks it makes are made at -6 on the die, and any melee attacks made against it are made with a +4 to hit.

Scry Shield (MU-8)
Casting Time: 1 action
Save: No
Target/AOE: 1 creature or object

Realm: Knowledge
Range: Touch
Duration: 1 day

The target cannot be detected or located by any magical means whatsoever (e.g., scry, crystal ball, grand locator, read minds).

Spell Immunity (MU-8)
Casting Time: 1 action
Save: No
Target/AOE: 1 creature

Realm: Protection
Range: touch
Duration: 24 hours

The recipient of the spell gains complete immunity to 1 spell, named by the caster at the time of the casting, for every 4 experience levels of the caster for a 24-hour period. The named spells cannot be level 7,8 or 9.

Undeath (MU-8)
Casting Time: 1 hour
Save: Yes
Target/AOE: 1 person

Realm: Necromancy
Range: 10'
Duration: Immediate

This horrific ritual slays a living person and immediately transforms them into an undead being. If the caster uses the spell on himself, he will become a lich, with all the powers and immunities of that sort of creature. He, however, loses 1d4 levels of magic-user abilities in the process and becomes Chaotic in alignment. If used on a captive, the victim gets a saving throw to avoid undeath, with Lawfully aligned characters getting a +4 on the save. A captive of 3-HD or less is transformed into a ghoul, 4-6 HD into a wight, 7-8 HD into a wraith, 9-10 HD into a specter or knight of the damned, and 11+ HD into a vampire. The undead that rises does not necessarily obey the caster of the spell, but the caster is likely to be able to use some other magic to achieve that. The lich transformation requires 10,000gp in arcane materials, the other transformations 500gp per HD of the undead that results. This spell is irreversible except by the gods themselves, and maybe not even them.

Vision (MU-8)
Casting Time: 10 minutes
Save: No
Target/AOE: special

Realm: Perception
Range: special
Duration: special

The caster asks one question about a particular object, person or place. A vision will then appear answering the question completely and in great detail.

3.2.9—NINTH LEVEL MAGIC-USER SPELLS

Army of the Dead (MU-9)
Casting Time: 1 hour
Save: No
Target/AOE: 1000'x1000'

Realm: Necromancy
Range: 240'
Duration: Permanent

The caster completes a mighty ritual in a large cemetery, old battlefield of other place where there are an abundance of buried corpses. From a 1000'x1000' foot area a horde of 900 animated lesser skeletons and 100 skeleton warriors, will arise and obey the caster's every command. These are normal skeleton monsters and can be turned or destroyed by lawful clerics, but not commanded by chaotic ones while the caster lives.

Astral Projection (MU-9)

Casting Time: 1 action Realm: Perception
Save: None Range: Special
Target/AOE: Caster Duration: 8 hours

The caster can send forth his spirit to travel rapidly in spiritual form through the astral plane to other places in the world. He can travel 100 miles per level per hour and observe events anywhere he goes. To communicate with material beings from his astral form, the caster must roll CHA or less on 1d20, and the recipient must roll WIS or less on 1d20. The caster must return to his body within the 8 hours or he will die. His body is completely helpless in the absence of his spirit.

Crushing Boulders (MU-9)

Casting Time: 1 action Realm: Earth
Save: No Range: 120'
Target/AOE: 1 target Duration: 10 combat rounds

A pair of large boulders appears on either side of a target. The boulders slam into the target, keeping it pinned in place for the duration of the spell, unable to make a movement or attack action (including casting spells or using devices). The first round the grinding boulders do 1d10 points of damage, the second 2d10 points, and so on till the spell ends.

Domination (MU-9)

Casting Time: 1 action Realm: Enchantment
Save: Yes Range: 60'
Target/AOE: 30-HD of creatures Duration: Permanent

The caster targets up to 30-HD of living creatures in range who must make a saving throw or become mentally enslaved by the caster forever. Victims will follow the caster's orders completely and to the letter. The control is permanent until other magic should dispel it.

Gate (MU-9)

Casting Time: 1 action Realm: Summoning
Save: No Range: 0
Target/AOE: 1 extra-dimensional being Duration: as long as the being likes

The caster names a particular powerful extra-dimensional being, e.g. Zeus, or a type of lesser such beings, e.g. a Fiery Terror Demon, and casts the spell. This brings the named being directly to the caster's presence. The caster has no control over the being and it will react in anyway it might seem best. Roll 1d20: 1=being departs immediately, 2-19: being will listen to caster and decide what to do, 20=some other completely different being appears.

Glamorous Surroundings (MU-9)

Casting Time: 1 action Realm: Illusion
Save: No Range: 100'
Target/AOE: 100'x100' Duration: Permanent

This spell allows the caster to make a 100'x100' area appear by illusion exactly as he desires. An old shack, might appear as a mushroom house, surrounded by candy cane trees, for example. While various spells might reveal the true appearance to some people, the effects are maintained forever, unless dispelled by some other magic.

Grip of Destruction (MU-9)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent creature

Realm: Grip Spell

Range: touch

Duration: Immediate

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack, but only if it has 9 or more Hit Dice/Levels. If the target fails the saving throw or doesn't get one, it is instantly destroyed, reduced to a few ashes on the wind.

Immunity (MU-9)

Casting Time: 1 action

Save: No

Target/AOE: caster

Realm: Protection

Range: 0

Duration: 1 turn per level

The caster becomes completely impervious to any sort of physical harm or magical influence for as long as the spell lasts. The caster cannot cast spells, use scrolls or activate magic items while the spell lasts but otherwise can take normal actions.

Imprisonment (MU-9)

Casting Time: 1 action

Save: Yes

Target/AOE: 1 creature

Realm: Structure

Range: 240'

Duration: Permanent

Any creature targeted by this spell that fails its saving throw is imprisoned in a state of suspended animation in a sphere deep in the earth forever. Nothing can hurt or help the creature and only a Wish Spell can release the creature, and it must be cast in sight of the spot where the creature originally fell under the Imprisonment Spell.

Meteor Swarm (MU-9)

Casting Time: 1 action

Save: Yes--half

Target/AOE: 8 x 20'x20' areas

Realm: Fire

Range: 240'

Duration: Immediate

8 fiery balls shoots forth from the caster's hand to 8 non-overlapping points within 240' in line of sight. At that point the ball explodes in a 20'x20' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage. Any building caught in the effect suffers 1 point of siege damage per caster level.

Power Word: Kill (MU-9)

Casting Time: 1 action

Save: No

Target/AOE: 1 creature

Realm: Magic Art

Range: 120'

Duration: Immediate

Any single creature within range is chosen by the caster. If that creature has 60 or fewer hit points at that moment, it will be killed instantly with no saving throw.

Refreshment (MU-9)

Casting Time: 1 action

Save: No

Target/AOE: 60'x60'

Realm: Water

Range: 240'

Duration: Immediate/1 hour

The spell brings out the magical effects of life-giving water, healing all living creatures in the 60'x60' area all lost hit points of damage and gives them +2 to their morale scores for the next hour.

Symbol (MU-9)

Casting Time: 1 action
Save: Yes
Target/AOE: 100x100' area

Realm: Magic Art
Range: Touch
Duration: Until triggered

The caster traces a rune of power on an area. The rune will activate if anyone reads, touches or crosses it. The spell effect will be a 100'x100' area centered on the rune, but the spell only affects those of a different alignment or otherwise hostile to the caster. Only a caster of higher level than the original can dispel it. There are several runes to choose from:

Fear: all affected creatures will flee in terror for 1-4 turns
Pain: all affected creatures will suffer -4 on all rolls for 1-4 turns
Stun: up to 150 HD of creatures are stunned as Power Word Stun
Insanity: up to 100 HD of creatures are driven completely mad (permanent)
Death: up to 75 HD of creatures are killed.

Vacuum (MU-9)

Casting Time: 1 action
Save: Yes
Target/AOE: 100'x100'x100'

Realm: Air
Range: 240'
Duration: 10 minutes

A cube 100' per side is targeted by the caster. The spell removes all of the air from that cube for 10 minutes. All living, breathing creatures within the cube must make an immediate saving throw or fall unconscious due to the shock of rapid air loss. Each round a breathing creature remains in the cube and has not fallen unconscious, it must make another save to avoid it happening. Any creature that remains in the cube, conscious or unconscious, for more than 15 rounds will have died from lack of air.

Wish (MU-9)

Casting Time: 1 action—PD
Save: No
Target/AOE: special

Realm: Knowledge
Range: special
Duration: Varies

This spell can change an event from the last year, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next year (e.g. arriving at the palace before the assassins do). It also can duplicate the effects of any spell (magic-user or cleric) of levels 1-6. The wish can also be used to create or summon any object worth 1500gp or less (includes most potions and scrolls). Any sort of other things might be wished for, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.