Delving Deeper

REFERENCE RULES

Volume I: The Adventurer's Handbook

DELVING DEEPER

R E F E R E N C E   R U L E S

VOLUME I

THE ADVENTURER'S HANDBOOK

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For all followers of the original fantasy game

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PREFACE

In the mid-1970's a shoe repairman and a security guard with a mutual passion for miniature wargaming and fantasy literature got together and wrote a game. What Ernest Gary Gygax and Dave Arneson created was so innovative, so entirely different, that it wasn't merely a new game, it was a whole new genre of gaming – it was the first ever role-playing game. It was a runaway best seller and is still, arguably, the best game of its kind.

The original incarnation was difficult, however, for anyone but a seasoned wargamer to grasp. Enter Doctor J. Eric Holmes of the USC School of Medicine. Holmes understood that this new hobby could have even broader appeal if it were presented in a friendlier manner. So the good Doctor set about distilling the original game down to something that folks with no knowledge of wargaming or role-playing games could understand. And it exploded into the national consciousness. It captured the imagination of youth across the United States, and then around the world!

The game continued to grow after its initial success. Gygax penned his own subsequent edition that promoted standardized, tournament play, while numerous boxed set editions built upon Holmes' principle of accessibility while expanding the scope of game.

From 1974 to the late-1980's, every new edition of the game was more or less interchangeable. Players familiar with one edition could jump right into another without forethought. In the 1990's, however, this began to change. In this period, each new edition changed the nature of the game in subtle and obvious ways. The newer editions were, sadly, incompatible with the original game, and were ultimately quite different in all but name.

In the midst of all this, players who had been quietly running their campaigns for 30 plus years began to realize that the genius of the original game was at risk. If they couldn't attract new players to the original game, it might soon vanish forever!

This potential disaster drove the wheels of ingenuity, and a group of dedicated gamers conceived the notion of recreating the game play of the 1970's using legally available references and licenses. By this method, legal emulations of various editions of the game became possible. However, there was no faithful emulation of the original 1974 edition. Until now.

Meticulously forged over two long years of development, **Delving Deeper** invites you to recreate the original role-playing experience as it was in its earliest days! Return to a time when three alignments were enough, when a handful of character classes ruled, and when magic swords had their own ideas about who's boss.

If you've ever read or watched a good fantasy with hungry eyes, then this is the game for you. Right here are all the rules you'll need, none of the rules you won't, and unparalleled room for expansion and growth. Grab your trusty sword, your magic wand, and call the guards to arms! There are dungeons to explore and treasure in these pages…

INTRODUCTION

Delving Deeper is a gateway to other realms where magic works and dragons are real! Where elves and dwarfs fight alongside men against goblins, trolls and giants, and where a strong sword arm can carry the day in battle. And all that is needed to play is some basic stationery, a few friends, and a vivid imagination.

One player will referee the fantasy world, while the others assume the role of adventurers and explore it. As heroes and wizards they will face its challenges, defeating monsters and winning fabulous treasures as they rise to fame or, if they are careless, vanish into obscurity.

ABOUT THESE VOLUMES

Players should begin with Volume I, which details characters that can be played, equipment and hirelings that can be had, and spells that are available to magic-using sorts. Players need read no further.

Aspiring referees are advised to continue immediately on to Volume II, wherein are given guidelines necessary to construct a campaign world and fill it with dungeons, monsters, and treasures, as well as advice on how to conduct adventures around these. Finally, Volume III is intended as a reference for referees. It contains all manner of monsters and treasures including magical weapons, wands, and other items.

COMMON TERMS

Delving Deeper is a role playing game in which the players control **player characters** (PCs), and the referee controls **monsters** and **non-player characters** (NPCs). All of these have a number of **hit dice** (HD) which are six-sided dice rolled to see how many **hit points** (hp) can be sustained before being slain. **Armor class** (AC) is a measure of protection against physical attack, while **saving throws** are made to avert fates such as poisoning, being turned to stone, or being vaporized by dragon's breath. **Experience points** (XP) are accumulated in order to advance to each successive **level** of ability.

Gold pieces (gp) are the basic unit of currency for which goods are traded.

PLAYER'S SUPPLIES

The supplies essential for play are listed below, followed by some optional extras which a referee may desire. The essentials are all readily available and inexpensive (or free!) items; even polyhedral dice are easily obtained at hobby stores and online.

THE ESSENTIALS:

- Delving Deeper (you have it!),
- Polyhedral dice (one four-, eight-, twelve- and twenty-sided die, two ten-sided, and three six-sided dice per player),
- Stationery (pencil, eraser, paper, notebook),
- A vivid imagination!

OPTIONAL EXTRAS:

- A Delving Deeper player character record sheet,
- Graph paper for mapping dungeons,
- Hexagonal paper for mapping wilderness regions,
- Miniatures to represent the player character and his entourage,
- An enterprising or ambitious plan…

THE DICE

Delving Deeper uses polyhedral dice of the four-, six-, eight-, ten-, twelve- and twenty-sided sorts, and possession of these is assumed throughout.

When the text suggests a die should be thrown, assume the six-sided sort is unless it states otherwise. Where number ranges appear in the text, the player (or referee) should throw the appropriate number of dice to produce a result within the specified range. For example, a range of 1-6 is generated by throwing a six-sided die, a range of 2-7 is generated by throwing a six-sided die and adding 1 to the result, and so on.

Common number ranges are given in the table below, and the referee can extrapolate other ranges from these examples.

Dice to Roll for Number Ranges						
Number of Dice	Four Sided	Six Sided	Eight Sided	Ten Sided	Twelve Sided	Twenty Sided
1	1-4	1-6	1-8	1-10	1-12	1-20
1+1	2-5	2-7	2-9	2-11	2-13	2-21
2	2-8	2-12	2-16	2-20	2-24	2-40
2+1	3-9	3-13	3-17	3-21	3-25	3-41
2+2	4-10	4-14	4-18	4-22	4-26	4-42
3	3-12	3-18	3-24	3-30	3-36	3-60
4	4-16	4-24	4-32	4-40	4-48	4-80
1 x10	10-40	10-60	10-80	10-100	10-120	10-200

One other number range requires further explanation: A range of 1-100 can be rolled with two ten-sided dice whose faces are marked 0 to 9 rather than 1 to 10. The result of the first die is multiplied by ten before the pair are summed. Thus, a roll of 4 and 2 makes 42, a roll of 6 and 0 makes 60, and a roll of 0 and 6 makes 06. A double zero makes 100.

PREPARATION FOR PLAY

A player should initially learn something of the campaign world from the referee before choosing a character. This information may be scant or rich, depending on how prepared the referee is, and how many players have come before. In either case it is the player's role to insert his new character into the fantasy world and enrich it with his presence. Whether he comes to riches or to ruin, each character should be noted!

The player should then familiarize himself with the options presented herein. He may desire to play a certain type of character from the outset but should be equally prepared to go with whatever the dice may bring.

If from time to time the dice seem unkind, the player is reminded that great enjoyment can arise from unconventional characters and also from dramatic demises. Such will be the fate of many adventurers.

The player should be ready to participate in the game, tackling the challenges presented with creativity and imagination — this is the greater part of the game. Above all the player must be prepared to accept the rulings of the referee and to enjoy whatever game circumstances may arise.

The adventure begins... Now!

EXAMPLE OF PLAY

An intrepid company of adventurers have discovered a dank dungeon. They leave two porters and a mule at their camp before descending into the dungeon in search of riches. Ardnutt the dwarf leads the way with axe and shield gripped firmly, followed by Gunner, a tall fighter, then Jossie the thief, Quiggley the magic-user, and finally, Ellanor the cleric. Play begins...

Referee: Inside the dungeon it is cool and quiet. By the time you creep down the stair, it is just about pitch dark.

Ardnutt: (whispers) Someone get some light going, I can't see a thing.

Quiggley: Quiggley shakes his magic staff and utters the command word, "Illuminantae!"

Jossie: Jossie is ready to pelt anything that moves with her sling! What do we see?

Referee: The top of Quiggley's staff blinks on like a blue-white light globe. Everybody now sees a great stone chamber at the bottom of the stair. It is only partially lit by the staff, but right ahead of you are three closed doors. The only thing that moves are a few rats that quickly scurry out of sight.

Gunner: Let's go check out these doors.

Ellanor: Carefully! We don't know what else might be waiting in the dark.

Gunner: All right, carefully, but Gunner is still going to check out the middle door.

Ardnutt: Hold it one minute!

Referee: Yes?

Ardnutt: The dwarf kneels down and puts his eye close to the ground to check whether the flagstones of the floor seem sound. There could be a trap here...

Referee: [Rolls a die behind his screen] Ardnutt can't see anything out of place – the floor looks solid enough.

Ardnutt: All right, it seems safe... Ardnutt moves carefully into the room.

Jossie: Jossie follows the dwarf and then turns to her left after a few more paces. She keeps an eye and an ear out while Gunner is busy with the door.

Referee: Sure.

Ellanor: And Ellanor does the same, to the right.

Quiggley: Quiggley stays at the base of the stair, ready to make a quick get away.

Referee: Okay. Jossie and Ellanor move about 20ft out to either side of the stair, and from there they can just about make out the full extent of the chamber in the dimness. Meanwhile, Gunner and Ardnutt reach the middle door.

Gunner: Gunner tries the handle.

Referee: The door knob turns with a creak, but the door is stuck fast.

Ardnutt: You'll have just alerted anyone on the other side, you dolt!

Gunner: (shrugs) Good, let's hope we've frightened them off. Gunner lays his shoulder into the door to force it.

Referee: [Rolls another die] Gunner thumps at the door with his weight, but it is really stuck. If anyone is inside, they now know you're here for sure.

Ardnutt: May as well give it a decent shove together then.

Referee: Gunner and Ardnutt shove the door together [rolls again] and this time it crashes open and the pair of them stumble into another chamber... It's dark inside, but there is the unmistakable glimmer of treasure and a foul reptilian stench in here. As the pair look up, they see the shadowy form of a great serpent as it rises out of the darkness before them.

Quiggley: Quiggley rushes forward with the light!

Referee: To everyone's horror the sinuous form of a dragon is revealed, rising up from its coils with a deadly hiss!

PLAYER CHARACTERS

Having learned something of the campaign world from the referee, the player's first order of business is to construct a fantasy persona called a **character**. The player will thereafter control this character's actions in the game.

ALIGNMENT

Each character must choose a side in the eternal struggle; he is either of law or of chaos, or else he is neutral.

Law is civility and order and puts the greater good before any individual. Chaos is impulse and anarchy and puts the individual before the group. Neutrality includes those who would have law and chaos in balance, as well as those without a conscious choice.

DETERMINATION OF ABILITIES

Characters are ranked in six **abilities,** which are strength, intelligence, wisdom, constitution, dexterity, and charisma. Each is determined, in order, with a throw of three six-sided dice to produce scores between 3 and 18. The player should roll and record these figures on note paper or on a character sheet before considering his class selection.

PRIME REQUISITE ABILITIES

One ability is considered to be the **prime requisite** for each of the character classes described herein. Fighters should be strong, magic-users should be intelligent, and so on.

A character will acquire a greater or lesser number of experience points from each adventure, according to his prime requisite ability score.

Experience Earned	
Prime Requisite	Experience Adjustment
3-5	−20%
6-8	−10%
9-12	.
13-15	+5%
16-18	+10%

While a high score may predispose a player toward a particular class and a low score may dissuade him, ability scores do not preclude selection of any class. Nor will they determine a character's success (player strategy being paramount in that).

Suppose, for example, an intending player were to throw the following ability scores:

Strength	11	Dexterity	10
Intelligence	14	Constitution	12
Wisdom	6	Charisma	9

With a wisdom score of 6, this character would advance slowly as a cleric, but his keen intelligence means he could do well as a magic-user. However, because of a preconceived inclination toward heroic combat, the player instead elects the role of a fighter. His strength of 11 is perfectly respectable and his constitution of 12 indicates good fitness. Dexterity 10 is neither quick nor slow, and his ordinary charisma score means this player should not depend overly on the loyalty of his followers.

EXPLANATION OF ABILITIES

Following is a brief explanation of each of the six abilities.

STRENGTH

Strength is raw physical power. It is useful for forcing doors, lifting gates, and carrying heavy equipment, including treasure! Strength is the prime requisite for fighters.

Strength Adjustments						
Strength Score	Damage Adjustment*	Open Doors	Movement Rates Allowed by Load			
			12"	9"	6"	3"
3-6	.	6	50 lb	75 lb	100 lb	150 lb
7-14	.	5-6	75 lb	100 lb	150 lb	225 lb
15-18	+1	5-6	100 lb	150 lb	200 lb	300 lb

* Hand to hand combat only.

Languages Known	
Higher of Intelligence or Wisdom	Number of Languages Known
3-10	2
11	3
12	4
13	5
14	6
15	7
16	8
17	9
18	10

INTELLIGENCE

Intelligence is cunning, acumen and book learning, and is useful to the referee when determining what course of action a monster or character should take. One additional language is known for every point beyond 10. Intelligence is the prime requisite for magic-users.

WISDOM

Wisdom is intuition, common sense and will power. It functions as does intelligence in the determination of what action should be taken by monsters or characters, and one additional language will be known for every point beyond 10. Wisdom is the prime requisite for clerics.

LANGUAGES

Many languages are spoken throughout the game world, with each intelligent race having its own tongue. Humans also share a universal tongue, called Common, which 20% of other speaking creatures will also know.

Additionally, there are the tongues of law, chaos, and neutrality, which are known to the speaking membership of those alignments. Creatures of one alignment will recognize the other alignment tongues without comprehending them. Chaotics will attack speakers of law, and vice versa.

Player characters always know at least two languages; Common and an alignment tongue. Non-human player characters may know several other languages as well. All characters with above average intelligence or wisdom will know languages in addition to these.

There are also a variety of spells and magic items that can aid in the comprehension of unknown languages.

MOVEMENT RATES

Movement rates allowed by load are provided for man-sized and man-like types. These should be scaled appropriately for other sorts, but any character reduced to half his movement rate is considered to be encumbered. Note that movement rates are expressed in inches. The referee will scale these rates according to the environment being explored in order to produce the actual ground rate.

DEXTERITY

Dexterity is reaction speed, hand-eye coordination, agility, and balance. It is useful for accurate shooting and for quick action when initiative is in question. Dexterity is the prime requisite for thieves.

Dexterity Adjustments

Dexterity Score	Initiative Adjustment	To Hit Adj. with Missiles
3-6	−1	−1
7-14	.	.
15-18	+1	+1

Constitution Adjustments

Constitution Score	Hit Points per Die	Survive Shock
3-6	−1*	20%
7-8	.	40%
9	.	60%
10	.	70%
11	.	80%
12	.	90%
13-14	.	Always
15-18	+1	Always

* Minimum 1 hit point per die.

CONSTITUTION

Constitution is fitness, vim, and hardiness. It determines whether or not a character will resist disease, or withstand being raised from the dead, polymorphed or petrified.

Survive shock is the probability that a character can be raised from the dead. However, if any such attempt fails, then no subsequent attempt can ever succeed.

The survive shock figure is also the percentage chance that a character will survive being turned to stone, subsequently restored to flesh, or polymorphed (except by means of a polymorph spell). Any failure here indicates immediate death by physiological shock.

CHARISMA

Charisma is comeliness, social influence, and personal charm. It is useful in negotiations, in determining reactions, and for attracting retainers and monsters into service. It determines the number of retainers a character can have, as well as the loyalty of any hirelings.

Retainers & Loyalty

Charisma Score	Maximum Retainers	Loyalty/Reaction Adjustment
3	1	−2
4-5	2	−1
6-8	3	.
9-12	4	.
13-15	6	+1
16-17	8	+2
18	10	+4

CLASSES

Having rolled ability scores, the player must select a **class**. Characters begin at the 1st level in their chosen class and thereafter advance to successive experience levels by returning to a safe haven after accumulating the necessary number of experience points.

ADVANCEMENT BY EXPERIENCE LEVEL

The numbers of **Hit Dice** given on the following charts are always six-sided and are rolled to determine the number of hit points of damage which can be sustained before death. Hit dice are rolled and summed with any additions being added to the total.

The figures given for **Saving Throw Versus** are those required on a twenty-sided die to avert various calamities. These are explained below (see page 21).

THE FIGHTER

Fighters are soldiers, champions, and other warriors who engage in toe-to-toe and missile combat. Of all the classes, they are the most formidable in attack and can withstand the most damage. Moreover, a fighter has the use of any armor or shield and all weaponry including missiles and spears. In addition, magic swords and the majority of other enchanted weapons are usable exclusively by them.

Against enemies with no more than 1+1 hit dice, a fighter can attack once per round for each of his own hit dice. As he has at least 1+2 hit dice himself, a fighter is not subject to such multiple attacks. He is unable to cast spells, however, and is restricted to a limited selection of other magical items.

When a fighter achieves 9th level, he can establish a stronghold and declare himself its Lord. By keeping the surrounding countryside clear of monsters, his holding will attract settlers who can each be taxed 1 gp per month.

Fighter Progression							
	Experience			Saving Throw Versus			
Fighter	Points	Hit		Paralysis	Wands	Breath	
Level	Required	Dice	Poison	Petrification	Rays	Weapon	Spells
1	0	1+2	12	13	14	15	16
2	2,000	2+1	12	13	14	15	16
3	4,000	3	10	11	12	15	14
4	8,000	4	10	11	12	12	14
5	16,000	5	10	11	12	12	14
6	32,000	6	8	9	10	12	12
7	65,000	7	8	9	10	12	12
8	130,000	8	8	9	10	9	12
9	260,000	9	6	7	8	9	10
10	370,000	10	6	7	8	9	10
11	490,000	11	6	7	8	9	10
12	600,000	12	4	5	6	6	8

THE CLERIC

Clerics must choose law or chaos; they cannot remain neutral in the eternal struggle. Either type must remain steadfast in this choice or be stripped of all benefits.

	Cleric Progression						
Cleric Level	Experience Points Required	Hit Dice	Poison	Saving Throw Versus Paralysis Petrification	Wands Rays	Breath Weapon	Spells
1	0	1	11	12	14	16	15
2	1,500	2	11	12	14	16	15
3	3,000	2+1	9	10	12	14	13
4	6,000	3	9	10	12	14	13
5	12,000	4	9	10	12	14	13
6	25,000	5	7	8	10	12	11
7	50,000	5+1	7	8	10	12	11
8	100,000	6	7	8	10	12	11
9	175,000	7	5	6	8	10	9
10	250,000	8	5	6	8	10	9
11	325,000	8+1	5	6	8	10	9
12	400,000	9	3	4	6	8	7

Clerics (of the lawful sort) are virtuous knights and templars whose purpose is to vanquish evil. Their conviction in the righteousness of this mission enables them to turn the undead and to invoke miracles. In performing their duty, clerics are allowed shields and any armor, but the use of edged or piercing weapons is forbidden.

At 2nd level a cleric acquires a spell book containing his 1st level spells and can thereafter cast a number of spells each day appropriate for his experience level. While many of his spells can be reversed, a cleric should be circumspect with the anti-spells, as he risks judgment for any unlawful usage. So long as he adheres to his faith a cleric will gain access to spells of successive spell levels as he advances in experience, and can devise spells of his own besides.

When a cleric achieves 9th level he can establish a stronghold, and the religious fervor of the workforce will be such that any construction costs will be halved. Once established, a stronghold will attract a body of 50-300 fanatically loyal dervishes who will serve without payment (the referee will decide the exact composition of this force). By keeping the surrounding countryside clear of monsters, this holding will also attract faithful settlers who will each pay a tithe of 2 gp per month.

	Cleric Spells				
Cleric Level	Spells Memorized per Day By Spell Level 1	2	3	4	5
1	.	.	.	.	.
2	1	.	.	.	.
3	2	.	.	.	.
4	2	1	.	.	.
5	3	2	.	.	.
6	3	2	1	.	.
7	3	3	2	.	.
8	4	3	2	1	.
9	4	3	3	2	.
10	4	4	3	2	1
11	4	4	3	3	2
12	4	4	4	3	3

The Anti-Cleric

Clerics of the chaotic sort are called anti-clerics. They are intended as villains for they are always chaotic and their purpose is to vanquish good. They cannot turn the undead but are able to employ reversed clerical spells with impunity. Otherwise, they function as do clerics. An anti-cleric stronghold will attract zealots rather than dervishes.

THE MAGIC-USER

Magic-users are potentially the most powerful class, but also the most vulnerable for they can wear no armor and may use only dagger and staff as weapons. A magic-user can, however, cast magic spells. He begins play with a spell book containing his 1st level spells, and can cast a number of spells each day appropriate for his experience level. He gains access to spells of successive spell levels as he advances in experience, and can devise his own spells besides.

Additionally, a magic-user has use of the greatest selection of enchanted items. All save for arms (other than daggers and staves), armor, and a handful of clerical items are at his disposal. If these should prove insufficient, at 9th level (and above) a magic-user can enchant items of his own. The cost and time required to enchant each is commensurate with the value of the item (see page 37).

Magic-User Spells						
Magic-User Level	Spells Memorized per Day By Spell Level					
	1	2	3	4	5	6
1	1	.	.	.	.	.
2	2	.	.	.	.	.
3	3	1	.	.	.	.
4	4	2	.	.	.	.
5	4	2	1	.	.	.
6	4	3	2	.	.	.
7	4	3	2	1	.	.
8	4	3	3	2	.	.
9	4	4	3	2	1	.
10	4	4	3	3	2	.
11	4	4	4	3	2	1
12	4	4	4	3	3	2

Magic-User Progression							
Magic-User Level	Experience Points Required	Hit Dice		Saving Throw Versus			
			Poison	Paralysis Petrification	Wands Rays	Breath Weapon	Spells
1	0	1	13	15	13	16	14
2	2,500	1+1	13	15	13	16	14
3	5,000	2	11	15	11	14	12
4	10,000	2+1	11	12	11	14	12
5	20,000	3	11	12	11	14	12
6	35,000	3+1	9	12	9	12	10
7	60,000	4	9	12	9	12	10
8	100,000	4+1	9	9	9	12	10
9	200,000	5	7	9	7	10	8
10	300,000	5+1	7	9	7	10	8
11	400,000	6	7	9	7	10	8
12	500,000	6+1	5	6	5	8	6

ELVES

Elves begin as either fighters or magic-users, but can change class between adventures as often as desired. An elf becomes dual-classed when he changes class for the first time, and may thereafter use both the weaponry of a fighter and the spells of a magic-user simultaneously.

The dual-classed character must maintain separate experience point totals for each of his classes, with all earned experience going toward his currently active class. He uses the more favorable game statistics of both classes during play, but cannot act as a magic-user while wearing non-magical armor.

Elves deal +1 hit point of damage when employing magic weapons and are able to move and fire a bow without penalty when on foot. They are nearly invisible in their gray-green cloaks, and can move almost silently. Additionally, they are able to locate secrets doors on a roll of 3-6 on a six-sided die when actively searching, or on a roll of 5-6 when merely passing by. They also discern noises on a roll of 5-6 when listening at doors and are immune to the paralyzing touch of ghouls.

They are, however, limited to 4th level as fighters and to 8th level as magic-users.

Elves are able to speak the languages of gnolls, hobgoblins, and orcs, as well as their own language, their alignment tongue, and Common.

DWARFS

Dwarfs are as fighters excepting that they are the only characters able to employ the +3 war hammer to its full potential. They are adept at evading large, clumsy enemies and suffer only half damage from such foes as giants and ogres. Moreover, a dwarf makes all saving throws at four levels higher than his actual level. He is, however, limited to the 6th level of advancement.

Dwarfs are expert miners and able to note any new construction, shifting walls, slopes, falling slabs, false floors and the like in dungeon stonework. They are also able to discern noises on a roll of 5-6 (on a six-sided die) when listening at doors.

Additionally, dwarfs are able to speak the language of gnomes, goblins and kobolds, in addition to the Common tongue and their own language.

HALFLINGS

Halflings can choose to be fighters, but are limited to the 4th level. They have deadly accuracy with missiles, adding +1 to attack rolls, and discern noises on a roll of 5-6 on a six-sided die when listening at doors. Despite his diminutive stature, a halfling is highly resilient and makes all saving throws at four levels higher than his actual level.

THE THIEF (OPTIONAL CLASS)

Thieves are sneaks and trouble-shooters who specialize at infiltration. They are necessarily underhanded so cannot be aligned with law, but all man-types can advance in this class without limitation. Dexterity is the prime requisite of thieves. Although they are able to employ daggers, slings, and short swords they are not proper fighters. Thieves save much as do magic-users and attack as do clerics, but they lack the resilience of that class and are limited to leather armor only. Furthermore, a thief is best suited to striking from behind with surprise. Should he do so, a +4 attack adjustment applies and he causes two dice of damage for every four levels (or part thereof) he has attained.

These aside, a thief is uniquely skilled in many subterfuges, including:

- Opening locks and foiling of magical closures,
- Disarming small trapped devices such as spring-loaded poisoned needles,
- Climbing almost sheer surfaces up or down at half normal movement rate,
- Stealing or concealing items by sleight-of-hand,
- Identifying noises behind closed doors,
- Moving stealthily to pass or surprise enemy,
- Hiding in nothing more than shadows,
- Finding hidden or secret doors and passages.

All these are accomplished on a roll of 3-6. Additionally, at 3rd level and above, a thief is able to decipher treasure maps on a roll of 3-6 no matter the language or cipher is used to obscure its secrets. At 9th level and above this ability extends to the reading of magic-user spells from scrolls. Should he roll a 3, however, the spell will be reversed.

Thief Progression

Thief Level	Experience Points Required	Hit Dice	Poison	Paralysis Petrification	Wands Rays	Breath Weapon	Spells
1	0	1	13	15	13	14	16
2	1,250	1+1	13	15	13	14	16
3	2,500	2	11	13	13	12	14
4	5,000	2+1	11	13	10	12	14
5	10,000	3	11	13	10	12	14
6	20,000	3+1	9	11	10	10	12
7	40,000	4	9	11	10	10	12
8	70,000	4+1	9	11	7	10	12
9	120,000	5	7	8	7	8	10
10	180,000	5+1	7	8	7	8	10
11	240,000	6	7	8	7	8	10
12	300,000	6+1	5	5	4	6	8

The "Saving Throw Versus" header spans the Poison, Paralysis/Petrification, Wands/Rays, Breath Weapon, and Spells columns.

EARNING EXPERIENCE POINTS

Experience points are earned primarily by recovering (not merely finding) treasure. 1 XP is awarded per gold piece worth of treasure recovered, though the division of any such riches, and hence any XP, is entirely up to the players.

Experience points are also earned by defeating monsters. 100 XP are awarded per hit die of enemy so defeated. The referee may increase the base award for especially dangerous enemies (including those with magic resistance, poisonous or multiple attacks, and so on), or decrease the base award for less challenging opposition.

Experience awards for defeating monsters are scaled according to the ratio of the dungeon level to the characters' level so that higher level players are encouraged to seek appropriate challenges. If a party of 1st level characters was to defeat a dozen orcs (1 HD monsters) on the 1st dungeon level, they would be awarded 1,200 XP between them. If a party of 6th level players defeated the same orcs, they would earn one-sixth as many XP due to them being 6th level characters exploring the 1st dungeon level.

Note that no character can advance more than a single experience level in a single adventure. He will always be at least 1 XP short of gaining a second experience level, with any excess XP discarded.

BEYOND LEVEL 12

There is no reason a human character cannot rise beyond 12th level. If higher level play is desired, the referee can extrapolate XP and spell progressions from the existing charts. Moreover, he may wish to introduce new higher level spells and abilities for each of the classes. If higher level play is desired from the outset, players should carefully consider the level limits of non-human characters before selecting them.

Alternatively, if higher level play is not desired, characters can be retired at 12th level to become political figures in the campaign under the referee's stewardship. The player would then be free to create a new character to run.

CHANGING CLASS

Even if the referee allows class changes, no character can ever change class during an adventure, and nor can a cleric ever change to a magic-user or vice versa. Human characters require a minimum score of 16 in the prime requisite of the class they intend to change to, while non-human characters are exempt from ability score requirements.

A character becomes dual-classed when he changes class for the first time, and thereafter has the benefits of both classes simultaneously. A cleric is always restricted in his choice of weaponry, however, and a magic-user (other than an elf, who may act as a magic-user while wearing magical armor) must always go unarmored. A thief is likewise always restricted to leather armor.

The player of a dual-classed character must maintain separate experience point totals for each of his classes. Experience is only ever earned toward one class at a time, as elected by the player at the beginning of each adventure. A dual-classed character may "change back" to his original class (for the purpose of allocating experience points), subject to the above limitations. The more favorable game statistics of both his classes are used during play.

OTHER CLASSES

The classes herein will provide many challenges for beginners and experts alike, but are by no means exhaustive. There is no reason why a player should not instead play a noble centaur, a cunning lizard man, or any other type of character, should his referee allow it. Whatever these other classes may be, the referee should ensure that they start out relatively weak and have scope to advance in power, as do the other classes.

NON-PLAYER CHARACTERS

HIRELINGS

Characters will likely require the services of hired help. Hirelings of various sorts can be found in towns, cities, and possibly villages. Hirelings are ordinary men including scribes, guides, messengers, animal handlers, porters, torch bearers, cooks, valets, and the like who will perform mundane duties for upkeep plus 2 gp per month, or 2 sp per day. With enough gold for pay and upkeep, there is no limit to how many hirelings a character can employ.

RETAINERS

More unusual help, including monster and adventurer types, can also be sought. These are not hirelings, but retainers. The number of retainers allowed is limited by a character's charisma.

In order to locate a retainer, the character will have to advertise his need by posting notices, hiring heralds, frequenting taverns, or even sending emissaries to foreign lands where elves or dwarfs are known to dwell. The success and cost of this endeavor is left to the referee's discretion.

If a prospective retainer is located the character can make an offer of employment. Only the lowest level adventurers can be retained, and these will not usually be tempted for any offer worth less than 100 gp. Dwarfs desire especially gold, elves and magic-users desire spells or magic items, clerics require a place to worship, and so on.

RETAINER LOYALTY

When a monster or non-player character enters into a player character's service the referee will secretly determine his loyalty (see Volume II), which may be subsequently adjusted for excellent or poor treatment. Additional pay, gifts of arms or armor or even magic items, and the rising fame (or infamy) of an employer can increase loyalty. Unjust treatment, poor prospects, or unfit conditions can decrease loyalty.

So long as a retainer is treated reasonably, receives the agreed payment, and is not exposed to unnecessary danger, his loyalty will not be tested. In extreme circumstances, however, the referee should use a morale check.

MORALE

Morale checks, when required, are made by the referee with a throw of two six-sided dice (see Volume II). A high result indicates good morale and a low result indicates poor morale – a result of 2 is a complete failure.

Retainers will obey orders to the best of their ability so long as their morale holds. A failed morale check results in refusal to perform; exactly how this plays out is left to the referee's discretion. A failed morale check could result in dissension, refusal to undertake a task or join combat, withdrawal from combat, desertion, surrender to the enemy, a complete rout, and so on.

Excepting unintelligent monsters (who never check morale) enemies are also subject to failures of morale.

ENLISTING MONSTERS

Characters can also bring monsters into service by negotiation, if they are of the same alignment, or by coercion with a charm spell. Higher level adventuring types can also be pressed into service this way.

Magic spells notwithstanding, some incentive must be offered to entice a monster into service. The character should decide what he believes would be useful or valuable to the monster and make his offer (merely sparing its life is insufficient). The monster's reaction will be determined by the referee with the reaction throw being adjusted according to the character's offer and charisma. A character can attempt a richer offer only if the monster is "undecided".

RELATIVES

Player characters possess arms, armor, and equipment from the outset, and — if they are fortunate — can accumulate considerable wealth during their adventures.

Thus, a character is permitted to name an heir to his estate should he meet an untimely end. If he should mysteriously vanish, "death" can be legally established after 30 days of unexplained absence.

Once death has been established all worldly possessions are passed to the designated heir, if there is one, or else to the realm if there is not.

Should there an heir, he takes possession of all properties, goods, and valuables which belonged to the departed, less a 10% inheritance tax which is payable to the realm. The realm may also enforce payment of a bond to any hirelings, including men-at-arms, guaranteeing the return of their possessions and any accrued pay to their families.

Should the character unexpectedly return to reclaim his estate the inheritance tax will be payable again. Additionally, the referee will adjudicate the reaction of the disinherited heir who might intrigue to retain control of the estate. In any case, his loyalty will suffer a −1 to −6 adjustment if he is kept on as part of the character's household or retinue.

EQUIPMENT

Each player begins with 30-180 gold pieces to furnish his character with equipment appropriate to his profession and possible adventures.

1 gold = 10 silver = 100 copper

The referee can extrapolate prices for other items from those given. Note that 20 coins of any type weigh one pound.

Arms

Item	Cost	Weight
Battle axe	13 gp	10 lb
Dagger	3 gp	1 lb
Flail	8 gp	10 lb
Hand axe	4 gp	5 lb
Lance	10 gp	10 lb
Mace	6 gp	5 lb
Morning star	7 gp	10 lb
Pole arm	9 gp	15 lb
Short sword	12 gp	5 lb
Spear	5 gp	5 lb
Staff	2 gp	5 lb
Sword	15 gp	10 lb
Two-handed sword	30 gp	15 lb
War hammer	11 gp	10 lb

Missiles

Item	Cost	Weight
Arrow or bolt, silver	5 gp	–
Arrows, 20	5 gp	5 lb
Arrows, quiver of 20	10 gp	5 lb
Bolts, 30	5 gp	5 lb
Bolts, case of 30	10 gp	5 lb
Crossbow	20 gp	10 lb
Longbow	40 gp	5 lb
Shortbow	25 gp	5 lb
Sling	1 gp	1 lb

Supplies

Item	Cost	Weight
Backpack, leather	4 gp	30 lb
Belladona, bunch	10 gp	–
Candles, dozen	2 gp	5 lb
Cloak, traveling	3 gp	5 lb
Crowbar	5 gp	5 lb
Garlic, string	5 gp	–
Hammer	2 gp	1 lb
Holy symbol, silver	40 gp	1 lb
Holy symbol, wooden	5 gp	1 lb
Holy water, flask	25 gp	5 lb
Iron spikes, half dozen	1 gp	5 lb
Lantern	10 gp	5 lb
Mirror, silver, small	20 gp	1 lb
Mirror, steel	5 gp	1 lb
Oil, flask	2 gp	5 lb
Pole, 10ft	1 gp	10 lb
Rations, iron, week	15 gp	7 lb
Rations, week	7 gp	15 lb
Rope, 100ft	2 gp	15 lb
Sack, large	2 gp	30 lb
Sack, small	1 gp	10 lb
Spade or shovel	5 gp	10 lb
Stakes, wooden, pair	1 gp	1 lb
Tinderbox	2 gp	–
Torches, half dozen	1 gp	5 lb
Waterskin	1 gp	5 lb
Wine, flask	2 gp	5 lb
Wolvesbane, bunch	10 gp	–

Armor

Item	Cost	Weight
Leather armor	10 gp	25 lb
Mail armor	35 gp	50 lb
Plate armor	100 gp	75 lb
Shield	15 gp	15 lb
Helmet	10 gp	5 lb

Backpacks and large sacks have 30 pound capacity, and small sacks have 10 pound capacity. Rations are food enough to feed one person for one week. Iron rations are preserved and will keep even in poor environs (including dungeons) where standard rations would spoil.

Livestock & Transportation

Item	Cost	Weight
Dog, guard or hunting	25 gp	.
Mule	20 gp	.
Draft horse	60 gp	.
Riding horse	80 gp	.
Warhorse	200 gp	.
Warhorse, charger	300 gp	.
Horse barding	150 gp	75 lb
Saddle & harness	15 gp	50 lb
Saddle bags	4 gp	15 lb
Cart	15 gp	.
Wagon	90 gp	.
Raft	60 gp	.
Boat	150 gp	.
Galley, small	25,000 gp	.
Galley, large	35,000 gp	.
Longship	15,000 gp	.
Merchant ship, small	20,000 gp	.
Merchant ship, large	30,000 gp	.
Man-o-war	40,000 gp	.

COST OF UPKEEP

While dwelling in a village, town, or city a character must pay upkeep for himself and his entourage. At its simplest, the cost of upkeep for middling quality quarters and fare is 1 gp per week per 100 experience points the character has.

A character who desires finer cuisine and more luxurious accommodations must consent to a higher cost of upkeep, with the costs varying with the extravagance. Alternatively, the referee may wish players to itemize individual expenses.

The cost of upkeep is payable only so long as the character maintains urban living arrangements.

Living off the land incurs no costs and thus payments cease when the character journeys to a wilderness area. When he builds a stronghold of his own he may, of course, begin collecting taxes from all its inhabitants in order to cover his costs.

MERCENARIES

As stated above, ordinary hirelings can be had for upkeep plus 2 gp per month. Mercenary fighters are another matter. These are neutrally aligned soldiers whose monthly pay (including upkeep) is commensurate with their classification:

Mercenaries

Type	Monthly cost of upkeep				Vital Statistics*
	Man	Dwarf	Elf	Orc	
Footman	4 gp	6 gp	8 gp	2 gp	M 12", AC 6, HD 1+1
Footman, armored	8 gp	12 gp	.	4 gp	M 9", AC 4, HD 1+1
Footman, missile	6 gp	9 gp	12 gp	3 gp	M 12", AC 7, HD 1+1
Horseman	14 gp	.	.	.	M 21", AC 6, HD 1+1
Horseman, armored	18 gp	.	.	.	M 18", AC 4, HD 1+1
Horsemen, missile	16 gp	.	.	.	M 24", AC 7, HD 1+1

* Orcs are 1 HD

Footmen have leather armor and shield. Armored footmen have mail armor and shield. Missile men have only leather armor. Horsemen always have mounts in addition.

Elf and dwarf mercenaries are uncommon, and orcs are employable by chaotics only. Otherwise, these can be hired at towns or castles, or wherever else they are encamped. With enough gold for pay and keep, there is no limit to the number of mercenaries a character can employ.

COMBAT

Armor Class

Armor Worn	AC
None	9
Leather armor	7
Mail armor	5
Plate armor	3
Shield	*
Helmet	.

* Adjusts armor class by −1.

Note that a lower AC denotes better protection.

Player characters can be drawn into combat willingly or unwillingly. In either case, the referee will adjudicate the actions and reactions of enemy and hirelings, while the players devise their own strategies for success.

Luck, skill, speed, and cunning will all be considered by the referee according to the guidelines provided in Volume II, but the players, too, should understand the fundamental mechanics of combat.

Melee is resolved in a series of rounds approximately one minute long. Each character is usually allowed one principle action in each round; be it to attack, cast a spell, drink a potion, bar a portal, or whatever.

Player's Attack Matrix

Character Level			20-Sided Roll Required									
Magic-Users	Clerics, Thieves	Fighters	To Hit Armor Class									
			0	1	2	3	4	5	6	7	8	9
1-2	1	.	20	19	18	17	16	15	14	13	12	11
3-4	2-3	1-2	19	18	17	16	15	14	13	12	11	10
5-6	4-5	3-4	18	17	16	15	14	13	12	11	10	9
7-8	6-7	5	17	16	15	14	13	12	11	10	9	8
9-10	8	6	16	15	14	13	12	11	10	9	8	7
11-12	9	7	15	14	13	12	11	10	9	8	7	6
.	10-11	8	14	13	12	11	10	9	8	7	6	5
.	12	9-10	13	12	11	10	9	8	7	6	5	4
.	.	11	12	11	10	9	8	7	6	5	4	3
.	.	12	11	10	9	8	7	6	5	4	3	2

To resolve an attack, find the attacker's level on the attack matrix and read across that row to find his opponent's armor class. Roll a twenty-sided die and compare the result to the number required to hit. If the number on the die is equal to or greater than the number required to hit, the attack is successful and damage is dealt. Damage caused is 1-6 points unless specified otherwise (by high strength, for example). The resulting damage is deducted from the opponent's remaining hit points. If the opponent is reduced to 0 or fewer hit points he is slain; otherwise, he continues as usual.

TURNING THE UNDEAD

Monsters of the undead sort are immune to regular morale checks and cannot ordinarily be subdued. They are, however, susceptible to being turned away – or even destroyed utterly – by a faithful cleric who forcefully presents a Holy symbol of his faith. Anti-clerics cannot function in this capacity. Turning requires a full round and is accomplished by rolling two six-sided dice and comparing the result to the following table. Should a cleric fail to turn an undead monster, he cannot try to turn that monster again until sunrise.

Turning the Undead

| Undead | | Cleric Level | | | | | | | | | | | |
HD	Example	1	2	3	4	5	6	7	8	9	10	11	12
Up to 1	Skeleton	7	5	†	đ	đ	đ	đ	đ	đ	đ	đ	đ
1+	Zombie	9	7	5	†	đ	đ	đ	đ	đ	đ	đ	đ
2	Ghoul	11	9	7	5	†	đ	đ	đ	đ	đ	đ	đ
3	Wight	.	11	9	7	5	†	đ	đ	đ	đ	đ	đ
4	Wraith	.	.	11	9	7	5	†	đ	đ	đ	đ	đ
5	Mummy	.	.	.	11	9	7	5	†	đ	đ	đ	đ
6	Spectre	.	.	.	.	11	9	7	5	†	đ	đ	đ
7		.	.	.	.	.	11	9	7	5	†	đ	đ
8	Vampire	.	.	.	.	.	.	11	9	7	5	†	đ
9		.	.	.	.	.	.	.	11	9	7	5	†
10		.	.	.	.	.	.	.	.	11	9	7	5
11		.	.	.	.	.	.	.	.	.	11	9	7
12		.	.	.	.	.	.	.	.	.	.	11	9
13		.	.	.	.	.	.	.	.	.	.	.	11

† 2-12 monsters of this type are turned away

đ 2-12 monsters of this type are destroyed utterly

EXPLANATION OF SAVING THROWS

The referee can request a saving throw whenever a character is in deadly peril – one last throw of the dice to avoid disaster. If the player rolls equal to or greater than his target in the required category, the direst consequences are avoided. Anything less invites disaster.

The **Poison** category is applicable to all forms of biological attack including venom, disease, blood or food poisoning, and so on. It can be used versus snake or medusa bites, spider or wyvern stings, the cloudkill, slaying, or poison spells, imbibing poisoned wine, being struck by an envenomed weapon, for example.

The **Wands and Rays** category is applicable to all ray- or beam-like attacks issuing from wands, staves, or elsewhere which might be dodged, reflected, or deflected. Employable against the wand of paralysis, and the wand of lightning, for example, as well as the lightning, disintegration, and finger of death spells.

The **Paralysis and Petrification** category is applicable to all gross physiological attacks, including paralysis by ghoul touch, petrification by medusa, basilisk or cockatrice attack, or by the flesh to stone spell. This category is also employed against polymorph, hold person, hold monster, haste, and slow spells, and so on.

The **Breath Weapon** category is applicable to all broad scale blast or clouds attacks, including dragon and chimera breath weapons, fireball, flamestrike, and web spells, corrosive gas clouds, and splash attacks including burning oil, unholy water, and so on.

The **Spells** category is applicable against all coercive, mind-affecting sorts of magic. It is employed against harpy songs, dryad charms, vampire gaze attacks, and insanity caused by speaking to godlike beings, and to resist the effects of spells such as charm person, feeblemind, phantasm, magic jar, confusion, quest, geas, and so on.

MAGIC SPELLS

Spell Books Magic-users and clerics acquire a book of spells at 1st and 2nd level, respectively, but need to find or buy higher level spell books thereafter.

Adventuring is a dangerous business and should a spell book be lost, damaged, or destroyed, it costs 250 gp per spell level per spell to replace. Thus, a book of eight 1st level spells costs 2,000 gp, a book of eight 2nd level spells costs 4,000 gp, and so on. A spell caster will often construct a secondary book of his most useful spells, which he can carry without risk to his primary spell book.

Spell Scrolls Magic-users and clerics can also copy spells which they can memorize onto scrolls, requiring one week to create any scroll at a cost of 100 gp per spell level; a 4th level spell scroll taking a week to construct and costing 400 gp. Scrolls are evidently cheaper than spell books, but are at risk of being spoiled by rain, fire, and other hazards.

Spell Casting from Memory A magic-user or cleric can memorize a number of spells each day according to his experience level. He must be fresh and rested and have access to the appropriate spell books (or scrolls) to memorize any spell therein. Bereft of these texts, he cannot memorize any spells!

A memorized spell can be cast at any time that day. However, once a spell has been cast it is erased from the memory, and cannot be cast again until it is memorized once more, the following day. Notwithstanding this limitation, nothing prevents a magic-user or cleric from memorizing the same spell several times.

In order to invoke a spell, the caster must be free to concentrate, move his arms and hands, speak aloud, and see the target. To do so during combat, the player must declare his intent at the beginning of the combat round. Casting a spell requires a full combat round so that no other action may be attempted. Furthermore, if the caster is struck by

Cleric Spells by Spell Level		
1st	2nd	3rd
Cure Light Wounds*	Bless*	Continuous Light*
Detect Evil*	Charm Reptiles	Cure Serious Wounds*
Detect Magic*	Detect Alignment*	Dispel Magic
Light*	Find Traps*	Enervate Dead*
Protection from Evil*	Hold Person	Locate Object*
Purify Food and Drink*	Repel Fire	Remove Curse*
Remove Fear*	Silence	Remove Disease*
Repel Cold	Speak with Animals	Speak with Plants
4th	5th	
Circle of Protection from Evil*	Atonement*	
Control Water	Commune	
Create Food and Water*	Dispel Evil*	
Cure Critical Wounds*	Flame Strike	
Enervate Reptiles*	Insect Plague	
Neutralize Poison*	Quest	
Speak with Dead	Raise Dead*	
Tongues*	True Seeing*	

* This spell includes the reversible form

a missile, blow, or counter-spell before his spell is completed the spell will be foiled – and so erased from memory without being triggered. The referee will adjudicate whether other interruptions are sufficient to foil a spell.

Spell Casting from Text A magic-user or cleric can also cast a spell of any spell level directly from a book or scroll. He is not required to memorize the spell in advance, but he must be able to read the spell in order to cast it. With the exception of any spell penned in his own hand, this always requires the use of a read magic spell. Casting a spell from book or scroll invokes the magic exactly as per casting the spell, and simultaneously erases the text from the page.

Reversible Spells If a cleric spell is noted as reversible, a cleric can cast the anti-spell rather than the spell without having to memorize each separately. A lawful cleric must be circumspect about unlawful use of the anti-spells, however. If a magic-user spell is noted as reversible, the anti-spell is a separate spell which must be memorized before it can be cast, exactly as per any other spell.

Saving Throws When allowed, a successful saving throw will minimize the effect of a spell or negate it entirely, as noted in the spell description.

Cumulative Magic Spells and other magical effects will usually combine safely with one another. However, multiple magics with the same effect do not have a cumulative effect; only the single, most powerful effect applies.

Magic-User Spells by Spell Level		
1st	2nd	3rd
Charm Person	Continuous Light*	Circle of Invisibility
Comprehend Languages	Darkvision	Circle of Protection from Evil*
Detect Magic*	Invisibility	Clairvoyance
Floating Disk	Knock	Dispel Magic
Hold Portal	Levitate	Explosive Runes
Jump	Locate Object*	Fireball
Light*	Mirror Image	Fly
Magic Missile	Phantasm	Haste*
Protection from Evil*	Reveal Invisible	Hold Person
Read Magic	Sixth Sense	Lightning Bolt
Shield	Web	Protection from Missiles
Sleep	Witch Lock	Water Breathing
4th	5th	6th
Animal Growth*	Baleful Polymorph	Anti-Magic Shield
Animate Dead	Cloudkill	Control Water
Charm Monster	Contact Other Plane	Control Weather
Confusion	Feeblemind	Disintegrate
Dimension Door	Hold Monster	Geas
Hallucinatory Terrain	Invoke Elemental	Move Earth
Plant Growth*	Magic Jar	Project Image
Polymorph	Passwall	Reincarnate
Remove Curse	Telekinesis	Repulsion*
Wall of Fire	Teleport	Slaying Spell
Wall of Ice	Transmute Rock to Mud*	Stone to Flesh*
Witch Eye	Wall of Stone	Wall of Iron

* Reversible form exists as a separate spell

EXPLANATION OF SPELLS

1ST LEVEL CLERIC SPELLS

Cure Light Wounds (reversible, duration: permanent, range: touch) The cleric can restore 2-7 lost hit points to any one person or monster (including himself) after one full round of aid. Hit points cannot be raised beyond the normal maximum. The reverse, **cause light wounds**, will cause 2-7 hit points of damage at a touch, requiring an attack roll against an unwilling target.

Detect Evil (reversible, duration: 1 turn, range: 120ft) The cleric senses the presence of any enchanted, conjured, supernatural or undead creature of evil nature within range. The reverse, **obscure evil**, will foil the detect spell on one person, monster, object or place for one full day.

Detect Magic (reversible, duration: 1 turn, range: 60ft) The cleric senses any enchantment on a person, place or object within range and line of sight. The reverse, **obscure magic**, foils any attempt to detect magic on one specific person, place or object for one day.

Light (reversible, duration: 12 turns, range: 120ft) Causes an object to shine as brightly as a torch, illuminating a 15ft radius. The reverse, **darkness**, creates a sphere of impenetrable darkness with a 15ft radius.

Protection from Evil (reversible, duration: 12 rounds, range: self) This spell prevents any enchanted, conjured, supernatural or undead creature of evil nature from contacting the cleric. Furthermore, any attacks launched indirectly against the cleric will be at –2 to hit, and the cleric will make saving throws at +2. The reverse, **protection from good**, applies equally to creatures of good or evil nature.

Purify Food and Drink (reversible, duration: permanent, range: 10ft) Makes spoiled, poisoned or otherwise contaminated food and drink whole and suitable for consumption. Enough food for one dozen men, or two weeks worth of rations, are affected. Unholy water is also neutralized. The reverse, **putrefy food and drink**, will instead spoil food, drink, and Holy water.

Remove Fear (reversible, duration: 1 turn, range: touch) Instills courage, allowing the subject a +4 adjustment to any subsequent saving throw against fear. Should the subject already be given over to panic, he is allowed an immediate saving throw versus spells to shake off the effect, adjusted by +1 per level of the cleric. The reverse, **cause fear**, requires an attack roll against an unwilling target but will cause him to flee in hysterical fear at full running speed for one round per cleric level. Remove fear will counter cause fear and vice versa.

Repel Cold (duration: 3 turns, range: 30ft) The subject of this spell is comfortable in any non-magical cold to below freezing (0°F, –20°C), and enjoys a +2 adjustment to saving throws versus magical or supernatural cold-based attacks. Furthermore, such attacks will cause only half the usual damage.

2ND LEVEL CLERIC SPELLS

Bless (reversible, duration: 6 rounds, range: touch) The cleric may bestow upon any ally who is not already in combat a +1 morale bonus and a +1 benefit to attack rolls. The reverse, **bane**, imposes equivalent penalties instead of bonuses.

Charm Reptiles (duration: 7-12 rounds, range: 60ft) The cleric is able to placate as many hit dice of snakes, lizards and reptiles as he has levels, making them indifferent to him and his company. Thus, a 7th level cleric can affect 7 hit dice of reptiles. The smallest specimens are always affected first.

Detect Alignment (reversible, duration: 1 turn, range: 10ft) The cleric immediately knows the alignment of any one person or object within range per round. The reverse, **obscure alignment**, can be cast on one subject only and will foil this spell for a full day.

Find Traps (reversible, duration: 2 turns, range: 30ft) The cleric is able to sense any magical or mechanical trap within sight and range. No knowledge about the nature of the trap or how to deactivate it is granted. The reverse, **obscure traps**, will hide a single trap from the find spell for a day.

Hold Person (duration: 2-12 rounds, range: 180ft) One to four persons (including men, elves, dwarfs, goblins and the like) are held immobile if they fail a saving throw versus paralysis. If but a single person is targeted his save is penalized by –2.

Repel Fire (duration: 3 turns, range: 30ft) The subject of this spell is comfortable in any non-magical heat to boiling (212°F, 100°C) and enjoys a +2 adjustment to saving throws versus magical or supernatural fire-based attacks. Furthermore, such attacks will cause only half the usual damage.

Silence (duration: 12 rounds, range: 180ft) Complete silence prevails in a 30ft diameter sphere about a point in space, a creature, or an object. Spells cannot be cast in the silence, command words cannot be spoken, nor can regular conversation be had.

Speak with Animals (duration: 6 rounds, range: 30ft) The cleric can communicate with ordinary animals, including giant-sized sorts. He can ask questions and receive answers, subject to the usual reaction roll. He might be able to negotiate a favor or service, such as having animals track an enemy, or hunt food, if he secures a positive reaction.

3RD LEVEL CLERIC SPELLS

Continuous Light (reversible, duration: permanent, range: 120ft) Causes an object or volume of space to shine as brightly as sunlight, illuminating a 30ft radius. Monsters affected by sunlight are dazzled, but otherwise unharmed. Continual light is permanent unless dispelled. The reverse, **continuous darkness**, creates a permanent sphere of impenetrable darkness with a 30ft radius.

Dispel Magic (duration: permanent, range: 120ft) Ends any ongoing spell that was begun by a caster of equal or lower level. If the ongoing spell was begun by a caster of higher level, then there is a 5% chance for each level he has over and above the cleric's level that the attempt to dispel will fail. Instantaneous spells cannot be dispelled, because the magic has already happened before the dispel magic could take effect. This spell does not affect magic items.

Enervate Dead (reversible, duration: 7-12 rounds, range: 60ft) Paralyzes skeletons or zombies with no saving throw allowed. Up to 1 hit die of undead can be enervated for each of the cleric's levels. Thus, a 6th level cleric could enervate up to 12 skeletons (1/2 HD) or 6 zombies (1 HD). The reverse, **animate dead**, causes the bones or bodies of the slain to rise as undead skeletons or zombies under the cleric's command. They will obey until destroyed, either in combat or by a dispel magic.

Locate Object (reversible, duration: 1 round, range: 120ft) The cleric can sense the direction to a well known or clearly visualized object. If more than one object of the visualized sort is in range, then only the nearest is located. A specific unique object can only be sought by this spell if the cleric has observed that object firsthand. The reverse, **obscure object**, will hide a single object from the locate spell for a full day.

Cure Serious Wounds (reversible, duration: permanent, range: touch) The cleric can restore 4-14 lost hit points to any one creature (including himself) after one full turn of aid. Hit points cannot be raised beyond the normal maximum. The reverse, **cause serious wounds**, will cause 4-14 hit points of damage at a touch, requiring an attack roll against an unwilling target.

Remove Curse (reversible, duration: permanent, range: touch) Instantaneously lifts one curse from a creature, but not from an object. This spell will, however, enable a person to be rid of a cursed item. The reverse, **bestow curse**, burdens the subject with a curse so named by the cleric at a touch, requiring an attack roll against an unwilling target.

Remove Disease (reversible, duration: permanent, range: touch) Instantly cures all disease in one subject, including mummy rot and lycanthropy. The reverse, **cause disease**, infects the subject with any disease known to the cleric at a touch, requiring an attack roll against an unwilling target.

Speak with Plants (duration: 6 rounds, range: 30ft) The cleric can communicate with ordinary plants as well as supernatural plant types. He can ask questions and receive answers, subject to a usual reaction roll. He might be able to negotiate a favor or service, such as having plants clear or obscure a path, if he secures a positive reaction.

4TH LEVEL CLERIC SPELLS

Circle of Protection from Evil (reversible, duration: 12 turns, range: self) As per protection from evil, except that the protection extends to a 10ft radius about the cleric.

Control Water (duration: 12 turns, range: 240ft) The cleric causes the water level of a river, or similar body of water, within 120ft of himself to immediately fall to half its natural depth, allowing a waterway to be forded, or else to rise to half its depth again, precipitating flash flooding.

Create Food and Water (reversible, duration: permanent, range: 10ft) The cleric can create wholesome food and water sufficient to feed three men (or one horse or mule) per experience level. The reverse, **destroy food and water**, turns a like volume of foodstuffs to dust.

Cure Critical Wounds (reversible, duration: permanent, range: touch) The cleric can restore 6-21 lost hit points to any one person or monster (including himself) with one full turn of aid. Hit points cannot be raised beyond the normal maximum. The reverse, **cause critical wounds**, will cause 6-21 hit points of damage at a touch, requiring an attack roll against an unwilling target.

Enervate Reptiles (reversible, duration: 7-12 rounds, range: 120ft) Petrifies snakes, lizards, and reptiles with no saving throw allowed. 3-18 hit dice of creatures are so petrified, the smallest specimens being affected first. The reverse, **animate reptiles**, frees petrified reptiles or transforms regular sticks including spears, axe hafts, and so on of the non-magical sort, into snakes and lizards under the cleric's control. These are AC 7, move 9", 1 HD monsters and are 50% likely to be poisonous. They revert to sticks when destroyed in combat or the spell expires.

Neutralize Poison (reversible, duration: permanent, range: touch) Renders a poison harmless. If the target is a venomous monster or a poisoned weapon in the hands of a foe, a successful attack roll is required to complete this spell. Note that this magic will not undo the effect of a previous poisoning. The reverse, **poison**, renders an ordinary fluid poisonous so that one cup or flask of drink, or enough fluid to coat one weapon, can be made deadly. Alternately, one creature touched with a successful attack roll must save versus poison or die.

Speak with Dead (duration: 6 rounds, range: 10ft) An echo of life is bestowed upon a corpse so that it can answer 1-6 questions asked by the cleric, subject to a usual reaction roll. This magic will not succeed if the corpse has been dead any longer than one week per level of the cleric.

Tongues (reversible, duration: 6 rounds, range: self) The cleric can comprehend, and communicate freely in, any spoken tongue for the duration. The reverse, **seugnot**, makes all spoken communication within 30ft of a target no more than 60ft away totally incomprehensible. Note that this does not negate spell casting, which need not be comprehended by others.

5TH LEVEL CLERIC SPELLS

Atonement (reversible, duration: permanent, range: touch) Removes the undesired effect of a magical alignment change, restoring the subject to lawfulness with any misdeeds performed in the interim atoned for. This is the only way, short of divine intervention, for a cleric to regain his lawful status. The reverse, **debasement**, restores the subject to chaos. This is the only way, short of diabolic intervention, for an anti-cleric to regain his chaotic status. Misuse of this spell will cause a cleric to immediately become an anti-cleric.

Commune (duration: 1 turn, range: self) The cleric seeks divinely given knowledge. The Gods, or their agents, will entertain 1-6 questions with a simple "yes" or "no" answer which will be absolute. Use of this spell is limited to once per adventure, or once per game year, for the Gods dislike frequent interruptions.

Dispel Evil (reversible, duration: instantaneous, range: 30ft) Immediately dismisses conjured creatures of a malign sort back to their place of origin. Useful against aerial servants, demons, devils, djinn, efreet, elementals, insect plagues, invisible stalkers, and animated dead or reptiles, for example. The reverse, **dispel good**, functions against conjured creatures of the benign sort, including angels, pegasi, unicorns, and so on.

Flame Strike (duration: instantaneous, range: 60ft) Allowable to lawful clerics against evil targets only. A 10ft wide column of Holy fire roars downward from the heavens as the cleric directs, dealing 8-48 hit points of fire damage to all caught by its wrath. A successful saving throw versus breath weapon will reduce the damage by half.

Insect Plague (duration: 12 turns, range: 360ft) Conjures a vast swarm of crawling, creeping and flying insects over 300ft wide, which moves at 3" in a direction indicated by the cleric, or remains stationary. The swarm obscures vision, slows movement, and devours organic material. Smoke, fire or extreme cold can temporarily divert it, but not destroy it. Creatures with 2 or fewer hit dice will flee automatically and any creature caught in the plague will suffer 1-6 points of bites and stings per full turn, regardless of armor. Misuse of this spell will cause a cleric to immediately become an anti-cleric.

Quest (duration: until fulfilled, range: 30ft) The subject must make a saving throw versus spells or be compelled to perform a quest specified by the cleric (a lawful cleric must specify only lawful quests). Should the subject dally or deviate from this quest, he will weaken each day until he either dies or resumes the quest. Only the completion of the quest, or a successful dispel magic, will end this spell.

Raise Dead (reversible, duration: permanent, range: 120ft) Restores life to a deceased person who has not been dead any longer than one day per level of the cleric. Rising from the dead is a great ordeal and the subject must make a successful survive shock roll in order to be raised. Should this succeed he returns to life, but then requires two weeks of recuperation. The reverse, **finger of death**, causes a baleful ray to issue from the cleric's pointed finger to the target. If the target fails to save versus wands he dies instantly. Misuse of this spell will cause a cleric to immediately become an anti-cleric.

True Seeing (reversible, duration: 6 rounds, range: touch) Confers the ability to see all things as they actually are. Blindness or darkness (even the magical sort) is of no concern, as everything, including secret doors and hidden or invisible things, are seen plainly. Illusions and charms are immediately discerned, as is the true nature of any polymorphed, petrified, or transmuted creature or object. The reverse, **false seeing**, will obscure a single object or creature from the true seeing spell for a full day.

1ST LEVEL MAGIC-USER SPELLS

Charm Person (duration: permanent, range: 120ft) Brings a person (including most man-like and -sized creatures but excluding undead and supernatural sorts) who fails his save versus spells completely under the influence of the magic-user. Gross abuse or negligence allows the person another saving throw; otherwise the charm lasts until lifted by the magic-user, a remove curse, or a dispel magic.

Comprehend Languages (duration: concentration, range: self) Enables the magic-user to read any language, cipher, code, message, map, or other written instruction, with the exception of magical spells or symbols. No ability to speak or listen is conferred.

Detect Magic (reversible, duration: 1 turn, range: 60ft) The magic-user is able to sense any enchantment on a person, place, or object that is in sight. The reverse, **obscure magic**, instead foils any attempt to detect magic on one specific person, place, or object.

Floating Disk (duration: 6 turns, range: 10ft) Creates an invisible, circular plane of force that is 3ft in diameter and can bear up to 600 lbs. The disc floats 2ft above the ground, remaining steady and level as it follows the magic-user about without prompting. It winks out of existence when the spell ends, dropping whatever is on it.

Hold Portal (duration: 2-12 rounds, range: 10ft) Holds one door, gate, window, shutter or other portal securely fast exactly as though it were locked. The portal can then only be released by a dispel magic or a knock spell, by a magic-using monster of at least 4 hit dice, or by a resourceful thief.

Jump (duration: 1 turn, range: touch) The subject is granted the ability to leap 30ft in any direction (or half as far directly backward or up) and land soundly on his feet. At 4th level the magic-user can bestow two such leaps, at 7th level three such leaps, and at 10th level four such leaps. A jump is usually sufficient to escape from melee, given the benefit of the initiative.

Light (reversible, duration: 12 turns, range: 120ft) Causes an object to shine as brightly as a torch, illuminating a 15ft radius. The reverse, **darkness**, creates a sphere of impenetrable darkness with a 15ft radius.

Magic Missile (duration: instantaneous, range: 150ft) An enchanted arrow flies from the magic-user's pointed finger and unerringly strikes the target for 2-7 points of damage. At 5th level he fires two such missiles, and at 9th level he fires three such missiles.

Protection from Evil (reversible, duration: 6 rounds, range: self) This spell prevents any enchanted, undead, conjured, or supernatural creature of malicious intent from contacting the magic-user. Furthermore, any attacks launched indirectly against the magic-user will be at –2 to hit and he will make saving throws at +2. The reverse, **protection from good**, applies equally to creatures of malign or benign nature.

Read Magic (duration: concentration, range: self) Enables the magic-user to decipher magical spells or inscriptions in books, or on scrolls, weapons, or other objects. Spells written by other magic-users are incomprehensible without the use of this spell.

Shield (duration: 3 turns, range: self) Creates an invisible force shield around the magic-user which confers AC 2 against missile attacks, AC 4 against all other attacks, and negates magic missiles.

Sleep (duration: special, range: 240ft) Causes 3-18 hit dice of creatures to fall into a fitful slumber. The magic is indiscriminate and must affect the indicated number of hit dice, beginning with those nearest the target. Creatures with up to 1 HD require one die each, while those with additional hit points are rounded up to the next category; thus 1+1 HD monsters require 2 dice each, and so on. No more than a single 4 HD creature can be affected. Those with 5 or more hit dice are immune, as are undead. Affected creatures will wake after the equivalent of a good night's sleep, or sooner if slapped, kicked, or exposed to excessive noise.

2ND LEVEL MAGIC-USER SPELLS

Continuous Light (reversible, duration: permanent, range: 120ft) Causes an object or volume of space to shine as brightly as sunlight, illuminating a 30ft radius. Monsters affected by sunlight are dazzled, but otherwise unharmed. Continuous light is permanent unless dispelled. The reverse, **continuous darkness**, creates a permanent sphere of impenetrable darkness with a 30ft radius.

Darkvision (duration: 1 day, range: touch) The subject can see up to 60ft in darkness.

Invisibility (duration: special, range: 120ft) A creature or object becomes totally invisible. The spell can be lifted by a remove curse, or a dispel magic, or is ended immediately if the subject takes overtly hostile action. Otherwise, it will last indefinitely.

Knock (duration: instantaneous, range: 60ft) Opens all known and unlocked doors and other portals within range, or else opens exactly one touched portal that is stuck, barred, locked, or magically held. It also opens trick-opening boxes or chests, and secret doors – so long as they are known to exist.

Levitate (duration: 1 turn/level, range: self) The magic-user levitates up or down as he wishes, at a rate of 3". He cannot move laterally, except by clambering along a cliff face, or pushing along a ceiling, for example, at a maximum rate of 3".

Locate Object (reversible, duration: 1 round, range: 120ft) The magic-user can sense the direction to a well known or clearly visualized object. If more than one object of the visualized sort is in range, then only the nearest is located. A specific unique object can only be sought by this spell if the magic-user has observed that object firsthand. The reverse, **obscure object**, will hide a single object from the locate spell for one full day.

Mirror Image (duration: 6 rounds, range: self) 1-4 illusory duplicates of the magic-user spring into being around him, making it impossible to know which is the real person. The duplicates stay near to the magic-user, mimicking his actions; pretending to cast spells, drink potions, and so on. Enemy attacking the magic-user will instead strike a duplicate, destroying them one by one until only the real magic-user remains.

Phantasm (duration: concentration, range: 240ft) Creates a convincing, animated phantasm that persists for as long as the magic-user continues to concentrate. Should anyone suspect the phantasm, a successful saving throw versus spells will enable them to spoil the illusion simply by touching it. Otherwise, the phantasm is considered "real" for all purposes, including causing real damage.

Reveal Invisible (duration: 3 turns, range: 10ft per level) The magic-user can see invisible, hidden, ghostly, or otherwise transparent creatures and objects within range and line of sight.

Sixth Sense (duration: 1 turn, range: 60ft) The magic-user concentrates on a specific direction for one round in order to gauge what potential subjects are within range in that direction. With a subject identified, the magic-user can perceive surface thoughts of that one creature, listening in for as long as desired. He can hop from subject to subject as desired, round by round, unless the magic is obstructed by lead or any rock thicker than 20ft.

Web (duration: 6 turns, range: 30ft) Fills a 30ft by 30ft room (or equivalent) with a mass of strong, sticky, inflammable fibres. Targets at the perimeter are allowed a saving throw versus breath weapon to avoid becoming entangled, but those in the thick of it cannot avoid the web. Entangled man-types are held helpless, other than tearing slowly through the web at a rate of 1" (3" with 18 strength). Larger creatures will tear free sooner.

Witch Lock (duration: permanent, range: 10ft) As per a hold portal spell, except that a witch lock lasts indefinitely and can be placed on anything that can be opened, including chests, draws, wardrobes, flasks, books, and so on, as well as portals. A knock spell can bypass a witch lock without ending it, as can the magic-user who created the lock, or any other magic-user at least 3 levels higher.

3RD LEVEL MAGIC-USER SPELLS

Circle of Invisibility (duration: special, range: 120ft) All creatures within 10ft of the magic-user or a target point within range are affected as per the invisibility spell. Note that they cannot see each other.

Circle of Protection from Evil (reversible, duration: 6 turns, range: self) As per the protection from evil spell, except that the protection extends to a 10ft radius about the magic-user.

Clairvoyance (duration: 1 turn, range: 60ft) Enables the magic-user to see in his mind's eye anywhere he desires within range, except that the magic is obstructed by lead, or any rock thicker than 20ft.

Dispel Magic (duration: permanent, range: 120ft) Ends any ongoing spell that was begun by a caster of equal or lower level. If the ongoing spell was begun by a caster of higher level, then there is a 5% chance for each level he has over and above the magic-user's level that the attempt to dispel will fail. Instantaneous spells cannot be dispelled, because the magic has already happened before the dispel magic could take effect, nor will this spell affect magic items.

Explosive Runes (duration: special, range: touch) Protects a spell book, chest, portal, or any device that can be opened with invisible runes. Excepting the caster, anyone who opens the protected device will trigger the trap and suffer 4-24 hit points of fire damage. The explosive runes are revealed to a detect magic or find traps spell, and are exhausted after a single use.

Fireball (duration: instantaneous, range: 240ft) The magic-user points his finger at a target anywhere within range and line of sight, and causes a fiery explosion to fill a sphere of 20ft radius or an equivalent volume of available space. Everyone caught within the blast suffers 1-6 hit points of fire damage per level of the magic-user, to a maximum of 10-60. A successful save versus breath weapons will reduce the damage by half.

Fly (duration: 1-6 turns +1 turn per level, range: self) Enables the magic-user to fly at a movement rate up to 12".

Haste (reversible, duration: 3 rounds, range: 60ft) Up to one creature per level of the magic-user within 30ft of the target are quickened, moving at double pace and making one additional attack per round (but not casting more than one spell per round). Those nearest the target are affected first. At the end of the spell, each subject must save versus petrification or else age one year. The reverse, **slow**, instead halves movement rate and number of attacks per round (to a minimum of 1). Those with only one attack per round instead suffer a −4 penalty to initiative and attack rolls. Slow counters haste, and vice versa.

Hold Person (duration: 2-12 rounds, range: 180ft) 1-4 persons (including men, elves, dwarfs, goblins, and the like) are held immobile if they fail a saving throw versus paralysis. If but a single person is targeted his save is penalized by –2.

Lightning Bolt (duration: instantaneous, range: 180ft) Unleashes a powerful stroke of electrical energy at any target in range and line of sight. It passes directly through creatures but reflects off hard surfaces, possibly even doubling back, so that it is always 60ft long; thus the maximum reach of this spell could be up to 240ft. Everyone passed through suffers 1-6 hit points of electrical damage per level of the magic-user, to a maximum of 10 dice. A successful save versus wands will reduce the damage by half.

Protection from Missiles (duration: 12 turns, range: self) The magic-user is completely invulnerable to ordinary missiles of the non-magical sort, including stones, spears, arrows and so on. This protection does not extend to enchanted missiles, boulders hurled by giants or catapults, or similar missiles.

Water Breathing (duration: 12 turns, range: 30ft) The subject is empowered to breathe normally under water. No buoyancy or ability to swim is conferred, however.

4TH LEVEL MAGIC-USER SPELLS

Animal Growth (reversible, duration: 2-12 rounds, range: 30ft) Causes up to 6 existing animals (of the ordinary sort) within range to grow to giant size and assume all of the game statistics of the giant sort. If no such statistics exist, assume that strength and hit dice are doubled. The animals' disposition toward the magic-user is unaffected by this spell. The reverse, **animal reduction**, causes a like number of ordinary animals to shrink to miniature size with half their normal strength and size.

Animate Dead (duration: permanent, range: 60ft) Causes the bones or bodies of the slain to rise as undead skeletons or zombies under the magic-user's command. Up to 1 hit die of undead can be animated for each of the magic-user's levels. Thus a 9th level magic-user could animate up to 18 skeletons (½ HD) or 9 zombies (1 HD). They will obey until destroyed, either in combat or by a dispel magic.

Charm Monster (duration: special, range: 120ft) Brings 3-18 hit dice of monsters (including most creatures that are not man-like and -sized, but excluding undead) who fail to save versus spells completely under the influence of the magic-user. Creatures of up to 1 HD require one die each. Those with additional hit points are rounded up to the next category; thus 1+1 HD monsters require 2 dice each, 2+1 HD monsters require 3 dice each, and so on. No more than a single creature with 4 or more HD can be affected in any case. Each case of gross abuse or negligence allows a monster another saving throw, otherwise the charm lasts until lifted by the magic-user, a remove curse, or a dispel magic.

Confusion (duration: 3-18 rounds, range: 120ft) Causes confusion in 3-18 creatures. The magic is indiscriminate and must affect the indicated number of creatures, beginning with those nearest the target. Those with 4 or more hit dice are allowed a saving throw versus spells to negate the effect, otherwise, each individual's behavior is determined randomly each round.

Confused Behavior	
1-6	Behavior
1	Stand oblivious, staring off into the distance
2	Walk quietly away
3	Sit and eat whatever is nearby
4	Shout poetry angrily (or equivalent)
5	Attack the nearest creature
6	Attack the nearest enemy

Dimension Door (duration: instantaneous, range: 10ft) The magic-user or other subject steps from his present location to any known location (or place specified by distance and direction) within 360ft.

Hallucinatory Terrain (duration: special, range: 240ft) Creates an illusionary terrain that conceals the underlying geography and is convincing in every way from a distance. The hallucination will not stand up to close inspection, however, and can be seen through automatically by any intelligent being who comes into contact with it.

Plant Growth (reversible, duration: permanent, range: 120ft) Causes existing vegetation in an area up to 30ft square to become thickly overgrown and virtually impassable. The resulting thicket is so dense it can only be hacked through at a rate of 1", although 18 strength allows a rate of 3" and larger, stronger creatures are able to make quicker progress. The growth lasts until it is hacked or burned away, or a dispel magic is cast. The reverse, **plant reduction**, causes a like volume of vegetation to wither and shrink away, making otherwise dense thickets easily passable.

Polymorph (duration: 6 turns +1 turn per level, range: self) The magic-user transforms himself into any other creature but retains his own intelligence, hit points, saving throws, ability to speak and cast spells, and so on. He assumes the size, strength, mobility, armor class, physical attack and damage capability of the new form, however. Supernatural abilities including spell casting, breath weapons, gaze attacks, and so on are not assumed.

Remove Curse (duration: permanent, range: 10ft) Instantaneously lifts one curse from a creature, but not from an object. This spell will, however, enable a person to be rid of a cursed item. The reverse, **bestow curse**, burdens the subject with a curse so named by the magic-user at a touch, requiring an attack roll against an unwilling target.

Wall of Fire (duration: concentration, range: 60ft) Conjures a blazing curtain of standing fire which persists for as long as the magic-user concentrates upon maintaining it. The wall of fire is 5ft thick and up to 60ft long and 20ft high (or any equivalent dimensions), and is straight or curved as the magic-user desires. Creatures of fire are unaffected, except by its opaqueness. Otherwise, the wall is impenetrable to creatures with fewer than 4 hit dice. Those with 4 or more hit dice will suffer 2-12 hit points of fire damage for passing through, except that undead or creatures of cold instead suffer 4-24 points.

Wall of Ice (duration: 12 turns, range: 120ft) Conjures a steaming cold bulkhead of hard pack ice 5ft thick and up to 60ft long and 20ft high (or any equivalent dimensions). It may be straight or curved, as the magic-user desires, and is opaque and impenetrable to creatures with fewer than 4 hit dice – except by concentrated tunneling. Greater

creatures can instead break through a wall of ice as they might break down doors. Excepting creatures of cold, these will suffer 1-6 hit points of freezing damage per attempt, with creatures of fire suffering 2-12 hit points of freezing damage per attempt.

Witch Eye (duration: 6 rounds, range: 240ft) Conjures an invisible, floating eye that flies at a rate of 12" per round to anywhere the magic-user desires, within range. The magic-user can see in his mind's eye everything that this conjuration sees.

5TH LEVEL MAGIC-USER SPELLS

Baleful Polymorph (duration: permanent, range: 60ft) The subject is transformed into any other creature the magic-user desires, although an unwilling subject is allowed a saving throw versus petrification to negate the effect. If polymorphed, the subject must make a survive shock roll or immediately die. Otherwise, he retains his own intelligence, hit points, saving throws, ability to speak and cast spells, but assumes all other characteristics of the new form, including supernatural abilities such as breath weapons, gaze attacks and on. The transformation is permanent until negated by a dispel magic.

Cloudkill (duration: 6 rounds, range: 30ft) Conjures a 30ft diameter bank of dense, poisonous fog which rolls along the ground at a rate of 3", either with the wind or away from the magic-user. The vapors are heavier than air and will sink to the lowest lay of the land, pouring down sinkholes or openings for example. Any creature with fewer than 5 hit dice that breathes the fog must save versus poison or be slain.

Contact Other Plane (duration: 1 turn, range: self) The magic-user seeks knowledge from powerful beings on other planes of existence. These will answer the magic-user's questions with a "yes" or "no" answer, which will be absolute. 1-6 questions (rolled secretly by the referee) will be entertained safely. For each additional question asked, the magic-user must successfully save versus spells or be rendered insane for 1-6 weeks.

Feeblemind (duration: permanent, range: 240ft) A subject within range and line of sight must save versus spells at –4 or become a mental invalid. A feebleminded subject cannot speak, count, read, write, or communicate in any coherent fashion, and neither can he cast spells or use command words. The spell lasts until countered by a dispel magic.

Hold Monster (duration: 2-12 rounds, range: 180ft) 1-4 monsters (including most creatures that are not man-like and -sized, but excluding undead) are held immobile if they fail a saving throw versus paralysis. If but a single monster is targeted its save is penalized by –2.

Invoke Elemental (duration: permanent, range: 240ft) Conjures one earth, air, fire or water elemental of the 16 hit dice sort. The elemental remains until dismissed by the magic-user or a dispel evil, or destroyed in combat. The magic-user may move at half rate, but otherwise controlling the elemental requires his complete concentration. If the magic-user should lose concentration (by being hit, for example) he can no longer dismiss the elemental and it will attack him immediately. No more than one elemental of each type can be conjured per day.

Magic Jar (duration: special, range: 30ft) The magic-user sends his spirit into a gem or crystal within 30ft, leaving his own body helpless. From there the magic-user can attempt to possess any creature that approaches within 120ft. His own body can automatically be possessed. Others are allowed a saving throw versus spells, else the magic-user possesses their body and assumes full control of their physical faculties while retaining

his own intellect. The magic-user's spirit can return to the magic jar at any time, and forcibly does so if ever the possessed body is slain. If his own body has died in the meanwhile, he might be trapped in the magic jar until another body can be possessed. If the magic jar is destroyed while the magic-user's spirit is resident, he is annihilated.

Passwall (duration: 3 turns, range: 30ft) Opens a 5ft diameter passage up to 10ft deep through any wall, including solid rock but not iron.

Telekinesis (duration: 6 rounds, range: 120ft) Any object (including living things) can be moved through space at a rate of 3" by will alone. Up to 20lb mass per level of the magic-user can be so moved.

Teleport (duration: instantaneous, range: 10ft) Instantly transports the magic-user (or other subject) from place to place regardless of distance, possibly requiring an attack roll against an unwilling subject. The magic-user must be very familiar with the destination or risk an error. If he is only passingly familiar with the destination an error will occur 1 time in 6. If he has seen the destination only once an error will occur 2 times in 6. If he has never seen the destination an error will occur 3 times in 6. If an error does occur the subject will arrive either 10-60ft too high or too low (50% chance of either). If the subject teleports into mid-air, he suffers a fall; if he teleports into solid matter, he is killed instantly.

Transmute Rock to Mud (reversible, duration: 3-18 days, range: 120ft) Transmutes rock or earth into a deep slough of mud for 3-18 days, after which time it will have dried. A volume up to 50ft square and 10ft deep (or equivalent) is so affected, possibly undermining structures, drowning heavy creatures, or otherwise reducing movement to 3". The reverse, **transmute mud to rock**, will permanently transmute an equal volume of mud into earth or rock.

Wall of Stone (duration: permanent, range: 60ft) Conjures an imposing bulkhead of solid stone 10ft thick and up to 100ft long and 20ft high (or any equivalent dimensions). It can be straight or curved, or plain or featured, as the magic-user desires. It is impenetrable to all but the ordinary means of tunneling or battery, except that it can be dismissed by a dispel magic.

6TH LEVEL MAGIC-USER SPELLS

Anti-Magic Shield (duration: 12 turns, range: self) An invisible barrier surrounds the magic-user so that no spell or spell-like effect (including charms, gaze attacks, breath attacks and so on) may pass in either direction for the duration. It is impervious even to dispel magic.

Control Water (duration: 12 turns, range: 240ft) The magic-user causes the water level of a river or similar body of water to immediately fall to half its natural depth within 240ft of himself, allowing a waterway to be forded, or to rise to half its depth again, precipitating a flash flooding.

Control Weather (duration: 1-6 days, range: self) Invokes a single desired weather condition in the local geographical area the magic-user is in. The desired weather condition may be extreme, but must be naturally occurring. In any case the weather takes 1-6 turns to change.

Disintegrate (duration: instantaneous, range: 60ft) A deadly beam of darkness irrevocably disintegrates any one (non-magical) object or single creature of any size. Creatures are allowed a saving throw versus wands to avoid the beam and negate the effect. Otherwise, up to 10ft cubed of inanimate matter can be instantaneously disintegrated.

Geas (duration: until fulfilled, range: 30ft) The subject is allowed a saving throw versus spells, but is otherwise compelled to perform a quest specified by the magic-user. Should the subject dally or deviate from this quest he will weaken each day until he either dies or resumes the quest. A remove curse will restore lost strength, but only the completion of the quest, or a successful dispel magic, will end this spell.

Move Earth (duration: 1 turn per level, range: 240ft) Up to six 10ft cubes of earth within range and line of sight can be excavated per turn, as orchestrated by the magic-user. Neither solid rock nor large boulders can be moved, and any diggings will always fall adjacent to the excavation, possibly requiring forethought to avoid a cave in.

Project Image (duration: 6 rounds, range: 240ft) Projects a quasi-real image of the magic-user to anywhere within 240ft. The image is indistinguishable from the magic-user, and completely under his control. He knows and senses everything his image does. Moreover, it can perform any action the magic-user himself could perform, including casting spells. These are, however, cast from the magic-user's actual memory.

Reincarnation (duration: permanent, range: touch) Restores a slain character to life in another body, so long as he has not been dead any longer than one day per level of the magic-user. Rising from the dead is a great ordeal and the subject must make a successful survive shock roll in order to be reincarnated at all. Should this succeed, his body is transformed according to his alignment, and he awakes without need for recuperation. The reincarnated character retains his former intelligence, wisdom and memories, but otherwise assumes all faculties of his new form. Any former spell casting ability is lost. If a player character class or race is indicated, roll a six-sided die to determine the character's new level. Elves split their levels evenly between the fighting and magic-using classes, and halflings have half as many

Reincarnation Outcome

	Subject's Alignment		
1-10	Chaotic	Neutral	Lawful
1	Fighter	Halfling	Halfling
2	Anti-cleric	Elf	Elf
3	Magic-user	Dwarf	Dwarf
4	Thief	Fighter	Fighter
5	Orc	Magic-user	Cleric
6	Hobgoblin	Thief	Magic-user
7	Lizardman	Pixie	Gnome
8	Wereboar	Dryad	Dryad
9	Ogre	Werewolf	Unicorn
10	Minotaur	Centaur	Werebear

levels as indicated. No character can advance in level by reincarnation in any case.

Repulsion (reversible, duration: 1 round per level, range: 120ft) All creatures within a 90° arc before the magic-user are forced inextricably away from him at a rate of 3" or the full rate at which they attempt to approach. There is no saving throw and the repulsion continues to the full range of the effect. The reverse, **attraction**, instead forces creatures inextricably toward the magic-user.

Slaying Spell (duration: instantaneous, range: 240ft) Slays 6-36 hit dice of creatures who fail to save versus poison. The spell is indiscriminate and must affect the indicated number of hit dice, beginning with those nearest the target. Creatures with up to 1 HD require one die each, while those with additional hit points are rounded up to the next category; thus 1+1 HD monsters require 2 dice each, 2+1 HD monsters require 3 dice each, and so on. Creature with 7 or more hit dice are immune to this magic.

Stone to Flesh (reversible, duration: permanent, range: 120ft) Restores a petrified creature (and any possessions) to living flesh, regardless of size. However, returning to the flesh is a great ordeal and the subject must make a successful survive shock roll or else be slain. The reverse, **flesh to stone**, petrifies one living creature (and any carried possessions). A successful saving throw versus petrification will negate the effect.

Wall of Iron (duration: permanent, range: 120ft) Conjures a daunting bulkhead of solid iron up to 120ft long and 10ft high (or any equivalent dimensions). It can be straight or curved, and plain or featured, as the magic-user desires. It is impervious to spells such as sixth sense, passwall and transmute rock to mud, and largely impenetrable to ordinary means of battery or attack. It is permanent unless dismissed with a dispel magic.

RESEARCHING NEW SPELLS

Clerics and magic-users are able to research new spells for their repertoires. The spell level of a new spell cannot exceed the highest spell level which the researcher is able to memorize. That aside, the player can contrive whatever spell description he desires, remembering that the referee will rule on what is allowable and will decide the spell level of the new magic.

Success is a matter of time and investment. One week and 2,000 gp are required for a 1st level spell. Costs double and time is extend by one week at each successively higher spell level. Thus, a 2nd level spell requires two weeks and 4,000 gp, a 3rd level spell requires three weeks and 8,000 gp, a 4th level spell requires four weeks and 16,000 gp and so on.

ENCHANTING MAGIC ITEMS

Magic-users and clerics can copy spells which they can memorize onto scrolls and can enchant other magical items at 9th level or higher. Items with spell-like powers that mimic magic-user or cleric spells can only be constructed by members of that class; other magic items can be created by either class.

The cost and time required for some magic items are given here. The referee will assign a cost and time requirement for each other item commensurate with its power and value – invest wisely.

Cost of Enchanting Items

Item	Cost	Time
Spell scroll*	100 gp	1 week
Potion*	500 gp	1 week
Arrows +1 (score)	1,000 gp	2 weeks
Sword +1	3,000 gp	1 month
Leather armor +1	1,000 gp	2 weeks
Mail armor +1	3,500 gp	1 month
Plate armor +1	10,000 gp	3 months
Shield +1	1,500 gp	2 weeks
Gauntlets of Ogre Power	15,000 gp	6 weeks
Bag of Holding	20,000 gp	2 months
Boots of Speed	25,000 gp	3 months
Wand of Fireball	40,000 gp	4 months
Staff of Sorcery	100,000 gp	1 year
Ring of Protection	60,000 gp	6 months
Ring of Wizardry	80,000 gp	9 months

* cost given per spell level