Delving Deeper V

Book One of Three

HEROES & MAGIC

Simon J. Bull

With special thanks to Mike Tremaine, Dan Boggs, and all those who made Delving Deeper possible including: Cameron Dubeers, John Adams, David Macauley, Marv Breig, Matthew J. Finch, and esteemed members of the odd74 discussion group, especially Derv. Gratitude to my Coffee Club supporters and members for keeping me in beans, for motivating me when it mattered, and for all the valuable feedback along the way.

Dragons of V5 Carlos 'Exul' Comptis, Doug 'Gonyaulax' Pearson
Heroes of V5 Jesse Ross, Will, Kasper Clemmensen, Recornman
Elves of V5 Wim, Jack Robling, Justin H., Dleted, Tobias Laesker
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Delving Deeper V5 Heroes & Magic Beta-1
Lean PDF 20261031.1241
https://discord.gg/uTMvAvZaH

immersive ink

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Player's Introduction

Player's Overview

If you are a player, knowing the referee's rules is certainly an advantage. While a working knowledge of the game rules might save your game life or reveal some overlooked prize, remember that every referee's campaign is different, and nothing is certain. The referee might change the most basic rules and tables to suit the campaign or for who knows what flux in the eternal struggle between Law and Chaos. Moreover, studying the referee's rules too closely, becoming too knowledgeable, risks undermining the charm of uncertainty.

Player's Supplies

Intending players should provision themselves with:

- Heroes & Magic (you're reading it!),
- Dice (at least one pair of six-sided dice and one pair of twenty-sided dice per player),
- Pencils and eraser,
- A notebook and/or lined paper,
- Graph paper for mapping dungeons,
- Hexagonal paper for mapping wilderness regions,
- A vivid imagination.

Players require six- and twenty-sided dice. One pair of each type per player will minimally suffice, but four or more pairs of each type will facilitate game pace.

Player Characters

The player's first endeavor is to construct a fantasy persona—known as a *character*—they will control in the campaign world.

Determination of Abilities

Characters are rated in six abilities: strength, intelligence, wisdom, constitution, dexterity, and charisma. Each is determined, in order, by the referee with a throw of three six-sided dice producing scores between 3 and 18. The player should record these figures on note paper or a character record sheet before selecting a class.

Explanation of Abilities

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

Intelligence is communication and tactical sense and is the prime requisite for magic-users. One additional language is known for every point above 10. Intelligence is useful to the referee for determining what course of action a non-player character should take.

Wisdom is maturity and tactical judgment and is the prime requisite for clerics. It functions as does intelligence in determining what course of action a non-player character should take.

Dexterity is speed and precision. It is useful for accurate shooting, for shooting or conjuring a spell first, or for manual speed whenever initiative is in question.

Table 1: Adjustments due to Dexterity

Dexterity Score	Initiative Adjustment	To Hit Adj. with Missiles
3–6	−1	−1
7–8		−1
9–12		
13–14		+1
15–18	+1	+1

Constitution is vim and fortitude. It determines what damage can be endured and whether a character will withstand being raised from the dead, paralyzed, polymorphed, or turned to stone.

Table 2: Adjustments due to Constitution

Constitution Score	Hit Points Per Die	Withstand Adversity
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.

Withstand Adversity is the probability a character will survive being raised from the dead, restored to flesh after being turned to stone, or transformed into another shape by curse, wish, or a *Polymorph Other* spell. A failed raise-dead attempt is permanent: no subsequent attempt can ever succeed.

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

Table 3: Adjustments due to Charisma

Charisma Score	Maximum Retainers	Loyalty Adjustment	Reaction Adjustment
3–5	2	−2	−1
6–8	3	−1	−1
9–12	4		
13–14	5	+1	+1
15–17	6	+2	+1
18	12	+4	+1

Hirelings will respond to commands at up to as many scale inches away as the charisma score, halved if engaged in melee.

Player Classes

Having been given ability scores the player must select a class for the character: fighter, magic-user, or cleric. Men, elves, dwarfs, and even hobbets can be fighters; men and elves can be magic-users; only men can be clerics.

Table 4: Experience Points Required

Level	Fighters	XP	Magic-Users	XP
1st	Fighter	0	Medium	0
2nd	Veteran	2,000	Seer	2,400
3rd	Myrmidon	4,000	Spellbinder	5,000
4th	Hero	8,000	Theurge	10,000
5th	Armiger	16,000	Thaumaturge	20,000
6th	Captain	30,000	Magician	35,000
7th	Champion	62,000	Evoker	57,000
8th	Superhero	110,000	Mage	90,000
9th	**Warlord**	220,000	Archimage	180,000
10th	Warlord, 10th*	440,000	**Wizard**	270,000
11th	Warlord, 11th	660,000	Wizard, 11th‡	540,000
12th	Warlord, 12th	880,000	Wizard, 12th	810,000

Level	Clerics	XP
1st	Crucifer	0
2nd	Friar	1,600
3rd	Curate	3,000
4th	Vicar	6,000
5th	Priest	13,000
6th	Canon	27,000
7th	Prelate	57,000
8th	**Bishop**	120,000
9th	High Bishop, 9th†	240,000
10th	High Bishop, 10th	360,000
11th	High Bishop, 11th	480,000
12th	High Bishop, 12th	600,000

* A Fighter requires 220,000 XP per level beyond the 9th.
‡ A Magic-User requires 270,000 XP per level beyond the 10th.
† A Cleric requires 120,000 XP per level beyond the 8th.

All characters begin at the lowest (1st) level in their chosen class. From there they can work upward to successive experience levels (if they survive) by accumulating the necessary number of experience points.

Prime Requisite Abilities

One of the six abilities is considered to be the prime requisite for each class. A character will earn a greater or lesser number of experience points from their adventures according to the prime requisite score; thus fighters should ideally be strong, magic-users intelligent, and clerics wise.

Table 5: Experience Earned

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

A character's prime requisite is adjusted—for experience purposes only—as follows. A cleric adds 1 for every 2 points of intelligence above 9, and for every 3 points of strength above 9. A fighter adds 1 for every 2 points of intelligence above 9, and for every 3 points of wisdom above 9. A magic-user adds 1 for every 2 points of wisdom above 9.

Explanation of Class Statistics

Statistics are given to the 12th level for each class, but there is theoretically no limit to how far a man can rise. Non-human player-types have certain advantages but are limited in how far they can progress.

Hit Dice are the number of six-sided dice used to determine how many hit points of damage must be sustained to slay a figure. Additions, if any, indicate a number of extra hit points to be added to the sum of all hit dice. Whether sustaining hit point damage will otherwise affect a figure is for the referee to decide.

Fighting Capability indicates the number of men a figure fights as in normal combat, and whether it can fight as a Hero, Superhero, or other type in fantastic combat.

Spells per Spell Level indicates the number of spells of each spell level that can be memorized by a clerical- or magical-type for use during a single adventure.

The Fighter

Fighters are the ubiquitous fighting-men of the fantastic medieval genre. Of all the classes they are the most formidable in attack, can endure the most damage, and are the only class entitled to joust.

Fighters can employ any armor or shield and should have the best available. They have the use of all weaponry, including missiles and spears, and magic swords and the majority of other enchanted weapons are usable exclusively by them. They are unable to cast spells, however, and have use of a limited selection of other magical items.

Table 6: Statistics Regarding Fighters

Fighters	Hit Dice	Fighting Capability	Spells per Spell Level 1	2	3	4	5	6
Fighter	$1+2$	Man+1			Nil			
Veteran	$2+1$	2 Men+1			Nil			
Myrmidon	3	3 Men/Hero−1			Nil			
Hero	4	4 Men/Hero			Nil			
Armiger	5	5 Men/Hero			Nil			
Captain	6	6 Men/Hero+1			Nil			
Champion	7	Superhero−1			Nil			
Superhero	$8+1$	Superhero			Nil			
Warlord	$9+2$	Superhero			Nil			
Warlord, 10th	10	Superhero+1			Nil			
Warlord, 11th	$10+2$	Superhero+1			Nil			
Warlord, 12th	11*	Paragon−1			Nil			

* A Fighter adds 1 HD per two levels beyond the 12th.

A Hero and above adjusts morale checks of any normal-types they lead in combat by +1, and is unaffected by fewer than four normal hits in a combat encounter.

A Superhero and above is aware of invisible opponents within $3''$. Hostile normal-types must make a morale check to approach them, or if threatened within charge distance of $15''$.

A Warlord and above who establishes a stronghold is considered a Baron. So long as the surrounding countryside is kept clear of monsters this holding will attract settlers, who can each be taxed 10 gp per year, and can be further developed to improve its revenues.

The Magic-User

Magic-users are potentially the most powerful class but they are initially the most vulnerable; they can wear no armor and can use only daggers and staves as weapons. A magic-user can, however, cast magic spells. They can memorize a number of spells per adventure determined by experience level, and gain access to spells of successive spell levels as they progress. Magic-users are assumed to acquire spell books containing the spells they can cast, one book per spell level, and can devise their own spells besides.

Magic-users covet enchanted items and have use of the broadest range of these. All save for arms (excepting daggers and staves), armor, and a handful of clerical items are at their disposal. Moreover, a Wizard can enchant their own items; the cost and time required being commensurate with its value.

Table 7: Statistics Regarding Magic-Users

Magic-Users	Hit Dice	Fighting Capability	Spells per Spell Level 1	2	3	4	5	6
Medium	1	Man	1					
Seer	1 + 1	Man+1	2					
Spellbinder	2	2 Men	3	1				
Theurge	3	3 Men/Hero−1	4	2				
Thaumaturge	3 + 1	3 Men/Hero−1	4	2	1			
Magician	4	Hero	4	2	2			
Evoker	5	Hero	4	3	2	1		
Mage	5 + 1	Hero	4	3	3	2		
Archimage	6	Hero+1	4	4	3	3	1	
Wizard	7	Wizard	4	4	4	3	2	
Wizard, 11th	7 + 1	Wizard	4	4	4	4	3	1
Wizard, 12th	7 + 2*	Wizard	4	4	4	4	4	2

* A Magic-User adds 1 HD per three levels beyond the 12th.

A Wizard (10th+ level) can occupy a stronghold. Their reputation is so perilous that they add +1 to the morale checks of any troops they lead in combat. Hostile normal-types must make a morale check to approach them, or if threatened within movement distance of 12″.

The Cleric

Clerics must only be men of law or chaos; they cannot remain neutral in the eternal struggle.

Clerics are fanatically religious missionaries or templars, hospitallers, or other brothers of a monastery or order guided by the Powers "above".

They desire to establish temples and to tithe money and jewels for their order. In performing their duty clerics have some of the advantages of both fighters and magic-users; they are allowed shields and armor and non-edged weapons (excluding arrows). Moreover, a lawful cleric can turn the undead and has a repertoire of clerical spells.

A cleric is assumed to acquire spell books containing the spells they can cast, one book per spell level, and can devise spells of their own besides. They can memorize a number of spells determined by experience level.

When a cleric achieves Bishop status (8th+ level) they can establish a stronghold. Should they invest at least 100,000 gp in its construction, the religious fervor of the workforce will produce a fortress of double value. Once established, the stronghold will attract a body of 30–300 fanatically loyal dervishes who will serve without pay (the referee will determine the exact composition of this force). If the surrounding countryside is kept clear of monsters this holding will attract faithful settlers each of whom can pay 20 gp in tithes and taxes per year.

Table 8: Statistics Regarding Clerics

Clerics	Hit Dice	Fighting Capability	Spells/Spell Level 1	2	3	4	5
Crucifer	1	Man					
Friar	2	2 Men	1				
Curate	$2+1$	2 Men+1	2				
Vicar	3	3 Men/Hero−1	2	1			
Priest	4	Hero	2	2			
Canon	5	Hero	2	2	1		
Prelate	6	Hero+1	2	2	2	1	
Bishop	7	Patriarch	2	2	2	2	1
High Bishop, 9th	$7+1$	Patriarch	3	2	2	2	2
High Bishop, 10th	$7+2$	Patriarch	3	3	3	2	2
High Bishop, 11th	8	Patriarch+1	3	3	3	3	3
High Bishop, 12th	$8+1^*$	Patriarch+1	4	4	4	3	3

* A Cleric adds 1 HD per three levels beyond the 12th.

Turning the Undead

Mindless undead need never check morale and cannot be subdued but all the undead are subject to being turned away or even dispelled utterly by a lawful cleric who forcefully presents a Holy Cross.

Turning the undead is accomplished by throwing two six-sided dice and comparing the result to the following table:

Table 9: Clerics Versus the Undead

Clerics	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Specter	Vampire
Crucifer	6	9	11					
Friar	†	6	9	11				
Curate	†	†	6	9	11			
Vicar	*	†	†	6	9	11		
Priest	*	*	†	†	6	9	11	
Canon	*	*	*	†	†	6	9	11
Prelate	*	*	*	*	†	†	6	9
Bishop	*	*	*	*	*	†	†	6

† 2–12 monsters of this type are turned away.
* 2–12 monsters of this type are dispelled utterly.

The Anti-Cleric

Clerics of the chaotic sort are called anti-clerics and have a number of reversed clerical spells which they can employ with impunity. They cannot turn the undead but can abide them and other chaotic-types and, at top level, are more influential among these than even Gothrogs. Otherwise, they function as do clerics except that an anti-cleric stronghold will attract cultists rather than dervishes.

Anti-Clerics The anti-clerical titles are: Evil Crucifer, Black Friar, Incurate, Evil Vicar, Evil Priest, Evil Canon, Apostate, Evil Bishop, Evil High Bishop.

Should a lawful cleric ever switch to chaos, they become an anti-cleric. They lose any power to turn the undead and a number of their spells will be reversed. Should a Bishop (8th+ level) ever change sides, they are immediately stripped of their stronghold (should they have one) including all incomes derived from it and faithful men serving it.

Non-Human Player-Types

Dwarfs

Dwarfs choose to dwell deep underground in mountainous homes and operate equally well by day or by night. They can advance as high as 6th level (Captain) in the fighting class, but make all saving throws at four levels above their actual level. They are the only characters able to employ the +3 warhammer to its full potential.

Dwarfs desire gold and mine twice as quickly as do normal sappers. They are able to note slanting and sloping passages, traps, and shifting walls or new construction in dungeon stonework, and will identify noises when listening at doors with a throw of 5–6 on a six-sided die.

Dwarfs despise Goblins (including hobgoblins) above all other enemies. However, Giants and the like have difficulty catching them and will cause only half hits.

Dwarfs are able to speak the languages of gnomes, goblins, and hobgoblins in addition to their own language, their alignment tongue, and the common tongue.

Elves

Elves begin as either fighters or magic-users but can change class between adventures as often as desired. An elf becomes a combination figure when they change class for the first time. Thereafter, they may use both the weaponry of a fighter and the spells of a magic-user simultaneously but cannot act as a magic-user while wearing non-magical armor. Elves are limited to 4th level (Hero) as fighters and to 8th level (Mage) as magic-users.

Elves see equally well by day or by night. They can move almost silently and are nearly invisible in their gray-green cloaks. When actively searching, elves will locate secret doors with a throw of 3–6 on a six-sided die; when merely passing by they will do so with a throw of 5–6. They will identify noises when listening at doors with a throw of 5–6 on a six-sided die.

Elves on foot can move and fire an elf bow without penalty. In melee combat they deal an additional 1–6 hit points of damage to ogres on a hit and are immune to the paralyzing touch of ghouls.

An elf with a magical weapon adds the fighting capability of three men versus orcs, or two men versus gnolls, or one man versus other normal-types, or otherwise deals +1 hit point of damage on a hit. An elf firing a magical arrow always does so as a Hero.

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

Hobbets

Hobbets generally have small interest in adventures or battles but can progress as high as the 4th level (Hero) in the fighting class. They are deadly accurate with missiles so every two shots loosed count as three and can sling a stone up to 15″.

They are nearly invisible when they choose to blend into the background and make excellent scouts. When listening at doors they will identify noises with a throw of 5–6 on a six-sided die, but will require a throw of 6 to force a stuck door. Despite their small stature, hobbets are uncommonly resilient and make all saving throws at four levels above their actual level.

Alignment

Before play begins each player must choose a side in the eternal struggle. Subject to the character's type, they may be either of law or of chaos or otherwise neutral.

Table 10: Player Types by Alignment

Law	Neutrality	Chaos
Clerics		Anti-clerics
Fighters	Fighters	Fighters
Magic-users	Magic-users	Magic-users
Dwarfs	Dwarfs	
Elves	Elves	
Hobbets		

Alignment will adjust non-player reactions and loyalty and determine who may serve or be predisposed to attack. Additionally, alignment will determine whether magic swords may be handled safely and the new form a character would be *reincarnated* in.

Languages

Player characters always know at least two languages, usually the common tongue of humankind and a non-human or alignment tongue. Player characters with above-average intelligence will know additional languages. There are also spells and magic items that will aid in the comprehension of unknown languages.

Saving Throws

Throwing the indicated score (or above) on a twenty-sided die will avoid the effects of wands and rays, paralysis or petrification, and spells entirely; poison and breath weapons will cause only one-half of the possible damage. Failure to throw the indicated score allows the weapon to have its full effect.

Table 11: Saving Throws

	Poison	Wands /Rays	Paral. /Petrif.	Breath Weapon	Spells
Fighter 1–2	12	13	14	15	16
Fighter 3–6	10	11	12	12	14
Fighter 7–11	7	8	9	9	11
Fighter 12–	4	5	5	5	8
Magic-User 1–3	13	14	13	16	15
Magic-User 4–9	10	11	10	13	11
Magic-User 10–	7	8	7	10	6
Cleric 1–3	11	12	14	16	15
Cleric 4–7	8	9	11	13	12
Cleric 8–	4	6	8	9	8

Equipment

Each player begins with 30–180 gold pieces to furnish their character with basic equipment. Players may trade among themselves, exchanging goods for gold.

Table 12: Cost of Basic Equipment

Item	gp	Item	gp
Battle Axe	10	Leather Armor	10
Club or Cudgel	1	Mail	30
Dagger	3	Plate Armor	90
Flail	8	Helmet	10
Hand Axe	3	Shield	10
Lance or Polearm	6	Iron Spikes, 6	1
Mace	4	Lantern	10
Morning Star	6	Mallet	2
Spear	3	Mirror, Steel/Silver	6/18
Staff	1	Oil, Flask	2
Sword	15	Pole, 10 ft	1
Two-Handed Sword	30	Rope, 50 ft	1
Warhammer	5	Saddle	25
Arrows/Quarrels, 20/30	10	Timber Stakes, 6	5sp
Arrow/Quarrel, Silver	5	Torches, 6	1
Bow, Short	25	Belladonna, Bunch	10
Bow, Horse	35	Food, One Week	7
Bow, Composite	50	Rations, One Week	15
Crossbow	15	Wine, Quart	2
Crossbow, Heavy	25	Wolfsbane, Bunch	10
Longbow	40	Water or Wineskin	1
Backpack	3	Horse, Draft	30
Quiver or Case	4	Horse, Light	40
Sack, Large	2	Mule	20
Sack, Small	1	Warhorse, Medium	100
Saddle Bags	10	Warhorse, Heavy	200
Holy Cross, Wood/Silver	4/20	Cart	100
Holy Water, Flask	24	Wagon	200

Rations are for dungeon expeditions where food would spoil.

1 gold piece = 10 silver pieces = 50 copper pieces value.

Encumbrance

Movement rate is determined by encumbrance: the total coin-equivalent load of all equipment and treasure carried.

Table 13: Movement Rates

Movement Rate (Men)	Load Coin Equiv.
Light Foot Movement (12″)	0–750
Heavy Foot Movement (9″)	751–1,000
Armored Foot Movement (6″)	1,001–1,500
Half of Armored Foot Movement (3″)	1,501–3,000

Table 14: Encumbrance of Basic Equipment

Item	Load Coin Equiv.
Dagger or Wand	20
Potion Bottle or Holy Water	20
Scroll or Map in Case	20
Piece of Jewelry	20
Arrows/Quarrels with Quiver/Case	50
Bow, Hand Axe, Mace, Spear, Staff, or Sword	50
Chalice, Flagon, or Wineskin	50
Helmet	50
Iron Spikes, Lantern, Rations, Rope, Torches, etc.	50
Small Sack (Full)	50
100 Gems or 100 Gold/Silver/Copper Pieces	100
Morning Star, Flail, or Battle Axe	100
Food (One Week)	150
Shield	150
Two-Handed Sword	150
Leather Armor or Saddle	250
Large Sack or Backpack (Full)	300
Mail	500
Plate Armor or Horse Barding	750

The referee can extrapolate other prices and loads from similar items given above.

Magic

Magic-users can cast terrible spells, clerics have their prayers, but fighters have no spells. With access to their spell books the magical types can memorize a number of spells for each adventure according to their experience level. Without them, they cannot memorize spells.

Spell Books Magic-users and clerics are assumed to acquire a spell book containing the 1st level spells but must buy, capture, or research higher level spell books thereafter.

Casting Spells

A memorized spell can be cast at any time, and doing so erases it from memory. Once erased, a spell cannot be cast again until it is re-memorized. However, nothing prevents a magic-user or cleric from memorizing the same spell several times.

In order to invoke and maintain a spell, a caster must be stationary and undisturbed. During combat the player must declare their intent to cast a spell at the beginning of the round. Casting a spell requires the caster's full attention so no other action may be attempted. Furthermore, if a caster is struck by any missile or spell or is meleed before their invocation is completed it is spoiled without being invoked. The referee will adjudicate whether other interruptions are sufficient to foil a spell.

Reversible Spells Where a clerical spell is noted as reversible, only a chaotic anti-cleric can use the reverse form and only a lawful cleric can use the proper form. Where a magic-user spell has a counter spell, the counter is a separate spell which can be memorized, cast, and written to a scroll exactly as per any other spell.

Spell Scrolls A magic-user or cleric can use a class-appropriate spell scroll of any spell level. A magic-user must employ a *Read Magic* prior to invoking any spell scroll not written by themselves; a cleric need not. They can then employ the spell scroll without memorizing the spell in advance. Using a spell scroll erases that spell from the scroll and invokes its magic at the 6th level of magic-use, or the minimum caster level necessary to memorize the spell, whichever is higher.

Cumulative Magic Spells and other magical effects will usually combine safely with one another. However, multiple enchantments with the same effect need not be cumulative; only the single, most powerful or long-lasting effect applies.

Explanation of Spells

Clerical Spells

1st Level Clerical Spells

Cure Light Wounds (reversible, affects: 1 figure, range: touch) The cleric can restore 2–7 hit points of damage suffered by one figure during a full turn of aid. The reverse, *Inflict Light Wounds*, will cause 2–7 hit points of damage.

Detect Evil (reversible, affects: self, duration: 6 turns, range: 12″) The cleric can detect any enchanted, conjured, or chaotic creature within range, as well as any curse or malicious enchantment upon an object. The reverse, *Detect Good*, enables an anti-cleric to detect any enchanted, conjured, or lawful creature within range.

Detect Magic (affects: self, duration: 2 turns, range: 6″) The cleric can detect any enchantment on a person, place, or object.

Light (reversible, affects: 3″ diameter, duration: 12 turns + 1 turn/ level, range: 12″) Illuminates a 3″ diameter sphere with a light not equal to full daylight. The reverse, *Darkness*, creates a 3″ diameter sphere of darkness that is impenetrable even to creatures that see in the dark and to the *Darkvision* spell.

Protection from Evil (reversible, affects: self, duration: 12 turns) This spell prevents any enchanted or conjured creature from attacking the cleric. Other chaotic-type attacks are reduced by one hit die and the cleric will make saving throws against them at +2. The reverse, *Protection from Good*, applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.

Purify Food and Drink (reversible, duration: permanent, range: 1″) Makes spoiled, poisoned, or contaminated food, drink, or Unholy water whole and suitable for consumption. Enough vittles for one dozen men are affected. The reverse, *Spoil Food and Drink*, will instead putrefy food, drink, and Holy water.

Table 15: Clerical Spells

1st Level	2nd Level
Cure Light Wounds	*Bless*
Detect Evil	Find Traps
Detect Magic	Hold Person
Light	Speak with Animals
Protection from Evil	
Purify Food and Drink	

3rd Level	4th Level	5th Level
Circle of Pro. from Evil	Create Food and Drink	Commune
Continuous Light	*Cure Critical Wounds*	*Dispel Evil*
Locate Object	*Neutralize Poison*	Insect Plague
Remove Curse	Speak with Plants	Quest
Remove Disease	Sticks to Serpents	*Raise Dead*

Italicized spells are reversed for anti-clerics.

2nd Level Clerical Spells

Bless (reversible, affects: 6″ diameter, duration: 6 turns, range: 6″) This benison will bestow a +1 morale bonus and a +1 attack adjustment upon prospective recipients who are not in combat. The reverse, *Bane*, imposes equivalent penalties.

Find Traps (affects: self, duration: 2 turns, range: 3″) The cleric can locate any magical or mechanical trap within range. No insight as to how the trap might be deactivated is conveyed.

Hold Person (affects: 1 or 1–4 man-types, duration: 9 turns, range: 18″) 1–4 man-types are held paralyzed if they fail to save versus paralysis. If a single figure is targeted its saving throw is penalized by −4.

Speak with Animals (affects: self, duration: 6 turns, range: 3″) Enables the cleric to communicate with animals, including giant-sized sorts, receiving replies determined by a reaction check. The animals may perform a favor or service if the cleric secures a positive (or better) reaction, but will not attack in any event.

3rd Level Clerical Spells

Circle of Protection from Evil (reversible, affects: 1″ radius, duration: 12 turns) As per the *Protection from Evil* spell, except that it extends to a 1″ radius around the cleric. The reverse, *Circle of Protection from Good*, is as per the *Protection from Good* spell, except that it extends to a 1″ radius around the anti-cleric.

Continuous Light (reversible, affects: 24″ diameter, duration: permanent, range: 12″) Illuminates a 24″ diameter sphere around an object or space with light that is equal to full daylight. The reverse, *Continuous Dark*, creates a sphere of darkness that is impenetrable even to creatures that see in the dark and to the *Darkvision* spell.

Locate Object (affects: self, duration: 2 turns, range: 9″ + 1″/ level) The cleric can sense the direction to the nearest object of a well-known general type, such as a flight of stairs. A magic item could only be located if its exact nature and likeness were clearly visualized.

Remove Curse (reversible, affects: 1 curse, duration: permanent, range: touch) Lifts one curse from a creature or cursed object, causing the latter to become a normal, unenchanted item of its type but not neutralizing a cursed scroll before it has been read. The reverse, *Bestow Curse*, burdens the subject with any curse so named by the anti-cleric.

Remove Disease (reversible, affects: 1 creature, duration: permanent, range: touch) Cures the subject of any diseases, including lycanthropy and mummy rot, or destroys green slime. The reverse, *Contagion*, infects the subject with any disease known to the anti-cleric, possibly requiring an attack roll to touch an unwilling subject.

4th Level Clerical Spells

Create Food and Drink (affects: special, range: 1″) Creates wholesome food and drink sufficient to sustain a dozen men for a day. This quantity doubles for each experience level the cleric possesses above Bishop (the 8th).

Cure Critical Wounds (reversible, affects: 1 figure, range: touch) The cleric can restore 4–14 hit points of damage suffered by any one figure during a full turn of aid. The reverse, *Inflict Critical Wounds*, will cause 4–14 hit points of damage, possibly requiring an attack roll to touch an unwilling target.

Neutralize Poison (reversible, affects: 1 poison, range: 1″) This spell will render one poison harmless, but will not save a character already slain by poisoning. The reverse, *Poison*, will cause any food or drink to become poisonous or any object or figure to be poisoned.

Speak with Plants (affects: self, duration: 6 turns, range: 3″) Enables the cleric to communicate with plant life and comprehend its response. Plants will follow the cleric's suggestions within their natural capabilities, not beyond them as they could for a Treeman.

Sticks to Serpents (affects: 3–18 sticks, duration: 6 turns, range: 12″) The cleric transmutes 3–18 nearby sticks, spears, staves, or the like into serpents which the cleric can then command. It is 50% likely the serpents will be venomous.

5th Level Clerical Spells

Commune (affects: self) The cleric seeks divinely given knowledge. The Powers "above" will entertain 1–6 questions with a "yes" or "no" answer which will be near absolute. On the most Holy day of the year, 3–8 questions will be answered. A given "Power" will respond infrequently: not more than once per month.

Dispel Evil (reversible, affects: 3″ radius) Immediately dismisses all enchanted or conjured creatures and curses or enchantments of a malign sort within 3″. The reverse, *Dispel Good*, functions against enchanted or conjured creatures and enchantments of a benign sort.

Insect Plague (affects: 40″ diameter, duration: 1 day, range: 48″) The cleric calls forth a vast swarm of insects and sends them to anywhere within 48″. The swarm automatically drives off all normal-types, obscures vision, and devours all organic material in its path including crops. This spell can only be employed above ground.

Quest (affects: 1 figure, duration: special, range: 3″) The recipient is compelled to perform some quest as desired by the cleric. The referee will determine what deviation from this quest can be tolerated, considering the conduct and alignment of the recipient, before being afflicted by the cleric's chosen curse.

Raise Dead (reversible, affects: 1 man-type, range: 12″) Restores life to a slain man-type who has been dead no longer than four days for each level the cleric has beyond Prelate (the 7th level). The recipient must withstand adversity in order to be raised and, even then, will require two weeks of recuperation. The reverse, *Finger of Death*, causes a "death ray" to issue from the anti-cleric's pointed finger. Any figure so targeted must save versus wands or be slain. A lawful cleric may employ this weapon in a life-or-death situation; any misuse immediately makes the cleric an anti-cleric.

Magic-User Spells

1st Level Magic-User Spells

Charm Person (affects: 1 man-type, duration: special, range: 12″) Brings a single man-type who fails to save versus spells completely under the influence of the magic-user. The charm does not affect the undead, but otherwise lasts until it is dispelled.

Comprehend Languages (affects: self, duration: special) Enables the magic-user to read any written language, treasure map, or other directions excepting magical spells or command words. The spell lasts long enough to read two short inscriptions or one longer one.

Detect Magic (affects: self, duration: 2 turns, range: 6″) The magic-user can detect any enchantment on any figure, place, or object within range.

Hold Portal (affects: 1 portal, duration: 2–12 turns, range: 1″) Holds one door, gate, or other portal as though it were locked. The hold is ended immediately by a *Dispel Magic*, a *Knock* spell, or if any Wizard or superheroic magical figure tries the door.

Light (affects: 3″ diameter, duration: 6 turns + 1 turn/level, range: 12″) Creates a 3″ diameter sphere of light not equal to full daylight.

Protection from Evil (affects: self, duration: 6 turns) This spell prevents any enchanted or conjured creature from attacking the magic-user. Other chaotic-type attacks are reduced by one hit die and the magic-user will make saving throws against them at +2. The reverse, *Protection from Good*, applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.

Read Magic (affects: self, duration: special) Enables the magic-user to decipher spells on scrolls or in spell books, or command words on magic items. Magic spells and inscriptions are incomprehensible without prior use of this spell or a similar device. The spell lasts long enough to read two short inscriptions or one longer one.

Sleep (affects: 1 or 4–14 figures, duration: 4–16 turns, range: 24″) Causes 4–14 normal-types or 1 heroic-type with up to $4+1$ hit dice to fall asleep. The magic is indiscriminate and must affect the indicated number of creatures. Only creatures that normally sleep are affected but no saving throw is allowed.

Table 16: Magic-User Spells

1st Level	2nd Level	3rd Level
Charm Person	Continuous Light	Cir. of Invisibility
Compreh. Langs.	Darkvision	Cir. of Pro. from Evil
Detect Magic	Detect Invisibility	Clairvoyeur
Hold Portal	Extrasensory Percep.	Dispel Magic
Light	Invisibility	Fireball
Pro. from Evil	Knock	Fly
Read Magic	Levitate	*Haste*
Sleep	Locate Object	Hold Person
	Phantasmal Host	Lightning Bolt
	Pro. from Missiles	Plant Growth
	Witch Lock	*Slow*
		Water Breathing
4th Level	**5th Level**	**6th Level**
Animal Growth	Cloudkill	Anti-Magic Shield
Animate Dead	Contact Other Plane	Control Water
Charm Monster	Feeblemind	Control Weather
Confusion	Hold Monster	Disintegrate
Dimension Door	Invoke Elemental	Geas
Hallucin. Terrain	Magic Jar	Invoke Stalker
Polymorph Other	Passwall	Move Earth
Polymorph Self	Telekinesis	Project Image
Remove Curse	Teleport	Reincarnate
Wall of Fire	*Trans. Rock to Mud*	Slaying Spell
Wall of Ice	Wall of Iron	*Stone to Flesh*
Witch Eye	Wall of Stone	

A counter spell for each *italicized* entry exists as a separate spell.

2nd Level Magic-User Spells

Continuous Light (affects: 24″ diameter, duration: permanent, range: 12″) Illuminates a 24″ diameter sphere around an object or space with light that is *not* equal to full daylight.

Darkvision (affects: 1 creature, duration: 1 day, range: touch) The subject can see up to 6″ in darkness.

Detect Invisibility (affects: self, duration: 6 turns, range: 1″/level) The magic-user can see naturally or magically invisible creatures and objects.

Extrasensory Perception (affects: self, duration: 12 turns, range: 6″) Enables the magic-user to detect the presence of thinking creatures up to 6″ away, even behind closed doors, beyond walls, in impenetrable darkness, or wherever else. The spell can penetrate up to 20 ft of rock, but is obstructed by lead.

Invisibility (affects: 1 man-type or object, duration: special, range: 24″) One man-type or object becomes invisible. If the recipient attacks, the spell is ended immediately; otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3″ even without seeing them.

Knock (affects: 1 closure, range: 6″) Opens a stuck, locked, or secret door, a secured gate, a magically held portal, or a similar closure.

Levitate (affects: self, duration: 6 turns + 1 turn/level) The magic-user levitates up or down at most 20 ft per caster level, at a rate of 6″ per turn. The spell will not move the magic-user laterally, although clambering along a wall or ceiling by hand is still possible.

Locate Object (affects: self, duration: 2 turns, range: 6″ + 1″/level) The magic-user can sense the direction to the nearest object of a well-known general type, such as a flight of stairs. A magic item could only be located if its exact nature and likeness were clearly visualized.

Phantasmal Host (affects: 3″ diameter, duration: concentration, range: 24″) Creates a vivid illusion of nearly anything or anyone on the monster list. The phantasm lasts as long as the magic-user continues to concentrate on it, or until it is intentionally touched or struck by a living creature. Damage caused will be real (shock!) if the phantasmal host is believed to be real.

Protection from Missiles (affects: 1 creature, duration: 12 turns, range: 3″) The recipient is invulnerable to normal missiles fired by normal-types. This protection excludes magical arrows or bolts, and normal missiles fired by heroic/fantastic types such as arrows shot by heroes, boulders hurled by giants, and the like.

Witch Lock (affects: 1 closure, duration: permanent, range: 1″) A *Hold Portal*-type spell that lasts indefinitely and can be placed on portals, chests, and anything else that can be opened. A higher tier magic-user can bypass a *Witch Lock* without ending it, as can a *Knock* spell. Otherwise, it will be ended if any Wizard or superheroic magical figure tries the door. A *Dispel Magic* can end it normally.

3rd Level Magic-User Spells

Circle of Invisibility (affects: 1″ radius, duration: special, range: 24″) All man-types or objects within 1″ of the target become invisible. If any recipient takes hostile action, the spell is ended immediately; otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3″ even without seeing them.

Circle of Protection from Evil (affects: 1″ radius, duration: 12 turns) As per the *Protection from Evil* spell, except that it extends to a 1″ radius around the magic-user.

Clairvoyeur (affects: self, duration: 12 turns, range: 6″) Enables the magic-user to sense whatever thinking creatures up to 6″ away are seeing and hearing, even behind closed doors, beyond walls, or wherever else. The spell can penetrate up to 20 ft of rock, but is obstructed by lead.

Dispel Magic (affects: 1 enchantment, range: 12″) Will completely annul almost any enchantment or magic spell made by a lower or equal level caster. Otherwise, the probability of dispelling a more powerful caster's charm is the ratio of the magic-user's level over the opponent's level. Magic items are unaffected.

Fireball (affects: 2″ radius, range: 24″) Enables the magic-user to throw a missile from a finger which will explode to fill a 2″ radius, or an equivalent volume of available space. All figures within the burst—even the caster—suffer one die damage per level of the magic-user. A successful saving throw versus breath weapon will reduce this damage by half. Note that a fireball will melt gold, silver, and jewelry, devaluing it by 10–60%.

Fly (affects: self, duration: 1–6 turns + 1 turn/level) Enables the magic-user to fly at a movement rate up to 12″. The spell duration is determined secretly by the referee.

Haste (affects: 4–24 figures, duration: 3 turns, range: 24″) 4–24 figures within a 5″ radius are hasted. Those nearest to the target are always affected first, adding 50% to their movement speed. *Haste* counters *Slow* and vice versa.

Hold Person (affects: 1 or 1–4 man-types, duration: 6 turns + 1 turn/level, range: 12″) 1–4 man-types are held paralyzed if they fail to save versus paralysis. If a single figure is targeted its saving throw is penalized by −4.

Lightning Bolt (affects: 6″, range: 24″) Generates a stroke of lightning beginning up to 18″ away and extending exactly 6″, to its maximum range of 24″. It will pass through figures but rebound off walls, doubling back so that it is always 6″ long. All figures touched—even the caster—suffer one die damage per level of the magic-user. A successful saving throw versus wands will reduce this damage by half. Note that a lightning bolt will melt gold, silver, and jewelry, devaluing it by 10–60%.

Plant Growth (affects: 33″ diameter, duration: until dispelled, range: 12″) Causes ordinary brush or woods in an area of up to 33″ diameter, or an equivalent area, to become absurdly overgrown and virtually impassable. The magic lasts until it is dispelled.

Slow (affects: 4–24 figures, duration: 3 turns, range: 24″) 4–24 figures within a 5″ radius are slowed. Those nearest to the target are always affected first, subtracting 50% from their movement speed. *Slow* counters *Haste* and vice versa.

Water Breathing (affects: 1 figure, duration: 12 turns, range: 3″) A targeted figure is empowered to breathe normally under water.

4th Level Magic-User Spells

Animal Growth (affects: 1–6 animals, duration: 12 turns, range: 12″) Causes 1–6 normal-sized animals to grow to giant size, assuming the game statistics of the giant sort.

Animate Dead (affects: special, range: 3″) Causes nearby bones or bodies to rise as undead skeletons or zombies under the magic-user's command. 1–6 undead are animated for every experience level the magic-user possesses beyond Magician (the 6th). Thus a 7th level magic-user can animate 1–6 undead, an 8th level magic-user can animate 2–12 undead, and so on. They will obey until destroyed in combat or dispelled.

Charm Monster (affects: 1 or 3–18 creatures, range: 12″) Brings 3–18 normal-tier figures or a single super-normal figure that fails to save versus spells completely under the influence of the magic-user. The charm does not affect the undead, but otherwise lasts until it is dispelled.

Confusion (affects: 4–14 figures, duration: 12 turns, range: 12″) Causes confusion in 4–14 figures. Normal-types are affected immediately with no saving throw. Heroic-types are affected only after a delay of 2–12 turns −1 turn per level of the magic-user (with any negative delay indicating an immediate effect). Additionally, heroic-types are allowed a saving throw versus spells to ignore the effect each turn. Otherwise, an affected figure's behavior is determined randomly each turn with a throw of two six-sided dice as follows: 2–5 attack enemies, 6–8 do nothing, 9–12 attack each other.

Dimension Door (affects: self, range: 36″) This limited teleportation spell will transport the magic-user instantaneously to anywhere within 36″, specified by distance and direction.

Hallucinatory Terrain (affects: 14″ diameter, range: 24″) Creates a broad-scale illusory swamp, hill, ridge, wood, or whatever that convincingly conceals the true terrain. The hallucination will not stand up to close inspection, however, and is ended by inquiring contact.

Polymorph Other (affects: 1 figure, duration: permanent, range: 6″) Transforms one figure into any living creature the magic-user desires. If the recipient withstands adversity it will assume the physical qualities of the creature it resembles, while retaining its own mental qualities and hit points. Unless dispelled sooner, the recipient's intelligence drops by 1 point each day until it is equal to or less than that of the beast it resembles. At that point the recipient literally becomes that beast and acts accordingly.

Polymorph Self (affects: self, duration: 6 turns + 1 turn/level) The magic-user takes the form of any desired creature, assuming the size, shape, and mobility of that creature, but not its fighting capability or other powers.

Remove Curse (affects: 1 curse, range: touch) Lifts one curse from a creature or object, causing the latter to become a normal, unenchanted item of its type, but not neutralizing a cursed scroll before it has been read.

Wall of Fire (affects: up to 10″ wall, range: 6″) Conjures a blazing curtain of fire which will burn for as long as the magic-user concentrates on it. It can be straight or curved to a combined height and width up to 10″—including a 3″ diameter circle of 1″ flames. The wall is opaque and impenetrable to normal-types. Heroic/fantastic-types will suffer 1–6 hit points of damage for bursting through; the undead will instead suffer 2–12 hit points.

Wall of Ice (affects: up to 10″ wall, range: 6″) Conjures a steaming cold wall of 6 in thick ice. It can be straight or curved to a combined height and width up to 10″—including a 3″ diameter circle of 1″ tall ice. The wall is impenetrable to normal-types and negates fire-based spells and special abilities. Heroic-types will suffer 1–6 hit points of damage for crashing through; fire-based creatures instead suffer 2–12 hit points.

Witch Eye (affects: self, duration: 6 turns, range: 0″/24″) Conjures an invisible, floating eye that moves at a rate of 12″ per turn to anywhere the magic-user desires, within 24″. The magic-user sees in the mind's eye everything that the witch eye sees.

5th Level Magic-User Spells

Cloudkill (affects: 3″ diameter, duration: 6 turns, range: 1″) Conjures a 3″ diameter bank of dense, poisonous fog which rolls along the ground at a rate of 6″ either with the wind or away from the magic-user. The vapors are heavier than air and will pour down sinkholes or openings toward the lowest level. Any normal-type that breathes the fog is immediately slain. Heroic-types are allowed a saving throw versus poison to avoid death and superheroic-types are unaffected.

Contact Other Plane (affects: self) The magic-user seeks knowledge from higher planes of existence. A higher plane is more likely to possess the desired knowledge and will answer more questions, but imposes a greater risk of insanity. Only questions with "yes" or "no" answers can be asked. The possibility of insanity is reduced by 5% for each experience level beyond Wizard (the 10th level) the magic-user possesses. Otherwise, insanity will cause the magic-user to be totally incapacitated for a number of weeks equal to the number of the plane being contacted. This spell can be used once per week.

Table 17: Contact Other Plane

Plane and Questions	Chance of Knowledge	Chance of Insanity
3	8%	Nil
4	12%	10%
5	18%	20%
6	24%	30%
7	35%	40%
8	42%	50%
9	56%	60%
10	68%	70%
11	81%	80%
12	95%	90%

Feeblemind (affects: 1 magic-user, range: 24″) One magic-user must save versus spells at −4 or become a mental invalid. A feebleminded magic-user can neither read, write, figure, communicate in any coherent fashion, nor cast spells or use command words. The spell lasts until canceled by a dispel magic.

Hold Monster (affects: 1 or 1–4 monsters, duration: 6 turns + 1 turn/level, range: 12″) 1–4 monsters are held paralyzed if they fail to save versus paralysis. If a single figure is targeted its saving throw is penalized by −4.

Invoke Elemental (affects: 1 elemental, range: 24″) Conjures a 16 hit dice earth, air, fire, or water elemental which persists until it is destroyed in combat or dispelled. It obeys the magic-user for so long as the caster's concentration remains unbroken. If the caster is attacked or disturbed control is lost and the elemental will turn to attack the caster, and then the nearest figure, until it is destroyed. No more than one elemental of each type can be conjured each day.

Magic Jar (affects: self, range: 3″/12″) The magic-user sends the life force into a gem, rock, skull, or similar inanimate vessel within 3″, leaving the caster's own body helpless. From there the magic-user can attempt to possess any creature that approaches within 12″. Should the creature fail to save versus spells the magic-user assumes full possession of its physical faculties while retaining the caster's own intellect. The magic-user's life force can return to the magic jar at any time and automatically does so if the possessed body is slain. If the caster's own body has died in the meanwhile, the life force is trapped in the magic jar until another body can be possessed. If the magic jar is destroyed while the magic-user's life force is resident that life force is irrevocably annihilated.

Passwall (affects: 1″ tunnel, duration: 3 turns, range: 3″) Opens a man-sized tunnel up to 1″ deep through any wall—including solid rock but excluding solid iron.

Telekinesis (affects: 200 coins/level, duration: 6 turns, range: 12″) Objects (including living things) whose total mass does not exceed 200 coins weight per level of the magic-user can be moved by thought alone.

Teleport (affects: self) Instantly transports the magic-user from place to place regardless of distance. Without personal familiarity with a specific destination a fatal error is 75% likely. Passing familiarity with the destination reduces the likelihood of error to 20%: a throw of 1–10 being too low and 91–100 being 10–100 ft too high. With deliberate study of the destination an error is only 5% likely: a throw of 1 being too low and 97–100 being 10–40 ft too high. Teleporting into mid-air results in a fall; teleporting into solid earth is fatal.

Transmute Rock to Mud (reversible, affects: 33″ diameter, duration: 3–18 days, range: 12″) Transmutes an area of earth, sand, or rock up to 33″ square into a mud slough, undermining small structures, possibly drowning heavy creatures, and otherwise reducing ground movement by 90%. The mud will dry after 3–18 days; otherwise, a *Transmute Rock to Mud* spell can only be countered by a *Transmute Mud to Rock* spell, and vice versa.

Wall of Iron (affects: up to 5″ wall, duration: 12 turns, range: 6″) Conjures a daunting wall of solid iron 3 in thick with a combined height and width up to 5″. It can be plain or featured and straight or curved, as the magic-user desires.

Wall of Stone (affects: up to 10″ wall, range: 6″) Conjures an imposing wall of solid stone 2 ft thick with a combined height and width up to 10″. It can be plain or featured and straight or curved, as the magic-user desires. It lasts until it is dispelled or defeated by ordinary tunneling and battery.

6th Level Magic-User Spells

Anti-Magic Shield (affects: self, duration: 12 turns) A bubble of force surrounds the magic-user so that no spell may pass in either direction. It is impervious even to dispel magic.

Control Water (affects: 1 body of water, duration: 10 turns, range: 24″) Causes the water level of a river or similar body of water to immediately fall to half its natural depth.

Control Weather (affects: geographic region) Invokes a desired weather condition in the local geographic region. The specified conditions must be naturally occurring and will take 1–6 turns to manifest but will then persist until dispelled.

Disintegrate (affects: 1 target, range: 6″) An inimical ray disintegrates a man, a dragon, a gate, or other target with up to 1″ cube of contiguous matter affected. Magical material is unaffected and creatures are allowed a saving throw versus wands to avoid the effect.

Geas (affects: 1 figure, duration: special, range: 3″) The recipient is compelled to perform some task as directed by the magic-user. Any deviation from this task brings weakness; ignoring it entirely causes death. The use of this spell and the conduct of the recipient must be carefully refereed.

Invoke Stalker (affects: 1 stalker, duration: special, range 1″) Conjures an invisible stalker from the null-dimensions which the magic-user can instruct to carry out some task. The Invisible Stalker will continue this assignment single-mindedly until it is completed, or it is destroyed in combat or is dispelled. It will resent this servitude, however. After any day of service—or week of campaign time— the referee throws two six-sided dice. On a result of 12, the invisible stalker will subvert the magic-user's intent by obeying the magic-user's orders absolutely literally. If ordered to guard a treasure hoard, for example, it might take the hoard to its null-dimension and guard it there.

Move Earth (affects: up to 10″ diameter of earth, duration: 6 turns, range: 24″) Above ground this spell causes a hill, ridge, bluff, or similar body of earth up to 10″ in diameter to move at a rate of 6″ for up to 6 turns. Creatures, vegetation, and structures carried along are mostly unaffected.

Project Image (affects: 1 image, duration: 6 turns, range: 24″) Projects a convincing image of the magic-user. All spells and spell-like powers employed thereafter appear to originate from the image for its duration.

Reincarnate (affects: a slain character, range: touch) Restores a slain character to life in a new physical form determined by its alignment. Dice for the new form on the *People and Monsters by Alignment* table and, if a player-type is indicated, throw a six-sided die to determine level.

Slaying Spell (affects: 3–18 figures, range: 24″) Instantly slays 3–18 normal- or heroic-types within a 7″ diameter. The spell is indiscriminate and must affect the indicated number of creatures beginning with those nearest to the target. No saving throw is allowed but superheroic-types are unaffected.

Stone to Flesh (reversible, affects: 1 object, duration: permanent, range: 12″) Restores one petrified figure to living flesh. Surviving the transformation requires a successful withstand adversity check. The reverse, *Flesh to Stone*, turns one living creature (and everything carried) to stone. A successful saving throw versus petrification will negate the effect.

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