

Original Edition Characters



A Player's Handbook
of Original Edition Character
Options for **LABYRINTH LORD**

Foreword

Welcome to *Original Edition Characters*, a player's supplement for *Labyrinth Lord*. This book was originally conceived some time ago, as a way to access a different style of play that is captured in the Original Edition of the fantasy game that inspires *Labyrinth Lord*. The core rules of *Labyrinth Lord* are a concise restatement of rules that fundamentally have changed little from their Original Edition roots. The areas of greatest change are in the way characters are handled and their available options. Therefore, this work is presented as a player's handbook to the Original Edition, for generating characters in this style for use with the *Labyrinth Lord* rules. I hope this helps to round out the growing "family" of games available from Goblinoid Games. Look forward to an *Advanced Edition Characters* option in the future.

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Goblinoid Games

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How to Use This Book

Original Edition Characters presents the character options present in the original 1974 fantasy rules, but for use with and adapted for the *Labyrinth Lord* core rules. As such this is not a standalone product, but should be considered an "original edition" player's handbook. This book will be used as a replacement for sections 2 and 3 in the *Labyrinth Lord* rulebook for players who want campaigns that feel more like the fantasy game released in 1974. All definitions of terms remain the same as those presented in *Labyrinth Lord*.

Character Abilities

Character Abilities must be determined by rolling randomly. Roll 3d6 and add them together for each of the abilities. The *Labyrinth Lord* may allow you to roll abilities in any order, or in order as listed here.

Strength (STR) measures a character's muscle and physical power. This ability is especially important for fighting men, since it is their prerequisite. Having a high STR does not grant any special bonuses, but should be considered in general over low STR when strength is a factor in a situation.

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability influences missile attacks and can be considered when there is a question of who should act first in a given situation.

DEXTERITY TABLE		
Score	Missile Attack	Modifier*
3-8		-1
9-12		0
13-18		+1

* These modifiers only apply to hit, not to damage.

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. In addition, CON can influence the survivability of powerful magic that alters a character's body. These effects include magical restoration from death and other magic that transforms the body from one form to another.

CONSTITUTION TABLE I		
Score	Hit Point Modifier	per Hit Die*
3-6		-1
7-12		0
13-18		+1

* A character will receive a minimum of 1 hit point per level regardless of the modifier to hit dice.

CONSTITUTION TABLE II	
Score	Survive Transformative Shock
3	5%
4	10%
5	20%
6	30%
7	40%
8	50%
9	60%
10	70%
11	80%
12	90%
13	99%

Constitution Table Explanations

Survive Transformative Shock: Whenever an attempt is made to bring a dead character back to life with the spell *raise dead* or similar magic, this percentage chance or lower must be rolled on d% or the attempt fails. If the attempt fails, the character remains dead and no further attempts may be made to bring the character back to life. In addition, whenever a character's form is changed with spells or effects that *petrify* or *polymorph* (but not the spell *polymorph self*), a character must roll this percentage or lower on d% or the transformative shock overwhelms the character and he dies. Note that this roll must be made when a being is *turned to stone* and when a character or creature is restored to flesh.

Intelligence (INT) determines how well a character learns, remembers, and reasons. This ability is especially important for magic-users.

INTELLIGENCE TABLE	
Score	Additional Languages
3-10	0
11	+1
12	+2
13	+3
14	+4
15	+5
16	+6
17	+7
18	+8

Wisdom (WIS) describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics.

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability is important for how other characters or monsters will respond to a character in an encounter, and affects the morale of hirelings and the number of retainers a character may have.

CHARISMA TABLE			
Score	Reaction Adjustment	Retainers	Retainer Morale
3	+2	1	4
4-5	+1	2	5
6-8	+1	3	6
9-12	0	4	7
13-15	-1	5	8
16-17	-1	6	9
18	-2	12	10

Ability Prime Requisites

The classes discussed in the next section have ability prime requisites. The table below details the effect a score in a prime requisite has on experience points earned by characters.

ABILITY PRIME REQUISITE TABLE	
Score	Experience Adjustment
3-6	-20%
7-8	-10%
9-12	0
13-14	+5%
15+	+10%

Choosing a Class

Once abilities have been determined, each player must choose a class. Each class will have a prime requisite. If the prime requisite ability is high enough, the character will receive a bonus to experience. Sometimes, a player will choose a certain class and the character does not have a prime requisite high enough to receive the experience bonus. In these cases, 2 ability points may be sacrificed from one ability to raise one prime requisite ability 1 point. This may be done more than once, but no ability can be lowered below 9. There are certain restrictions on how to raise or lower abilities. No ability may be lowered if it is also a prime requisite for the class, even if there are a few points to spare above the minimum required score. Dexterity can only be raised, never lowered.

Clerics

Requirements: None
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: None

Humans who become clerics have pledged their lives to serve a deity. To this end, they conduct their lives in a way to further the desires and will of their gods or goddesses. Clerics may use divine energy in the form of spells, which are granted through prayer and worship. The power and number of cleric spells available to a character are determined by level. Clerics are also trained to fight, and they should be thought of not as passive priests but as fighting holy crusaders. If a cleric ever falls from favor, due to violating the beliefs of his god or breaking the rules of his clergy, the god may impose penalties upon the cleric. These penalties are entirely up to the Labyrinth Lord, but may include penalties to attack (-1) or even a reduction in spells available.

Clerics can use any form of armor and weapons except for weapons that have a sharp edge. This eliminates weapons such as swords, axes, and arrows, but not slings, maces, or other blunt items. Strict holy doctrine prevents clerics from using any cutting or impaling weapons.

Turning Undead: Clerics have the ability to **Turn Undead**. The potency of this ability is determined by level. The cleric is able to call upon the name and power of his deity to repel, and even destroy, undead. Turned undead will leave the area by any means they can, and will not attempt to harm or make contact with the cleric. On the Turning Undead table, there will be a dash, a "T", a "D", or a number corresponding to the HD of an undead creature and the level of the cleric. A dash means that the cleric has not attained high enough level to turn the undead type. A "T" means that the cleric automatically turns the undead, and a "D" means that the undead will be destroyed automatically. A number indicates that the player must roll that number or higher on 2d6 in order to turn the

undead. If this roll is successful, or there is a "T" in the chart, the player rolls 2d6 again and the result equals the number of total hit dice of undead creatures turned. A "D" in the chart requires the same roll to determine how many HD of undead are destroyed. No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful use of Turn Undead.

EXAMPLE: Pardue the Holy, a level 1 cleric, attempts to turn 4 foul undead skeletons (1 HD each). When Pardue's player looks at the Turning Undead table, there is a 7 corresponding to his level and the entry for undead of 1 HD. He turns some undead on a roll of 7 or higher on 2d6. He rolls a result of 9, meaning some skeletons will be turned. To determine how many HD he turns, he rolls 2d6 and comes up with a 3. Since skeletons have 1 HD each, three of them flee, leaving one behind for Pardue the Holy to vanquish. If Pardue had been attempting to turn undead that have 2 HD each, he would only have turned one, since a roll of three only completely accounts for one 2 HD creature.

Reaching 8th level: Once attaining 8th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The Labyrinth Lord chooses which proportions of followers are bowman, infantry, etc.

TURNING UNDEAD TABLE

Cleric Level

Undead	Cleric Level													
HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14+
1	7	5	3	T	T	D	D	D	D	D	D	D	D	D
2	9	7	5	3	T	T	D	D	D	D	D	D	D	D
3	11	9	7	5	3	T	T	D	D	D	D	D	D	D
4	-	11	9	7	5	3	T	T	D	D	D	D	D	D
5	-	-	11	9	7	5	3	T	T	D	D	D	D	D
6	-	-	-	11	9	7	5	3	T	T	D	D	D	D
7	-	-	-	-	11	9	7	5	3	T	T	D	D	D
8	-	-	-	-	-	11	9	7	5	3	T	T	D	D
9	-	-	-	-	-	-	11	9	7	5	3	T	T	D
Infernal*	-	-	-	-	-	-	-	11	9	7	5	3	T	T

* This category includes very powerful undead, or unholy beings such as demons and devils.

CLERIC LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d6)
0	1	1
1,565	2	2
3,125	3	3
6,251	4	4
12,501	5	4+1
25,001	6	5
50,001	7	6
100,001	8	7
200,001	9	7+1
300,001	10	7+2
400,001	11	7+3
500,001	12	8+1
600,001	13	8+2
700,001	14	8+3
800,001	15	9+1
900,001	16	9+2
1,000,001	17	9+3
1,100,001	18	9+4
1,200,001	19	9+5
1,300,001	20	9+6

CLERIC SPELL PROGRESSION					
Class Level	Spell Level				
	1	2	3	4	5
1	0	0	0	0	0
2	1	0	0	0	0
3	2	0	0	0	0
4	2	1	0	0	0
5	2	2	0	0	0
6	2	2	1	1	0
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3
11	4	4	4	3	3
12	4	4	4	4	4
13	5	5	5	4	4
14	5	5	5	5	5
15	6	6	6	5	5
16	6	6	6	6	6
17	7	7	7	6	6
18	7	7	7	7	7
19	8	8	8	7	7
20	8	8	8	8	8

Dwarves

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: Fighting Man 6

Dwarves have a reputation for having surly attitudes, and are particularly gruff with elves. Dwarves are stout, short, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves value precious metals and stones, and live underground. Perhaps not surprisingly, they have skin, hair and eye colors in earth tones. Due to their short height, dwarves cannot use two-handed weapons or longbows. Dwarves may only be fighting men. Dwarf saving throws are as fighting men, but they save versus all magic as if 4 levels higher.

Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with *infravision* up to 60 feet. From their experience underground, dwarves have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function. In addition to these

abilities, dwarves are particularly hardy people, and have a strong resistance to magic, as reflected in their saving throws. Further, a dwarf character will speak the common tongue, dwarvish, and his own alignment language. Because of their frequent interaction underground with these creatures, dwarves will also speak goblin, gnome, and kobold.

Elves

Prime Requisite: STR and INT

Hit Dice: 1d8 or 1d6

Maximum Level: Fighting Man 4; Magic-User 8

Elves have pointed ears, and are thin, fey beings. They are very diverse in appearance, much like humans, and there are said to be different kinds of elves in distant locations. They typically weigh about 120 pounds and are between 5 and 5 ½ feet tall. Though very peaceful people who enjoy good, light food and play, elves are very talented fighters and users of magic. Elves act as both fighting men and magic-users, but must choose which class they will be at the start of each game session. They must remain that class, gaining experience in that class only, until the game session ends. When acting as a fighting man, elves can wield any weapon and use any armor. When acting as a magic-user, they are subject to the same restrictions as magic-users except that they may wear magical armor.

Elves have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, elves are completely unaffected by the paralysis ghouls can inflict. Elves can speak their alignment language, common, elvish, gnoll, hobgoblin, and orc.

Elf Spell Progression

Elves follow the same spell progression as magic-users up to 8th level. Refer to the chart provided under the magic-user class description.

Fighting Men

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: None

Fighting men, as their name implies, are exclusively trained in the arts of combat and war. They are specialists at dealing physical blows. Unlike other classes, fighting men are particularly burdened in a group of adventurers because they are tougher and must take the lead to defend others. Fighters can use any weapons and armor.

Reaching 9th Level: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter

will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

FIGHTING MAN LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d8)
0	1	1+1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5+1
32,501	6	6
65,001	7	7+1
120,001	8	8+2
240,001	9	9+3
360,001	10	10+1
480,001	11	10+2
600,001	12	11+1
720,001	13	11+2
840,001	14	11+3
960,001	15	11+4
1,080,001	16	11+5
1,200,001	17	11+6
1,320,001	18	11+7
1,440,001	19	11+8
1,560,001	20	11+9

Halflings

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: Fighting Man 4

Halflings are even smaller than dwarves, being about 60 pounds and only attaining a height of around 3 feet. They are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature, and value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort, and will spend their riches on the most extravagant items.

Like dwarves, halflings may not use large and two-handed weapons, but may use any other weapon and armor. Halfling saving throws are as fighting men, but they save versus all magic as if 4 levels higher. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Magic-Users

Prime Requisite: INT
Hit Dice: 1d6
Maximum Level: None

Sometimes called wizards, warlocks, or witches, magic-users study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly more powerful spells as they advance in level. However, they are limited in their choice of weapons, as they are only able to use small weapons such as a dagger. They are unable to use shields or wear any kind of armor. For these reasons, magic-users are weak at low levels, and in an adventuring group they should be protected.

Magic-users carry spell books, which hold the formulae for spells written on their pages. A magic-user can have any number of spells in a spell book, but can only memorize a certain number of spells that he can know off hand to cast at any time. This number increases as a magic-user increases in class level.

Reaching 11th Level: When a magic-user reaches the 11th level, he is able to create spells and magic items. These rules are in the Magic Research portion of Section 8 in *Labyrinth Lord*.

MAGIC-USER LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d6)
0	1	1
2,501	2	1+1
5,001	3	2
10,001	4	2+1
20,001	5	3
40,001	6	3+1
80,001	7	4
160,001	8	5
310,001	9	6+1
460,001	10	7
610,001	11	8+1
760,001	12	8+2
910,001	13	8+3
1,060,001	14	8+4
1,210,001	15	9+1
1,360,001	16	9+2
1,510,001	17	9+3
1,660,001	18	10+1
1,810,001	19	10+2
1,960,001	20	10+3

MAGIC-USER SPELL PROGRESSION

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

Choosing Alignment

In *Labyrinth Lord*, all beings, whether characters or monsters, adhere to one of three philosophies or spheres of behavior. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his character is created. The different alignments are described below. Note that although players should do their best to adhere to one of these spheres, the *Labyrinth Lord* will take note when behavior deviates too much from their chosen alignment and he may assign a new alignment more appropriate to actual character actions. All alignments have alignment languages. In addition to the common tongue and other languages known, as indicated by class, adherents of a particular alignment share an alignment language that only they understand.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good, and will choose the good of a larger group over the good of an individual.

Neutrality: Neutral beings are more self-centered. They believe in a balance between the ideas of law and chaos, and in their actions they tend to do what

will serve themselves. They might commit good or evil acts in order to further their own ends, and generally will not put others' needs ahead of their own.

Chaos: Chaotic beings are in direct opposition to law. These beings should be seldom trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there should be no innate order to life.

EXAMPLE: If an adventurer were in a situation where his companions were trapped and would meet certain death without his help, he would act in the following ways based on his alignment:

The lawful character would sacrifice himself if necessary to rescue his companions. He would never leave them behind unless he had a better chance of saving them by doing so, or some truly greater cause could be achieved.

The neutral character will attempt to rescue his friends only if he is not likely to be harmed. He will weigh the costs and benefits, and if he is at too much risk, he will leave them behind.

The chaotic character will only help the group if he stands to profit from it and if he is not likely to get hurt. How he will act depends entirely on how he sees potential for personal gain or which way is most self-serving.

Character Languages

All characters begin with the common tongue and their alignment language. Some classes grant further languages, and characters with high intelligence receive additional languages. Additional languages can be chosen at the Labyrinth Lord's discretion. In general, any races or monsters capable of language have their own language. Most monsters have at least a 20% probability of speaking their own language and the common tongue. When we refer to the common tongue, we are assuming this is a language common to all humans. However, the Labyrinth Lord may rule that different humans have different languages, in which case a particular human language must be chosen rather than a common tongue.

Saving Throws and Attack Matrix

The following tables present the saving throws for each class, and the attack values associated with them.

CLERIC SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

FIGHTING MAN SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

MAGIC-USER SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

Character Attack Table

Classes			Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher											
Cleric	Fighting Man	Magic-User	Armor Class											
Level Ranges			-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	1-2	1-3	20	20	19	18	17	16	15	14	13	12	11	10
4-5	3	4-7	20	19	18	17	16	15	14	13	12	11	10	9
6-8	4	8-10	19	18	17	16	15	14	13	12	11	10	9	8
9-10	5	11-12	18	17	16	15	14	13	12	11	10	9	8	7
11	6	13	17	16	15	14	13	12	11	10	9	8	7	6
12	7-8	14-15	16	15	14	13	12	11	10	9	8	7	6	5
13-14	9	16-18	15	14	13	12	11	10	9	8	7	6	5	4
15-16	10-11	19-20	14	13	12	11	10	9	8	7	6	5	4	3
17-18	12	21-23	13	12	11	10	9	8	7	6	5	4	3	2
19-20	13	24+	12	11	10	9	8	7	6	5	4	3	2	2
21+	14		11	10	9	8	7	6	5	4	3	2	2	2
	15		10	9	8	7	6	5	4	3	2	2	2	2
	16		9	8	7	6	5	4	3	2	2	2	2	2
	17		8	7	6	5	4	3	2	2	2	2	2	2
	18		7	6	5	4	3	2	2	2	2	2	2	2
	19+		6	5	4	3	2	2	2	2	2	2	2	2

Character Inheritance

Characters die. The Labyrinth Lord might allow players to create a will for their characters, to leave treasure behind for an heir. If this is done, the treasure must be stored with a reputable bank, which will charge a total of 10% of the treasure for their services. A player might try to leave money to an heir through less safe means, such as burying it and leaving a map behind, but this is more risky. A character's heir has to be a new 1st level character, and a player is only allowed to leave a character inheritance one time.

Money and Coins

All characters start with 3d8x10 gold pieces (gp). The most common coin is the gold piece (gp). A gold piece is worth 2 electrum pieces (ep), or 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, electrum, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp. The standard coin weighs about 1/10th of a pound (10 to the pound), and when a carrying device, such as a backpack, lists the weight it can carry this weight can be directly converted to coins to determine how many coins it can carry.

Coins	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (cp) =	1	1/10	1/50	1/100	1/1,000
Silver Piece (sp) =	10	1	1/5	1/10	1/100
Electrum Piece (ep) =	50	5	1	1/2	1/20
Gold Piece (gp) =	100	10	2	1	1/10
Platinum Piece (pp) =	1,000	100	20	10	1

Equipment

Starting characters may purchase the following equipment. These lists will also be handy when characters need to restock supplies between adventures. Note that unless variable weapon damage is used, all weapons inflict 1d6 hp damage.

WEAPONS

Weapon	Cost	Variable Damage	Weight
Axe, battle*	6 gp	1d8	6 lb.
Axe, hand	1 gp	1d6	3 lb.
Club	3 gp	1d4	3 lb.
Crossbow, heavy	25 gp		8 lb.
Heavy quarrels (10) and case	3 gp	1d8	1 lb.
Crossbow, light	16 gp		4 lb.
Light quarrels (10) and case	3 ep	1d6	1 lb.
Dagger	3 gp	1d4	1 lb.
Dagger, silver	30 gp	1d4	1 lb.
Dart	5 sp	1d4	1/2 lb.
Flail	3 gp	1d6	5 lb.
Flail, heavy*	8 gp	1d8	10 lb.
Hammer, light	1 gp	1d4	2 lb.
Hammer, war*	7 gp	1d6	5 lb.
Javelin	1 gp	1d6	2 lb.
Lance	7 gp	1d6	10 lb.
Longbow	40 gp		3 lb.
Quiver and arrows (20)	5 gp	1d8	3 lb.
Mace	5 gp	1d6	3 lb.
Morningstar*	5 gp	1d6	6 lb.

Weapon	Cost	Variable Damage	Weight
Pick, heavy*	8 gp	1d8	6 lb.
Pick, light	5 gp	1d6	3 lb.
Pole Arm*	7 gp	1d10	15 lb.
Quarterstaff*	2 gp	1d6	4 lb.
Shortbow	25 gp		2 lb.
Quiver and arrows (20)	5 gp	1d6	3 lb.
Sling	2 gp		0 lb.
Bullets, sling (10)	nil	1d4	5 lb.
Spear	3 gp	1d6	6 lb.
Sword, long	10 gp	1d8	4 lb.
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed*	15 gp	1d10	15 lb.
Trident*	4 gp	1d6	4 lb.

*These are classified as two-handed weapons.

ARMOR

Armor	Cost	Armor Class	Weight
Banded mail	45 gp	4	35 lb.
Chain mail	30 gp	5	30 lb.
Horse barding	150 gp	5	60 lb.
Leather	16 gp	7	15 lb.
Padded	5 gp	8	10 lb.
Plate mail	55 gp	3	50 lb.
Scale mail	25 gp	6	40 lb.
Shield	10 gp	1 less*	10 lb.
Splint mail	45 gp	4	45 lb.
Studded leather	25 gp	6	20 lb.
Unarmored	0 gp	9	nil

* Using a shield reduces armor class by 1.

ADVENTURING GEAR

Gear	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Candles (10)	10 cp	—
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Crowbar	2 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	2 gp	—
Garlic (3 cloves)	5 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Ink (1 oz. Vial)	8 gp	—
Quill pen	1 sp	—
Ladder, 10-foot	5 cp	20 lb.
Lantern	9 gp	3 lb.
Lock	20 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pole, 10-foot wooden	2 sp	8 lb.
Rations, unpreserved (per day)	2 sp	1 lb.
Rations, trail (per day, preserved)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	1/2 lb.
Sack, small (empty)	1 sp	1/2 lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	1/2 lb.

Gear	Cost	Weight
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb
Spyglass	1,000 gp	1 lb.
Stakes, wooden (3)	5 cp	1 lb.
Torches (8)	3 sp	8 lb.
Vial, for ink, potion, or holy water	1 gp	1/10 lb.
Waterskin/Wineskin	1 gp	4 lb.
Wine (2 pints)	1 gp	½ lb.
Wolfsbane (fist full)	10 gp	—

ANIMALS, LAND AND WATER TRANSPORT

Animals and Land Transport	Cost
Cart	100 gp
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, draft	40 gp
Horse, riding	75 gp
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

Water Transport	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing Ship, large	22,000 gp
Sailing Ship, small	7,000 gp
Sailing Ship, transport	30,000 gp

Equipment Descriptions

Most equipment and other items listed above are described here. Note that, should the players wish to purchase items not provided in the equipment lists, the Labyrinth Lord may use the items available as guidelines for determining new items' characteristics, including prices, and damage if additional weapons are desired.

Animals of burden: Most horses and mules can carry up to 200 lbs. and move at 120'. A maximum of twice this encumbrance can be carried and will reduce this movement to 1/2.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 pounds.

Boat, River: A riverboat can carry 3,000 pounds. It is 10 feet wide and between 20-30 feet long, and has a "draft," or surface depth, of between 2-3 feet when in the water. Riverboats are rowed, or poles are used to push it along. The cost of the boat increases by 1,000 gp if it has a roof.

Boat, Sailing: This boat may be 10 feet longer than a riverboat, but is otherwise similar in dimensions and travels by sail. A sailing boat can carry the weight of 2,000 pounds.

Candles: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Canoe: A canoe is a small boat that weighs 50 pounds. It can carry weight up to 600 pounds and is about 15 feet long.

Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules up to 60 feet per turn. If the cart is pulled by only one horse or two mules, it can carry 400 pounds. If pulled by four mules or two horses, it can carry 600 pounds.

Crowbar: A crowbar is 2 or 3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Galley, Large: This is a large ship, capable of holding a weight of 4,000 pounds. These ships are 15-20 feet wide, 120-150 feet long, and have a draft of 3 feet. This ship is manned by 180 rowers. Further, in addition to the captain, there is generally a crew of 70. These ships are sometimes equipped with catapults and a ram.

Galley, Small: This ship is capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-100 feet long, and have a draft of 2-3 feet. This ship is manned by 60 rowers. Further, in addition to the captain, there is generally a crew of 40. These ships are sometimes equipped with catapults and a ram.

Galley, War: This is a large ship that is generally a fleet's flagship, capable of holding a weight of 6,000 pounds. These ships are 20-30 feet wide, 120-150 feet long, and have a draft of 4-6 feet. This ship is manned by 300 rowers. Further, in addition to the captain, there is generally a crew of 100. These ships are equipped with 3 catapults and a ram.

Grappling Hook: These can be used for anchoring a rope, and often have 3 to 4 prongs.

Hammer: If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy Water: Holy Water is water that has been blessed by a cleric. It is used in some church rituals, and is a formidable weapon against the undead.

Horse Barding: Barding is leather armor with metal plates on it, worn by horses. It weighs 60 pounds and grants an Armor Class of 5 to the horse.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

Lifeboat: This ship is capable of holding a weight of 1,500 pounds. These ships are 4-5 feet wide, 20 feet long, and have a draft of 1-2 feet. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on larger galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on smaller galleys. Lifeboats weigh 500 pounds and will take up this much weight, each, on a galley.

Lock: This is a common iron lock with a key.

Longship: This is a narrow ship capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-80 feet long, and have a draft of 2-3 feet. This ship requires 60 rowers, but is also capable of being sailed. In addition to the captain, there is generally a crew of 75 sailors, of which 60 may row when the wind is low.

Manacles: These are used to bind hands or feet.

Oil Flask: In addition to fueling lamps, oil can be used as a missile weapon.

Raft: Rafts can be professional or makeshift water vessels that can be no larger than 40x40 feet. For every 10x10 area of well-built rafts, the raft can hold a weight of 1,000 pounds. If the raft is makeshift, it will only hold a weight of 500 pounds for each 10x10 foot area. A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion.

Rations, trail: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain.

Rations, standard: This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Sack, Large: This sack can contain 60 pounds.

Sack, Small: This sack can contain 20 pounds.

Saddle Bag: This bag can contain 30 pounds.

Sailing Ship, Large: This large, seaworthy ship is 100 to 150 feet long, 25 to 30 feet wide, a draft of 10 to 12 feet, and has a crew of 70. It can carry 30,000 pounds of cargo. It has square sails on its three masts and is sometimes equipped with two catapults.

Sailing Ship, Small: This ship is much like the larger version, but is 60 to 80 feet long, 20 to 30 feet wide, a draft of 5 to 8 feet, and has a crew of 12. It can carry 10,000 pounds of cargo, and has one mast.

Sailing Ship, Transport: This large ship has similar dimensions and characteristics to a large sailing ship. However, it is specially designed to carry troops, mounts, and equipment of war as its cargo.

Spellbook (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an elf or magic-user for recording spells.

Torch: A torch burns for 1 hour, clearly illuminating a 30-foot radius. If a torch is used in combat, it deals 1d4 damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500 pounds, while four can pull 4,500 pounds. A wagon can move at a similar speed and under similar conditions to a cart.

Waterskin/Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Spells

Spells are cast by magic-users and clerics. Memorized hand gestures combined with arcane spoken words bring about magical effects. Spell casters are able to memorize a certain number of spells of different spell levels, depending on the characters' levels of experience. When a spell is cast, knowledge of the spell is erased from the mind of the caster. However, a character can memorize the same spell more than once if the character is capable of memorizing more than one spell of a spell level.

There is a fundamental difference between the spells of magic-users compared to the spells of clerics. Magic-users memorize spells from spell books. These spells draw upon magical energies. Clerics do not study spells from books, but instead receive the knowledge of how to cast specific spells through prayer to their gods. For this reason, clerics have access to all clerical spells they are capable of casting when they pray for spells.

All spell casters can memorize or pray for new spells after 8 hours of rest. It takes one hour to memorize all spells the character is capable of learning.

Magic-users gain additional spells for their spell books in a few different ways. The Labyrinth Lord may allow these spell casters to consult a magic-user guild when they gain levels, and the guild will give them spells, determined randomly, so that the spell books contain the same number of spells the characters are able to cast. This practice might not be allowed, and instead characters may depend entirely on finding scroll spells to add to a spell book, or finding other spell books with new spells in them. Scroll spells of any level may be copied to a spell book, but the spell disappears from the scroll. Characters may also copy spells from one spell book to another, and this process does not erase spells from a book.

Sometimes a spell book will either be lost or destroyed. A magic-user or elf can rewrite the spells through research and memory at a cost of 1 week of game time and 1,000 gp for each spell level. For instance, if two first level spells and one 2nd level spell are replaced, it will take 4 weeks and 4,000 gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required.

Spell Casting Constraints

All spell casters need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that bring magic effects into being. As a result, a spell caster cannot cast spells if he is gagged, his hands are tied, or he is in an area under the effects of a silence spell. Spell casters may take no other actions during the same round they intend to cast a spell. A PC must announce the intention to cast a spell prior to initiative being determined at the beginning of a round. Should an opponent successfully attack the character, or if the character is required to roll a saving throw and fails prior to casting a spell, the spell is disrupted and fails. The spell is removed from the caster's memory as if it had been cast. Finally, in most instances a spell caster must have the intended target of a spell within visual range (unless otherwise noted), whether the target is a specific monster, character, or area of effect.

Saving Throws

Some spells allow saving throws, and this will be noted in the spell description. When saving throws are allowed, a successful roll will typically reduce or eliminate a spell effect, depending on the spell description.

Reversible Spells

Some spells are reversible, and this will be indicated for each spell. For magic-users, the reverse of a spell is considered a different spell, so that all spell casters must memorize the specific form of the spell ahead of time. A magic-user may memorize both forms of a spell. A cleric can use either form of a spell without having to pray for the different versions separately, but the Labyrinth Lord may limit this to some degree if a reversed spell is against the beliefs of the cleric's god. A cleric may draw dissatisfaction from his god if he casts versions of spells that have effects that go against his alignment.

Cumulative Spell Effects

Spells that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, spells cannot be used to

increase the same ability. For instance, a character cannot cast two bless spells for cumulative effect.

Beginning Spells

As discussed previously, clerics have access to all spells when they pray for them. Magic-users study the spells from their spell books, and begin play with a few more spells in their books than they are able to cast based on their level. The player may choose two first level spells and one second level spell, but any other spells can only be added to a spell book through game play.

Spell Descriptions

Spells are described here in alphabetical order, divided between cleric and magic-user spells. These spells are listed by level at the end of this section.

Cleric Spells

Animal Growth

Level: 3

Duration: 12 turns

Range: 120'

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Animate Dead

Level: 3

Duration: Permanent

Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

Bless (reversible)

Level: 2

Duration: 6 turns

Range: 60'

Bless fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls.

The reverse of this spell does not affect allies within the effect area, and incurs penalties of -1 instead of bonuses to the rolls indicated above.

Commune

Level: 5

Duration: 3 turns

Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by "yes" or "no". Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The Labyrinth Lord will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

Continual Light (reversible)

Level: 3

Duration: See below

Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, continual light is permanent.

Continual darkness (reverse of *continual light*) produces darkness in the same area and manner as continual light. It can be countered with continual light or dispel magic. Like continual light, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell light.

Create Food and Water

Level: 4

Duration: Permanent

Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

Cure Critical Wounds (reversible)

Level: 5

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of $3d8+3$ hit points of damage. This spell cannot grant more hit points than the being's normal maximum. Cure critical wounds also heals any conditions listed in cure light wounds.

Cause critical wounds (reverse of *cure critical wounds*) causes $3d8+3$ hit points of damage to a being if the caster can touch the opponent.

Cure Disease (reversible)

Level: 3

Duration: Permanent

Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

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

Cure Light Wounds (reversible)

Level: 1

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of $1d6+1$ hit points of damage. Alternatively, this spell also cures paralysis, will not heal damage and paralysis in the same casting. This spell cannot grant more hit points than the being's normal maximum.

Cause light wounds (reverse of *cure light wounds*) causes $1d6+1$ hit points of damage to a being if the caster can touch the opponent.

Cure Serious Wounds (reversible)

Level: 4

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points of damage. This spell cannot grant more hit points than the being's normal maximum. Cure serious wounds also heals any conditions listed in cure light wounds.

Cause serious wounds (reverse of *cure serious wounds*) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

Detect Evil

Level: 1

Duration: 6 turns

Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the Labyrinth Lord must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

Detect Lie (reversible)

Level: 4

Duration: 1 round per level

Range: 30'

The caster can use this spell on himself or another being, and will be able to be able to know whether words heard are truth or lies.

Undetectable lie (reverse of *detect lie*) can nullify the effect of *detect lie*, or can be used to tell lies in a convincing manner.

Detect Magic

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Dispel Evil

Level: 5

Duration: 1 turn

Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be

destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a -2 penalty. In addition, *dispel evil* can be used to remove a cursed item from a being within the spell range.

Dispel Magic

Level: 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of dispel magic. For each level an opponent is above the caster, there is a cumulative 5% chance dispel magic does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

Find Traps

Level: 2

Duration: 2 turns

Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

Flame Strike

Level: 5

Duration: Instantaneous

Range: 60'

A flame strike produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Hold Person

Level: 2

Duration: 9 turns

Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spell. This spell can effect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

Insect Plague

Level: 5

Duration: 1 day

Range: 480'

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

Know Alignment

Level: 2

Duration: 1 round

Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

Light (reversible)

Level: 1

Duration: 12 turns

Range: 120'

This spell causes an object to glow like a torch, shedding bright light in a 15-foot radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell. *Darkness* can also be cast on a target's eyes, and a saving throw versus spell is allowed.

Locate Object

Level: 3

Duration: 6 turns

Range: 120'

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

Lower Water

Level: 4

Duration: 1 turn per level

Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level cleric could lower water by 50% in a 10' square area.

Neutralize Poison

Level: 4

Duration: Permanent

Range: 0

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that don't go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

Protection from Evil

Level: 1

Duration: 12 turns

Range: Caster

This spell wards a creature from attacks by "evil" creatures. It creates a magical barrier around the subject that moves with the subject. The subject gains a bonus to AC of -1 and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures.

In addition, this spell prevents bodily contact by summoned or created creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures recoil if such attacks require touching the warded creature. However, these creatures can attempt missile attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius

Level: 4

Duration: 12 turns

Range: 10' radius from caster

This spell functions exactly like the spell *protection from evil*, except *protection from evil 10' radius* extends the protective barrier to a 10' radius around the caster, allowing companions to stay close to the caster and gain the benefits of the spell.

Purify Food and Drink

Level: 1

Duration: Permanent

Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage.

Quest (reversible)

Level: 5

Duration: See below

Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a *quest*. This *quest* can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the *quest*, he will be under the effect of a curse, the nature of which is decided by the Labyrinth Lord. The only way to remove the curse is to undertake the *quest*, and when the *quest* is finished the spell terminates.

Alternatively, the reverse of this spell, *remove quest*, can be used to remove the curse and to dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if he is a lower level than the caster of the *quest* spell. The probability of spell failure is 5% per level the cleric is below the caster of *quest*.

Raise Dead (reversible)

Level: 5

Duration: Permanent

Range: 120'

This spell restores life to a deceased dwarf, elf, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of *raise dead*) can be cast and directed at any character or monster. A *ray of death* shoots from the hand of the caster, and if the target fails

a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

Remove Curse (reversible)

Level: 3

Duration: Permanent

Range: 0

Remove curse instantaneously removes one curse on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

Bestow curse (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the Labyrinth Lord. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw versus spell.

Remove Fear (reversible)

Level: 1

Duration: 2 turns

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

Cause fear (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold

Level: 1

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire

Level: 2

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and grants a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Silence 15' Radius

Level: 2

Duration: 12 turns

Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Snake Charm

Level: 2

Duration: See below

Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Speak with Animals

Level: 2

Duration: 6 turns

Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided

when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Plants

Level: 4

Duration: 3 turns

Range: 30'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Sticks to Snakes

Level: 4

Duration: 6 turns

Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Striking

Level: 3

Duration: 1 turn

Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

True Seeing

Level: 5

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their “opposite.” The ugly appears beautiful, the valuable appears worthless, and so on.

Magic-User Spells

Animate Dead

Level: 5

Duration: Permanent

Range: 0

This spell functions identically to the Cleric spell of the same name.

Anti-Magic Shell

Level: 6

Duration: 12 Turns

Range: Caster

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Arcane Eye

Level: 4

Duration: 6 turns

Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Arcane Lock

Level: 2

Duration: Permanent

Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened with a successful *dispel magic* or *knock spell*. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

Charm Monster

Level: 4

Duration: Special

Range: 120'

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person

Level: 1

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

Clairvoyance

Level: 3

Duration: 12 turns

Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Cloudkill

Level: 5

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Confusion

Level: 4

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Conjure Elemental

Level: 5

Duration: permanent

Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at 1/2 movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a dispel evil or dispel magic spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane

Level: 5

Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact:

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives – 15% to the insanity roll.

Continual Light

Level: 2

Duration: Permanent
Range: 120'

This spell is similar to the 1st level cleric spell light. A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw versus spells. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.

Control Weather

Level: 6
Duration: See below
Range: 0

The radius of this spell is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

<u>Weather</u>	<u>Effects</u>
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Death Spell

Level: 6
Duration: 1 round

Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Detect Evil

Level: 2

Duration: 2 turns

Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

Detect Invisible

Level: 2

Duration: 5 rounds per level

Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

Detect Magic

Level: 1

Duration: 2 turns

Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

Dimension Door

Level: 4

Duration: 1 round

Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate

Level: 6

Duration: Permanent

Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not magical effects such as an *anti-magic shell*.

Dispel Magic

Level: 3

Duration: permanent

Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

ESP

Level: 2

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Feeblemind

Level: 5

Duration: Indefinite

Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the feeblemind.

Fire Ball

Level: 3

Duration: Instant

Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Floating Disc

Level: 1

Duration: 6 turns

Range: 6'

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

Fly

Level: 3

Duration: See below

Range: 0

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

Geas

Level: 6

Duration: See below

Range: 30'

This spell functions in an identical manner to the 5th level cleric spell *quest*.

Hallucinatory Terrain

Level: 4

Duration: See below

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated.

Haste (reversible)

Level: 3

Duration: 3 turns

Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A hasted creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Haste dispels and counters slow effects.

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

Hold Monster

Level: 5

Duration: See below

Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

Hold Person

Level: 3

Duration: 1 turn per level

Range: 120'

In all respects this spell is identical the cleric spell of the same name.

Hold Portal

Level: 1

Duration: 2d6 turns

Range: 10'

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

Infravision

Level: 3

Duration: 1 day

Range: 0

The caster or another creature is able to see 60' in the dark with infravision.

Invisibility

Level: 2

Duration: See below

Range: 240'

The creature or object touched becomes *invisible*, vanishing from sight, even from *infravision*. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an *invisible* creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes *invisible*, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' radius

Level: 3

Duration: See below

Range: 120'

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster and any creatures that move beyond the 10' radius of effect become visible again.

Invisible Stalker

Level: 6

Duration: See below

Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Knock

Level: 2

Duration: 1 round

Range: 60'

The knock spell opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Levitate

Level: 2

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

Light (reversible)

Level: 1

Duration: See below

Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Lightning Bolt

Level: 3

Duration: Instantaneous

Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Locate Object

Level: 2

Duration: 2 turns

Range: 60' +10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower Water

Level: 6

Duration: 10 turns

Range: 240'

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this spell.

Magic Jar

Level: 5

Duration: Special

Range: 30'

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

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar*, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell.

Failure to take over the host leaves the caster's life force in the *magic jar*, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

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

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

Magic Missile

Level: 1

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Massmorph

Level: 4

Duration: See below

Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

Mirror Image

Level: 2

Duration: 6 turns

Range: Self

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Move Earth

Level: 6

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved.

Part Water

Level: 6

Duration: 6 turns

Range: 120'

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

Passwall

Level: 5

Duration: 3 turns

Range: 30'

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

Phantasmal Force

Level: 2

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary

monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Plant Growth

Level: 4

Duration: See below

Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a *dispel magic* spell is cast. This spell has no effect on plant creatures.

Polymorph Others

Level: 4

Duration: See below

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self

Level: 4

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a mantichore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable

to cast spells when transformed. The spell *dispel magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Project Image

Level: 6

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil

Level: 1

Duration: 12 turns

Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' radius

Level: 3

Duration: 12 turns

Range: 0

This spell is identical to protection from evil, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

Level: 3

Duration: 12 turns

Range: 30'

While under the effects of this spell, the caster is completely unharmed by small and non-magical missiles. Only the caster receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

Read Languages

Level: 1

Duration: 2 turns

Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

Read Magic

Level: 1

Duration: 1 turn

Range: 0

By means of *read magic*, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the magic-user who owns the book can decipher it without the use of this spell

Reincarnation

Level: 6

Duration: Permanent

Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a class, roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

	Incarnation	Chaotic	Neutral	Lawful
1	Cleric	Bugbear	Ape	Blink Dog
2	Dwarf	Gnoll	Baboon	Gnome
3	Elf	Goblin	Centaur	Neanderthal
4	Fighting Man	Hobgoblin	Lizardfolk	Pegasus
5	Halfling	Kobold	Pixie	Roc (small)
6	Magic-user	Minotaur	Werebear	Unicorn
7	Creature	Ogre		
8	Creature	Orc		
9-10	Same class			

Remove Curse (reversible)

Level: 4

Duration: Permanent

Range: 0

In all respects this spell is identical to the 3rd level cleric spell *remove curse*.

Shield

Level: 1

Duration: 2 turns

Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Sleep

Level: 1

Duration: 4d4 turns

Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Stone to Flesh (reversible)

Level: 6

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to stone*

(reverse of stone to flesh) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Telekinesis

Level: 5

Duration: 6 rounds

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport

Level: 5

Duration: Instantaneous

Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly

Familiarity	On Target	High	Low
Very familiar	01-95	96-99	00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

Note that the caster cannot intentionally *teleport* himself or another creature off target or into solid matter.

Transmute Rock to Mud (reversible)

Level: 5

Duration: 3d6 days

Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

Ventriloquism

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

Wall of Fire

Level: 4

Duration: See below

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures who use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Ice

Level: 4

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures

that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone

Level: 5

Duration: See below

Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a dispel magic spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water Breathing

Level: 3

Duration: 1 day

Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

Web

Level: 2

Duration: 48 turns

Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Spell Tables

CLERIC SPELLS BY LEVEL				
LEVEL				
1	2	3	4	5
1. Cure Light Wounds	Bless	Animal Growth	Create Food and Water	Commune
2. Detect Evil	Find Traps	Animate Dead	Cure Serious Wounds	Cure Critical Wounds
3. Detect Magic	Hold Person	Continual Light	Detect Lie	Dispel Evil
4. Light	Know Alignment	Cure Disease	Lower Water	Flame Strike
5. Protection from Evil	Resist Fire	Dispel Magic	Neutralize Poison	Insect Plague
6. Purify Food and Drink	Silence 15' Radius	Locate Object	Protection from Evil 10' Radius	Quest
7. Remove Fear	Snake Charm	Remove Curse	Speak with Plants	Raise Dead
8. Resist Cold	Speak with Animal	Striking	Sticks to Snakes	True Seeing

MAGIC-USER SPELLS BY LEVEL

LEVEL

	1	2	3	4
1.	Charm Person	Arcane Lock	Clairvoyance	Arcane Eye
2.	Detect Magic	Continual Light	Dispel Magic	Charm Monster
3.	Floating Disc	Detect Evil	Fire Ball	Confusion
4.	Hold Portal	Detect Invisible	Fly	Dimension Door
5.	Light	ESP	Haste	Hallucinatory Terrain
6.	Magic Missile	Invisibility	Hold Person	Massmorph
7.	Protection from Evil	Knock	Infravision	Plant Growth
8.	Read Languages	Levitate	Invisibility 10' radius	Polymorph Others
9.	Read Magic	Locate Object	Lightning Bolt	Polymorph Self
10.	Shield	Mirror Image	Protection from Evil 10' radius	Remove Curse
11.	Sleep	Phantasmal Force	Protection from Normal Missiles	Wall of Fire
12.	Ventriloquism	Web	Water Breathing	Wall of Ice

LEVEL

	5	6
1.	Animate Dead	Anti-Magic Shell
2.	Cloudkill	Control Weather
3.	Conjure Elemental	Death Spell
4.	Contact Other Plane	Disintegrate
5.	Feeblemind	Geas
6.	Hold Monster	Invisible Stalker
7.	Magic Jar	Lower Water
8.	Passwall	Move Earth
9.	Telekinesis	Part Water
10.	Teleport	Project Image
11.	Transmute Rock to Mud	Reincarnation
12.	Wall of Stone	Stone to Flesh

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