

MAGICAL THEOREMS & DARK PACTS

Being a Treatise Regarding
Magics, Sorceries and Dark
Acts for Fantasy RPGs

by Dyson Logos

MAGICAL THEOREMS & DARK PACTS

Being a treatise on
Magics, Sorceries
and Dark Arts
for Fantasy RPGs

MAGICAL THEOREMS

Magical Theorems & Dark Pacts is a supplementary rulebook for old-school role-playing games. Nothing in here is based on reality; everything is fictional; any resemblances to magic spells your evil step-aunt cast on you when you were twelve are entirely coincidental (and probably a sign of your own strange psychoses to boot). Don't try to cast any of these spells at home. Seriously. You are not level eight yet, you don't get to learn to cast real magic until then.

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You can find out more about books, maps and writings by Dyson Logos at Dyson's Dodecahedron, an RPG blog for all occasions at rpgcharacters.wordpress.com

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INTRODUCTION

You have within your hands the complete treatise of Molean Ur'Delk on the powers of magics from this realm and others and how they are applied by folks of all ilk – from the elven high lords of sorcery to the hedge witches of the wilderlands.

All material within this volume has been researched at great length throughout the realms, with hands on experience with all magics presented. No part of this volume has been penned based on hearsay or rumours. All elements of magic presented here were cast or used by either the author himself, or by entities that he observed closely during his many adventures.

Traditionally, the term Magic-User has been used to describe those who cast spells not channeled from the gods. In this treatise, the Magic-Users have been further redefined based on the magics they wield. As such, the traditional Magic-User is referred to as the Wizard within these pages.

CHAPTER ONE

Spellcasting Classes

SPELLCASTERS

There are many who practice magic in the worlds, and this tome breaks them down into specific classes of spellcasters for ease of identification, classification and study.

The two primary spellcasters (being the two most common and well known to the inhabitants of the realms as well as to the author) are Clerics and Wizards. Clerics are the warrior-priests of the great churches and wizards are the mighty practitioners of the art of wizardry – a scientific control of the magical energies of the realms bent to the will and theorems of the mighty wizards.

In addition to these two “primary” spellcasters, there are a variety of other spellcasters that use one of these two sources of power but in a different fashion. Elementalists, Summoners, Pact-Bound, Elven SwordMages and many others are all detailed in this chapter, along with the many powers that their individual magics take.

While many of these “new” spellcasters have powerful spells of their own or abilities that make them seem more potent than the typical wizard or cleric, most are slow to gain new magics, and all have a much more restricted list of spells available to them compared to the versatility of the true masters of magic.

Clerics are the warrior-priests of the great churches.

Wizards are the scientist-spellcasters of legend.

Elven Swordmages combine the study of arms and wizardry

Elven Warders use magic to defend the land

Enchanters are masters of charms and potions.

FleshCrafters rebuild the basic forms of living creatures.

Healers are welcome specialists in any community.

Necromancers harness the magics of death and undeath.

Theurges learn magic from religious and liturgical texts.

The Unseen are thieves and worse who combine magic and stealth.

CLERICS

Humans who become clerics have pledged their lives to serve their church and 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.

CLERIC EXPERIENCE PROGRESSION

XP	Level	HD (d6)	Special
0	1	1	Turn Undead
1,565	2	2	Spellcasting
3,125	3	3	
6,251	4	4	
12,501	5	5	
25,001	6	6	
50,001	7	7	
100,001	8	8	
200,001	9	9	Stronghold
300,001	10	+1 hp*	
400,001	11	+2 hp*	Magical Research
500,001	12	+3 hp*	
600,001	13	+4 hp*	
700,001	14	+5 hp*	
800,001	15	+6 hp*	
900,001	16	+7 hp*	
1,000,001	17	+8 hp*	
1,100,001	18	+9 hp*	
1,200,001	19	+10 hp*	
1,300,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

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.

The prime requisite for clerics is wisdom, and clerics with a wisdom of 13 gain a 5% bonus on earned experience, while clerics with a wisdom of 16 or greater gain 10%.

MAGICAL THEOREMS

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.

CLERICAL SPELL PROGRESSION

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

Spellcasting: Clerics must prepare spells each day, but unlike most classes they do so from the full list of spells available for their class and level. Clerics do not need to learn spells, as all the spells on the clerical spell list are made available to them through their faith. Thus clerics do not require a spell book to prepare their spells, merely time to contemplate the divine.

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 and a number, a D, or a number or two numbers 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 the number after the slash is what is needed to be rolled on 2d6 to destroy 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. When two

CHAPTER 1

numbers are indicated, roll once. If the number rolled is higher than the second number, the undead will be destroyed, if the roll is higher than the first number but not the second, then the undead are turned. If this roll is successful, or there is a “T” in the chart, the player rolls 2d6 again and adds half his cleric level to the result - this is 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 turning attempt.

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 9 corresponding to his level and the entry for undead of 1 HD. He turns some undead on a roll of 9 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.

Once attaining 9th 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.

CLERICS TURNING UNDEAD

Cleric	Undead Hit Dice													
Level	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17+	
1	9	11	-	-	-	-	-	-	-	-	-	-	-	
2	7	9	11	-	-	-	-	-	-	-	-	-	-	
3	5/11	7	9	11	-	-	-	-	-	-	-	-	-	
4	3/9	5/11	7	9	11	-	-	-	-	-	-	-	-	
5	T/7	3/9	5/11	7	9	11	-	-	-	-	-	-	-	
6	T/5	T/7	3/9	5/11	7	9	11	-	-	-	-	-	-	
7	T/3	T/5	T/7	3/9	5/11	7	9	11	-	-	-	-	-	
8	D	T/3	T/5	T/7	3/9	5/11	7	9	11	-	-	-	-	
9-10	D	D	T/3	T/5	T/7	3/9	5/11	7	9	11	-	-	-	
11-12	D	D	D	T/3	T/5	T/7	3/9	5/11	7	9	11	-	-	
13-14	D	D	D	D	T/3	T/5	T/7	3/9	5/11	7	9	11	-	
15-16	D	D	D	D	D	T/3	T/5	T/7	3/9	5/11	7	9	11	
17-18	D	D	D	D	D	D	T/3	T/5	T/7	3/9	5/11	7	9	
19-20	D	D	D	D	D	D	D	T/3	T/5	T/7	3/9	5/11	7	

MAGICAL THEOREMS

CLERICAL SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or 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

CLERICAL SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Cure Light Wounds	Bless	Animal Growth
2	Detect Evil	Find Traps	Animate Dead
3	Detect Magic	Know Alignment	Continual Light
4	Light	Hold Person	Cure Disease
5	Protection from Evil	Resist Fire	Dispel Magic
6	Purify Food and Drink	Silence 15' radius	Locate Object
7	Remove Fear	Snake Charm	Remove Curse
8	Resist Cold	Speak with Animal	Striking

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Create Food and Water	Commune	Animate Objects
2	Cure Serious Wounds	Cure Critical Wounds	Blade Barrier
3	Detect Lie	Dispel Evil	Conjure Animals
4	Lower Water	Flame Strike	Find the Path
5	Neutralize Poison	Insect Plague	Heal
6	Protection from Evil 10' rad	Quest	Part Water
7	Speak with Plants	Raise Dead	Stone Tell
8	Sticks to Snakes	True Seeing	Word of Recall

	Level 7 Spells
1	Control Weather
2	Earthquake
3	Holy Word
4	Regenerate
5	Restoration
6	Resurrection
7	Symbol
8	Wind Walk

WIZARDS

Sometimes simply called magic-users, wizards study the arcane formulae of wizardry and cast a great variety of spells. Wizards are able to cast a greater number of increasingly more powerful spells as they advance in level. The prime requisite for wizards is Intelligence, and wizards with an Intelligence of 13 gain a 5% bonus on earned experience, while wizards with an Intelligence of 16 or greater gain 10%.

WIZARD EXPERIENCE PROGRESSION

XP	Level	HD (d4)	Special
0	1	1	Spellcasting
2,501	2	2	
5,001	3	3	
10,001	4	4	
20,001	5	5	
40,001	6	6	
80,001	7	7	
160,001	8	8	
310,001	9	9	
460,001	10	+1 hp*	Magical Research
610,001	11	+2 hp*	
760,001	12	+3 hp*	Stronghold
910,001	13	+4 hp*	
1,060,001	14	+5 hp*	
1,210,001	15	+6 hp*	
1,360,001	16	+7 hp*	
1,510,001	17	+8 hp*	
1,660,001	18	+9 hp*	
1,810,001	19	+10 hp*	
1,960,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

Wizards 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, wizards are weak at low levels, and in an adventuring group they should be protected

Wizards carry spell books, which hold the formulae for spells written on their pages. A wizard 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 wizard increases in class level. A starting wizard begins with two level one spells and one level 2 spell in his spellbook, and automatically also has the spell “read magic” in addition to these three spells.

WIZARDRY SPELL PROGRESSION

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

A wizard's magical spells, known as wizardry, have the greatest versatility of the various magic users, with magics drawn from the areas of study of many of the other spellcasters described in this volume. As such, several other classes of magic users also use wizardry – both the Pact-Sworn and the Elven SwordMages use the same rules for wizardry as the wizards presented below.

When a wizard reaches the 9th level, he is able to create spells and magic items as per the Magic Research rules.

A wizard may build a stronghold, often a great tower, when he reaches level 11. He will then attract wizard apprentices (1d6), who will range from level 1-3.

WIZARD SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or 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

WIZARDRY SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Charm Person	Arcane Lock	Clairvoyance
2	Detect Magic	Continual Light	Dispel Magic
3	Floating Disc	Detect Evil	Fireball
4	Hold Portal	Detect Invisible	Fly
5	Light	ESP	Haste
6	Magic Missile	Invisibility	Hold Person
7	Protection from Evil	Knock	Infravision
8	Read Languages	Levitate	Invisibility 10' radius
9	Read Magic	Locate Object	Lightning Bolt
10	Shield	Mirror Image	Protection from Evil 10' r.
11	Sleep	Phantasmal Force	Protection / Normal Missiles
12	Ventriloquism	Web	Water Breathing

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Arcane Eye	Animate Dead	Anti-Magic Shell
2	Charm Monster	Cloudkill	Control Weather
3	Confusion	Conjure Elemental	Death Spell
4	Dimension Door	Contact Other Plane	Disintegrate
5	Hallucinatory Terrain	Feeblemind	Geas
6	Massmorph	Hold Monster	Invisible Stalker
7	Plant Growth	Magic Jar	Lower Water
8	Polymorph Others	Passwall	Move Earth
9	Polymorph Self	Telekinesis	Part Water
10	Remove Curse	Teleport	Project Image
11	Wall of Fire	Transmute Rock to Mud	Reincarnation
12	Wall of Ice	Wall of Stone	Stone to Flesh

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WIZARDRY SPELL LISTS

Level 7 Spells	Level 8 Spells	Level 9 Spells
1 Grasping Hand	Antipathy / Sympathy	Crushing Hand
2 Delayed Blast Fireball	Clenched Fist	Imprisonment
3 Instant Summons	Clone	Meteor Swarm
4 Duo-Dimension	Glass Like Steel	Power Word Kill
5 Limited Wish	Incendiary Cloud	Prismatic Sphere
6 Mass Invisibility	Irresistible Dance	Shape Change
7 Magic Sword	Mass Charm	Temporal Stasis
8 Phase Door	Maze	
9 Power Word Stun	Mind Blank	
10 Reverse Gravity	Polymorph Any Object	
11 Simulacrum	Symbol	
12 Statue	Trap the Soul	

Level 10 Spells

- 1 Disjunction
 - 2 Domination
 - 3 Energy Drain
 - 4 Eternal Slumber
 - 5 Gate
 - 6 Time Stop
 - 7 Wish
-

Full descriptions of all wizardry spells are found in chapter 2, page 52.

ELVEN SWORDMAGE

Of the elven classes, the elven swordmage is the most commonly encountered as an adventurer. Swordmages are talented fighters and users of magic. They can wield any weapon and use any armour, in addition to casting spells as a wizard. The prime requisite for elven swordmages is both Strength and Intelligence.

SWORDMAGE EXPERIENCE PROGRESSION

XP	Level	HD (d6)	Special
0	1	1	Spellcasting
4,065	2	2	
8,125	3	3	
16,251	4	4	
32,501	5	5	
65,001	6	6	
130,001	7	7	
200,001	8	8	Magical Research
400,001	9	9	
600,001	10	+2 hp*	

*Hit point modifiers from Constitution are ignored

Characters must have an Intelligence of 9 or higher to join the class, and swordmages with a 13 in both prime requisites gains a +5% bonus on earned experience. An elven swordmage with an Intelligence of 16 or greater and a Strength of 13 or greater gains 10%.

SWORDMAGE SPELLCASTING

Class Level	Spell Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	3	2	2	1	-
8	3	3	2	2	-
9	3	3	3	2	1
10	3	3	3	3	2

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Elven swordmages 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, they are completely unaffected by the paralysis ghouls can inflict. Elves can speak their alignment language, common, elvish, gnoll, hobgoblin, and orc.

Like wizards, swordmages carry spell books, which hold the formulae for spells written on their pages. A swordmage 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 swordmage increases in class level. A starting swordmage begins with two level one spells and one level 2 spell in his spellbook, and automatically also has the spell “read magic” in addition to these three spells.

An elven swordmage practices the form of magic known as wizardry – the same form practiced by human wizards (and use the wizard spell lists, as shown on page 13).

When a swordmage reaches the 9th level, he is able to create spells and magic items as per the Magic Research rules. Further, elven swordmages can establish a stronghold in a natural setting, such as a forest or glen, when they reach the 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

SWORDMAGE SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-3	15	12	13	13	15
4-6	13	10	11	11	13
7-9	9	8	9	9	11
10	7	6	7	7	9

ELVEN WARDER

The elven warders are those elves who have dedicated themselves to the wilderness, becoming warriors of the woodlands and plains, backing up their potent skills with specialized magics from their kin. They may wear any armour and can wield any weapon, and have special magical spells that they can cast while armoured. The prime requisite for elven warders is both Dexterity and Intelligence.

WARDER EXPERIENCE PROGRESSION

XP	Level	HD (d6)	Special
0	1	1	Spellcasting
3,001	2	2	
6,001	3	3	
12,001	4	4	
25,001	5	5	
50,001	6	6	
100,001	7	7	
200,001	8	8	
300,001	9	+2 hp*	

*Hit point modifiers from Constitution are ignored

Characters must have an Intelligence of 9 or higher to join the class, and warders with a 13 in both prime requisites gains a 5% bonus on earned experience. An elven warder with an Intelligence of 16 or greater and a Dexterity of 13 or greater gains 10%.

ELVEN WARDER SPELLS & ABILITIES

Class Level	Spell Level				Move Silently	Hear Noise
	1	2	3	4		
1	-	-	-	-	1-2	1-2
2	1	-	-	-	1-2	1-2
3	2	-	-	-	1-3	1-3
4	2	1	-	-	1-3	1-3
5	2	2	-	-	1-3	1-3
6	2	2	1	-	1-4	1-3
7	2	2	2	-	1-4	1-4
8	3	2	2	1	1-5	1-4
9	3	3	2	2	1-5	1-5

Elven warders 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. They are completely unaffected by the paralysis ghouls can inflict. Their woodland skills make them nearly invisible and silent in wooded terrain or even grasslands where the grass is at least three feet

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deep. They can only be seen 1 time in 6 in such environments unless they attack, cast a spell, or specifically call attention to themselves. Even in other environments they remain nearly supernaturally silent, having a move silent ability similar to that of a thief. Their perception is also incredible, not only at finding secret doors, but they have honed their hearing incredibly also. These abilities are detailed on the spells and abilities table below – the number is the chance on a 1d6 roll that the elven warder succeeds when using the skill. Elven warders can speak their alignment language, common, elvish, goblin, hobgoblin, and orc.

Like wizards, warders carry spell books (although they are lighter than those of their swordmage kin), which hold the formulae for spells written on their pages. A warder 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 warder increases in class level. A starting warder begins with one level one spell as well as “read magic” in his spellbook.

Warder magic is rarely directly offensive, typically working instead to control the battlefield in order to trap or disable the enemy, as well as a variety of defensive and healing spells to help other elves in harm’s way.

When a warder reaches the 9th level, he is able to create spells and magic items as per the Magic Research rules. However, elven warders cannot establish a stronghold – it is their duty to protect the elven lands and those who live within them, not to expand them.

ELVEN WARDER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-3	14	12	14	14	13
4-6	11	9	11	12	11
7-9	8	6	8	9	8

ELVEN WARDER SPELL LISTS

Level 1 Spells	Level 2 Spells	Level 3 Spells	Level 4 Spells
1 Charm Person	Detect Evil	Clairvoyance	Concealing Fog
2 Cure Light Wounds	Elven Arrow	Confusion	Cure Serious Wounds
3 Detect Magic	Find Traps	Dimension Door	Disappear
4 Detect Poison	Fleetness	Dispel Magic	Hold Monster
5 Protection from Evil	Hold Person	Flurry of Projectiles	Remove Curse
6 Read Magic	Invisibility	Haste	Tongues
7 Levitate	Locate Object		
8 Sleep	Web		

ENCHANTERS

Distrusted by all in reputation, but rarely in person; enchanters are spellcasters who have mastered the arts of charm and persuasion – magical as well as personal. They seem to combine the smoothness of a charismatic thief with a collection of magics that enhance their ability to twist others to their side. Some enchanters pass themselves off as bard-entertainers, others wizards – all however find it almost a necessity to adventure.

ENCHANTER EXPERIENCE PROGRESSION			
XP	Level	HD (d4)	Special
0	1	1	Spellcasting, Artist
2,001	2	2	
4,001	3	3	
8,001	4	4	
16,001	5	5	
32,001	6	6	Potion Craft
64,001	7	7	
120,001	8	8	
240,001	9	9	
360,001	10	+1 hp*	
480,001	11	+2 hp*	
600,001	12	+3 hp*	
720,001	13	+4 hp*	
840,001	14	+5 hp*	
960,001	15	+6 hp*	
1,080,001	16	+7 hp*	
1,200,001	17	+8 hp*	
1,320,001	18	+9 hp*	
1,440,001	19	+10 hp*	
1,560,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

The prime requisites for an Enchanter are Charisma and Intelligence. An enchanter with a 13 in both Charisma and Intelligence receives a +5% bonus on earned experience. An enchanter with a 16 in Charisma and a 13 in Intelligence receives a +10% bonus.

Like their wizardly kin, enchanters cannot wear armor or use a shield and still be able to cast spells. However, their worldly ways provide them with more weapon training than their bookish cousins. Enchanters can wield any one-handed sword-like weapon, small weapons like daggers javelins, light hammers and picks and slings, and crossbows (but not bows).

MAGICAL THEOREMS

ENCHANTER SPELL PROGRESSION

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

Like wizards, enchanters carry spell books, which hold the formulae for spells written on their pages. An enchanter 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 an enchanter increases in class level. A starting enchanter begins with two level one spells and one level 2 spell in his spellbook, and automatically also has the spell “read magic” in addition to these three spells.

All enchanters are artists of some kind. Some take to music, others to plastic arts like painting and sculpture. Regardless of the artform, an enchanter can produce nearly magical effects with his art. When presenting a piece of art in a conducive and non-violent environment (typically at a show, performance or gallery), the enchanter can produce an emotional effect of his choice from the following:

- **Inspiration:** All affected targets gain +1 to hit and on saving throws for 3 turns per level of the enchanter.
- **Disgust / Fear:** All affected targets gain -1 to hit and cannot approach within 10 feet of the art or enchanter for 1 round per level of the enchanter.
- **Enthralment:** All affected targets become apathetic and take no action unless threatened or attacked for 1 turn per level of the enchanter.

CHAPTER 1

& DARK PACTS

In order to trigger this, the enchanter must make a successful saving throw against spells, and then each target within 100 feet of the enchanter makes a save against the effect. At level 6, enchanters gain a limited (although improved in some ways) version of a wizard's magical research ability. Like an alchemist, an enchanter can produce potions for half the price and in half the time of a wizard, given a sample of the potion to be duplicated. However, creating a new potion requires twice the cost and time as it would for a wizard.

ENCHANTER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-5	14	14	12	13	14
6-10	12	12	10	11	12
11-15	10	10	7	9	9
16-18	8	8	4	5	6
19+	6	6	2	4	4

ENCHANTER SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Charm Person	Disguise	Charm Monster
2	Detect Magic	Distraction	Confusion
3	Light	ESP	Cure Light Wounds
4	Protection from Evil	Invisibility	Dispel Magic
5	Read Languages	Hold Person	Hallucinatory Terrain
6	Read Magic	Knock	Illusory Wall
7	Sleep	Mirror Image	Polymorph Self
8	Ventriloquism	Phantasmal Force	Silence 15' radius

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Dimension Door	Conjure Elemental	Antipathy / Sympathy
2	Mass Disguise	Geas	Eternal Slumber
3	Dream	Heroic Inspiration	Glass Like Steel
4	False Vision	Insanity	Irresistable Dance
5	Hold Monster	Instant Summons	Limited Wish
6	Polymorph Others	Mass Charm	Maelstrom
7	Remove Curse	Mass Invisibility	Mass Hold
8	Tongues	Project Image	Temporal Stasis

FLESHCRAFTERS

Little is known of the origins of the flesh craft, but the results of ancient masters of the art can be found in those areas where humanity and its ilk are but rarely seen – half-bestial monstrosities, flesh golems, and chimerical crosses between monsters.

From the perspective of the fleshcrafters, the living bodies of creatures can be improved upon or even redesigned entirely.

FLESHCRAFTER EXPERIENCE PROGRESSION			
XP	Level	HD (d6)	Special
0	1	1	Spellcasting
2,501	2	2	
5,001	3	3	
10,001	4	4	
20,001	5	5	
40,001	6	6	Unfamiliar Flesh
80,001	7	7	
160,001	8	8	
310,001	9	9	
460,001	10	+1 hp*	
610,001	11	+2 hp*	Unfamiliar Flesh
760,001	12	+3 hp*	
910,001	13	+4 hp*	
1,060,001	14	+5 hp*	
1,210,001	15	+6 hp*	
1,360,001	16	+7 hp*	Unfamiliar Flesh
1,510,001	17	+8 hp*	
1,660,001	18	+9 hp*	
1,810,001	19	+10 hp*	
1,960,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

The prime requisites for fleshcrafters is Intelligence (to master the arcane magics) and Constitution (to sense and understand the complexities of the living form). A fleshcrafter with Intelligence of 13 and Constitution of 11 receives a 5% bonus to earned experience, while having an Intelligence of 16 and a Constitution of 13 receives a 10% bonus.

FLESHCRAFTER SPELL PROGRESSION

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

Fleshcraft is an unusual form of magic with a few changes from standard spells. All fleshcraft spells require that the caster touch the target even if the spell normally has a range other than touch; the spell's range is changed to touch when a fleshcrafter casts it. Spells that normally have multiple targets can only be cast on a single target – for example Hold Monster can only be cast in the single target version, and requires the fleshcrafter to touch the target. Beneficial spells with multiple targets can still be cast on multiple people, but they must all be touched or touching the fleshcrafter at the time of casting. The effects of fleshcraft are not removable with a simple dispel magic spell – they can be reversed with spells such as heal, regenerate and limited wish however, or by another fleshcrafter casting the same spell on the target with the specific intent of removing the fleshcrafting – this is treated identically to casting dispel magic, including the chance of failure when trying to reverse the craftings of a higher level fleshcrafter.

MAGICAL THEOREMS

FLESHCRAFTER SPELLS KNOWN

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

Unlike most spellcasters, fleshcrafters do not have to prepare their spells each day. Instead, fleshcrafters only know a very limited number of applications of their art (spells) and can select from these spells when casting spells as they wish. Unlike wizards and most other casters of non-clerical magic, fleshcrafters cannot learn new spells except when indicated on the table above (fleshcrafter spells known).

For example: Gurathrex is a level 7 fleshcrafter. As such, he can cast 5 level 1 spells, 4 level 2 spells and 2 level 1 spells each day. He knows 3 level 1 spells, 2 level 2 spells and a single level 3 spell. Whenever he needs to cast a spell, he checks if he has any spellcastings of that level still available. If so, he can cast a spell of that level from the spells he knows.

Further, fleshcrafter spells can only be cast on living creatures, and even then with some limitations. Fleshcraft spells cannot be cast on creatures native to other planes of existence, on elementals, undead or ooze-type creatures (such as green slime and black puddings). The one exception to these rules is constructs made of flesh, which the fleshcrafter can manipulate as a living being.

At levels 6, 12 and 18 a fleshcrafter gains the “Unfamiliar Flesh” ability and can select one of the following types of creatures that he can then cast his spells on – either oozes, undead,

or extraplanar creatures (or all three once he reaches level 18). In all cases the creatures must still be organic and fleshy – so a fleshcrafter could never successfully cast a spell on an elemental, a skeleton or an ooze composed of lava or a similar substance.

FLESHCRAFTER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-5	16	14	12	12	14
6-10	14	12	10	10	11
11-15	12	10	8	8	9
16-18	10	8	6	5	6
19+	8	6	4	3	4

FLESHCRAFTER SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Cure Minor Wounds	Cure Disease	Grace
2	Hold Person	Cure Light Wounds	Greater Natural Weapon
3	Light Armour	Haste	Infravision
4	Natural Weapon	Resist Fire	Major Armour
5	Quills	Strength	Merge with Weapon
6	Resist Cold	Water Breathing	Pain

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Fly	Body of Spines	Craft Flesh Beast
2	Cure Serious Wounds	Cure Critical Wounds	Lashing Tendrils
3	Hold Monster	Neutralize Poison	Reincarnation
4	Polymorph Others	Statue	Remove Face
5	Polymorph Self	Unravel Flesh	Stone To Flesh
6	Toughness		

	Level 7 Spells
1	Clone
2	Heal
3	Regenerate
4	Shape Change

Full descriptions of all fleshcrafter spells are found in chapter 2, page 52.

HEALERS

Welcomed in all communities by all races, yet shrugged aside by most spell-casters as hedge wizards and hearth witches, healers specialize in those magics most needed by the people of the lands – the magics of healing and detection.

Healers typically learn their art from each other, but some few are self-trained, learning to heal through empathy and need.

HEALER EXPERIENCE PROGRESSION			
XP	Level	HD (d8)	Special
0	1	1	Spellcasting
4,001	2	2	
8,001	3	3	Compassionate Healing
16,001	4	4	
32,001	5	5	
64,001	6	6	
128,001	7	7	
300,001	8	8	
460,001	9	9	
620,001	10	+3 hp*	
780,001	11	+6 hp*	
940,001	12	+9 hp*	
1,000,001	13	+12 hp*	
1,160,001	14	+15 hp*	
1,320,001	15	+18 hp*	
1,480,001	16	+21 hp*	
1,640,001	17	+24 hp*	
1,800,001	18	+27 hp*	
1,960,001	19	+30 hp*	
2,120,001	20	+33 hp*	

*Hit point modifiers from Constitution are ignored

Healers, by necessity, are hardy creatures, able to continue their work when suffering great wounds or other hardships. Their prime requisites are Constitution and Wisdom. A healer with a Constitution of 11 and a Wisdom of 13 gains a +5% bonus to earned experience. A healer with a Constitution of 13 and a Wisdom of 16 gains a +10% bonus.

Healers must be Lawful or Neutral. Chaotic healers cannot exist, and a healer who becomes chaotic becomes a simple fighter.

HEALER SPELL PROGRESSION

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

Healers can wear leather armour and can use any one-handed weapon or staff, but no bows, crossbows or shields.

Like clerics, healers do not need a spellbook, instead choosing their spells to prepare from their full spell list. At first these spells focus on very minor healings and detection spells (thus the prejudice that healers suffer from the other spellcasting classes), but soon they learn powerful healing and curative spells.

When a healer reaches level 3, he gains the ability to add a bonus to the number of hit points healed by all curative spells. To determine the bonus, look up the healer's Charisma score but using the Wisdom ability score bonus chart. The bonus (if positive) is added to the damage healed by any spell that the healer casts that heals hit points of damage.

MAGICAL THEOREMS

HEALER SAVING THROWS

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

HEALER SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Cure Minor Wounds	Bless	Continual Light^
2	Detect Evil	Cure Disease^	ESP
3	Detect Magic	Cure Light Wounds	Locate Object
4	Detect Poison	Lesser Restoration	Protection from Evil, 10' r
5	Protection from Evil	Resist Cold	Remove Curse
6	Purify Food and Drink	Sleep	Resist Fire

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Create Food & Water	Charm Monster	Heal
2	Cure Paralysis	Cure Critical Wounds	Mass Cure Minor Wounds
3	Cure Serious Wounds	Cure Insanity	Quest
4	Dispel Magic	Stone to Flesh^	Regenerate
5	Raise Dead	Tongues	Restoration
6	Water Breathing		

Level 7 Spells

- 1 Control Weather
- 2 Mass Charm
- 3 Mass Cure Light Wounds
- 4 Resurrection

INQUISITOR

The church cannot be everywhere, but the sacred order of the inquisition does all it can to make sure it's will is felt and followed throughout the lands. While clerics are the holy warriors and militant branch of the church, inquisitors are the ecclesiastic investigators tasked with maintaining and defending the integrity of the faith. The majority of inquisitors work internally, investigating the ecclesiarchy itself, but the more visible inquisitors are those who seek to defend the integrity of the faith far and wide.

While inquisitors are often viewed with fear, they are also welcomed for their skills in dealing with matters of magical controls, demonology and curses. Outside of these fields, however, the spellcasting abilities of the inquisitor are minor at best.

INQUISITOR EXPERIENCE PROGRESSION

XP	Level	HD (d6)	Special
0	1	1	Spellcasting
2,501	2	2	
5,001	3	3	Authority
10,001	4	4	
20,001	5	5	
40,001	6	6	
80,001	7	7	
160,001	8	8	
310,001	9	9	
460,001	10	+1 hp*	
610,001	11	+2 hp*	
760,001	12	+3 hp*	
910,001	13	+4 hp*	
1,060,001	14	+5 hp*	
1,210,001	15	+6 hp*	
1,360,001	16	+7 hp*	
1,510,001	17	+8 hp*	
1,660,001	18	+9 hp*	
1,810,001	19	+10 hp*	
1,960,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

The prime requisites for an inquisitor are Wisdom and Charisma. An inquisitor with a 13 in both Wisdom and Charisma receives a +5% bonus on earned experience. An inquisitor with a 16 Charisma and 13 Wisdom receives a +10% bonus.

MAGICAL THEOREMS

INQUISITOR SPELL PROGRESSION

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

Lacking the militant training of the clerical orders, inquisitors can wear leather and chain mail armour, are not trained in the use of shields, and can wield any weapon a cleric can. They attack in combat as a cleric does.

Spellcasting: Inquisitors must prepare spells each day, and like their clerical kin, they do so from the full list of spells available for their class and level. Inquisitors do not need to learn spells, as all the spells on the inquisitor spell list are made available to them through their faith. Thus inquisitors do not require a spell book to prepare their spells, merely time to contemplate the divine.

Authority: The intimidating authority of the inquisition provides inquisitors the ability to command respect through intimidation, tone of voice, and the fear of retribution from the ecclesiarchy and even the gods themselves. In game terms this is almost identical to the clerical ability to turn undead - the inquisitor demands the respect and subjugation of civilized people, and then consults the table below. This ability only works on humans and demi-humans in (or from) “civilized” environments. On the Authority table, there will be a dash, a T, a D, or a number corresponding to the HD or level of the target person(s) and the level of the inquisitor. A dash means that the inquisitor has not attained high enough level to command the person in question. A “T” means that the inquisitor automatically tells the

person what to do, and a “D” means that the person is dominated by the authority of the inquisitor. A number indicates that the player must roll that number or higher on 2d6 in order to tell the person what to do. 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 or levels of persons who will do as Told by the inquisitor for a single action. A “D” in the chart requires the same roll to determine how many HD or levels of people Dominated by the will of the inquisitor as long as he or she maintains concentration and takes no other actions.. No matter what the dice roll result, at least one person will always be Told or Dominated, as appropriate, on a successful authority attempt.

When attempting to use authority on a group of mixed levels and hit dice, the inquisitor rolls against the highest level person present, but the Hit Dice of persons Told or Dominated is taken first from those of lower hit dice or level. Thus a strong leader provides moral support to those in his presence, but a powerful inquisitor will cause division inside the ranks.

INQUISITOR AUTHORITY

Inquisitor Level	Target's Hit Dice or Level								
	0	1	2	3-4	5-6	7-9	10-12	13-16	17+
3	7	9	11	-	-	-	-	-	-
4	5	7	9	11	-	-	-	-	-
5-6	3	5	7	9	11	-	-	-	-
7-9	T	3	5	7	9	11	-	-	-
10-12	T	T	3	5	7	9	11	-	-
13-16	D	T	T	3	5	7	9	11	-
17+	D	D	T	T	3	5	7	9	11

INQUISITOR SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or 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

MAGICAL THEOREMS

INQUISITOR SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Detect Evil	Bless	Dispel Magic
2	Detect Magic	Charm Person	Dispel Evil
3	Protection from Evil	Know Alignment	ESP
4	Read Magic	Locate Object	Pain
5	Remove Fear	Protection from Evil, 10'r	Remove Curse

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Confusion	Anti-Magic Shell	Antipathy / Sympathy
2	Contact Other Plane	Charm Monster	Cure Insanity
3	Hold Monster	Invisible Stalker	Mass Charm
4	Tongues	Mind Blank	Power Word Stun
5	True Seeing	Quest	Trap the Soul

MERCHANT PRINCE

Often regarded as “dabblers” by most “true” magic-users, merchant princes use the science of magic as an aid to their passion for the art of commerce. Among the elite of the merchant class, the merchant princes have fair spellcasting ability as well as other useful skills.

MERCHANT PRINCE PROGRESSION					
XP	Level	HD (d6)	Special	Spot Thief	Spot Magic
0	1	1		11+	12+
1,826	2	2		10+	12+
2,651	3	3		10+	11+
5,301	4	4	Business	9+	11+
10,601	5	5		9+	10+
21,201	6	6		8+	10+
42,401	7	7		8+	9+
85,001	8	8		7+	9+
170,001	9	9	Trade Network	7+	8+
280,001	10	+1 hp*		7+	8+
390,001	11	+2 hp*		6+	7+
500,001	12	+3 hp*		6+	7+
610,001	13	+4 hp*		6+	6+
720,001	14	+5 hp*		5+	6+
830,001	15	+6 hp*		5+	5+
940,001	16	+7 hp*		5+	5+
1,050,001	17	+8 hp*		4+	4+
1,160,001	18	+9 hp*		4+	4+
1,270,001	19	+10 hp*		4+	3+
1,380,001	20	+11 hp*		3+	3+

*Hit point modifiers from Constitution are ignored

The prime requisite for a merchant prince is Charisma. A merchant prince must have an Intelligence and Charisma of 9 each. Merchant princes with Charisma of 13 or higher gain a 5% bonus on earned experience, while those with Charisma of 16 or higher gain 10%.

Merchant princes may wear armour up to chain mail and can use shields. They can wield any weapon. They attack as a thief of their level.

Upon reaching level 3, merchant princes can cast spells as a magic user, and always cast spells as a caster two levels lower than their actual class level. They keep spells in a spellbook and prepare them each morning just like a standard wizard, but have their own spell lists to choose from.

MAGICAL THEOREMS

MERCHANT PRINCE SPELLS

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

Business: Upon reaching level 4, a merchant prince may construct a **place of business**. A merchant who has constructed a place of business will attract 2d4 employees (merchants, security and so on), each a level 1 or level 0 character (20% chance that each employee is a level 1 character – typically a fighter, but possibly even a level 1 merchant prince, elf, halfling or other character class). At least one of these employees will be level 1. They will be generally loyal, but will not be replaced if killed. The business will turn a small profit (1d6 x 10 gp x merchant prince level) every month. Money earned this way does not give XP to the merchant prince.

Trade Network: Upon reaching level 9, a merchant prince with a successful **place of business** can invest in a **trade network** (typically buying and equipping a small fleet of boats or wagons). Such a network not only brings in a good revenue stream (3d6-5 x 20 gp x merchant prince level), but also provides information from distant lands and access to said places. Note that a trade network can actually produce a negative income some months.

Spot Thievery: Thievery is the bane of the merchants, and all merchant princes are skilled in spotting those who would pilfer from them. Whenever someone uses a thief skill (move silently, hide in shadows, pick pockets, and so on) in the presence of the merchant prince, the merchant prince rolls 2d6 and checks the table above to determine if he notices the attempt. If the thief is higher level than the merchant prince, then the merchant prince gets -1 on this roll. If the merchant prince is 4 or more levels higher than the thief, then he gets +1 on this roll. *Optionally, merchant princes with a Wisdom of 13 or greater can receive +1 on this check.*

CHAPTER 1

& DARK PACTS

Spot Magic: Merely by handling an item for one minute, a merchant prince can attempt to determine if the item is magical. The GM rolls 2d6 for the merchant prince, using the table above. If the item is magical and the roll is successful, then the merchant prince notes that the item is magical. If the roll succeeds by 3 or more points, then the GM can provide some basic information about the magic involved. If the roll succeeds by 6 or more points, then more detailed information is available (potentially including command words, number of charges, or exact bonuses). *Optionally, a merchant prince with an Intelligence of 13 or greater can receive +1 on this check.*

MERCHANT PRINCE SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1 - 4	16	14	13	15	14
5 - 8	14	12	11	13	12
9 - 12	12	10	9	11	9
13 - 16	10	8	7	9	7
17 - 20	8	6	5	7	5

MERCHANT PRINCE SPELL LISTS

Level 1 Spells	Level 2 Spells	Level 3 Spells
1 Charm Person	Arcane Lock	Clairvoyance
2 Detect Invisibility	Continual Light	Detect Lie
3 Detect Magic	ESP	Dispel Magic
4 Floating Disc	Find Traps	Hold Person
5 Hold Portal	Invisibility	Infravision
6 Light	Knock	Lower Water
7 Read Languages	Know Alignment	Remove Curse
8 Read Magic	Levitate	Water Breathing
9 Sleep	Locate Object	
10 Ventriloquism	Mirror Image	

Level 4 Spells	Level 5 Spells
1 Arcane Eye	Contact Other Plane
2 Dimension Door	Control Weather
3 Hold Monster	Grasping Hand
4 Neutralize Poison	Move Earth
5 Polymorph Self	Polymorph Other
6 Quest	Stone Tell
7 Wall of Fire	Teleport
8 True Seeing	Wall of Stone

NECROMANCER

Of the Dark Arts, the one most common to all races is necromancy, even though it is often more reviled than demonology, it brings with it many less risks.

Necromancers straddle the line between magic-users and priests, working with the spirits and bodies of the dead and bringing them together with clerical magics and the dark scientific formulae of wizardry.

NECROMANCER EXPERIENCE PROGRESSION			
XP	Level	HD (d4)	Special
0	1	1	Bolster Undead
2,251	2	2	Spellcasting
4,501	3	3	
9,001	4	4	
18,001	5	5	
36,001	6	6	
72,001	7	7	
144,001	8	8	
300,001	9	9	
460,001	10	+1 hp*	
620,001	11	+2 hp*	
780,001	12	+3 hp*	Magic Research
940,001	13	+4 hp*	
1,100,001	14	+5 hp*	
1,260,001	15	+6 hp*	Stronghold
1,420,001	16	+7 hp*	
1,580,001	17	+8 hp*	
1,740,001	18	+9 hp*	
1,900,001	19	+10 hp*	
2,060,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

The prime requisites for necromancers are Intelligence and Wisdom. Necromancers with both at 13 or higher gain a 5% bonus on earned experience, while necromancers with one of the two at 16 and the other at 13 or higher gain 10%.

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

Necromancers, like their wizardly kin, are limited in their choice of weapons, as they are only able to use daggers. They are unable to use shields or wear any kind of armor.

Although much of their magical energy is granted by gods of undeath, necromancers must carry spell books, which hold the formulae for spells written on their pages. A necromancer 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 necromancer increases in class level. A starting necromancer begins with two level one spells in his spellbook, and automatically also has the spell “read magic” in addition to these two spells.

Bolstering Undead: Necromancers have the ability to channel dark energies into the undead. Any attempts to turn undead that are within 20’ per level of the necromancer are performed at one step worse than normal. “D” results become “T” results, “T” results become a “3”, “3” becomes “5”, “5” becomes “7”, “7” becomes “9”, “9” becomes “11” and results of “11” become unturnable.

When a necromancer reaches the 12th level, he is able to create spells and magic items as per the Magic Research rules.

MAGICAL THEOREMS

NECROMANCER SAVING THROWS

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

A necromancer may build a stronghold, typically a dark temple or dungeon, when he reaches level 15. He will then attract necromantic apprentices (1d6), who will range from level 1-3, as well as one or more free-willed undead seeking his protection and/or company. To determine the kind of undead, roll 2d6 on the following table, applying the necromancer's reaction adjustment to the roll:

Roll	Undead
3 or less	2d8 Ghouls
4-5	1d8 Wights
6-9	1d4 Wraiths
10-11	1d2 Spectres
12+	1 Vampire

NECROMANCER SPELL LISTS

Level 1 Spells	Level 2 Spells	Level 3 Spells
1 Animate Skeleton	Animate Zombie	Animate Dead
2 Detect Magic	Arcane Lock	Dark Omen
3 Detect Evil	Continual Light^	Dispel Magic
4 Light^	Hold Person	Eyes of the Dead
5 Protection from Evil	Invisibility	Necromantic Healing
6 Read Languages	Knock	Pain
7 Read Magic	Locate Object	Protection from Evil 10' r
8 Sleep	Web	Speak with the Dead

NECROMANCER SPELL LISTS

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Arcane Eye	Cloudkill	Anti-Magic Shell
2	Bone Arrow	Contact Other Plane	Death Spell
3	Confusion	Feeblemind	Disintegrate
4	Cure Disease^	Hold Monster	Invisible Stalker
5	Dispel Evil	Insect Plague	Move Earth
6	Neutralize Poison	Magic Jar	Raise Dead
7	Remove Curse	Terror	Stone to Flesh
8	Strangling Mists	Wall of Bones	Power Word Stun

	Level 7 Spells	Level 8 Spells	Level 9 Spells
1	Animating Aura	Antipathy / Sympathy	Blessing of Undeath
2	Mass Invisibility	Clone	Crushing Hand
3	Plague	Mind Blank	Imprisonment
4	Power Word Kill	Symbol	Resurrection
5	Simulacrum	Trap the Soul	Temporal Stasis
6	Summon Undead		

	Level 10 Spells
1	Necropolis
2	Energy Drain
3	Eternal Slumber
4	Gate
5	Great Curse
6	Time Stop

Spells marked with a “^” are only available to the necromancer in the reversed format. For example, “Continual Light^” is on the level 2 necromancer spell list – this means that a necromancer can cast the reversed version of Continual Light (Continual Darkness), but not the normal version.

Full descriptions of all necromatic spells are found in chapter 2, page 52.

PACT-BOUND

There are some who lack the intelligence to take up the path of wizardry and who definitely lack the wisdom of the clerics who gather their magic from faith and gods. There are some who are so desperate for these powers that they would trade away their souls to get it. These magic-users are united by a common background - they have found a malignant force of great magical power (typically a demon or devil, or some mind-twisting extradimensional evil) and then they have made a deal with said power to be the conduit of it's power into this world.

PACT-BOUND EXPERIENCE PROGRESSION

XP	Level	HD (d4)	Special
0	1	1	Mark of Evil, Spellcasting
2,501	2	2	
5,001	3	3	
10,001	4	4	Twisted Gift
20,001	5	5	
40,001	6	6	
80,001	7	7	Twisted Gift
160,001	8	8	
310,001	9	9	
460,001	10	+1 hp*	Twisted Gift
610,001	11	+2 hp*	
760,001	12	+3 hp*	
910,001	13	+4 hp*	Twisted Gift
1,060,001	14	+5 hp*	
1,210,001	15	+6 hp*	
1,360,001	16	+7 hp*	Twisted Gift
1,510,001	17	+8 hp*	
1,660,001	18	+9 hp*	
1,810,001	19	+10 hp*	Twisted Gift
1,960,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

Unlike most other spellcasters, the prime requisite of the pact-bound is charisma, because they had to hammer out a deal for their powers from some extradimensional evil. While any being can be pact-bound, regardless of their charisma score, those who have greater presence and personal magnetism can usually negotiate themselves a better deal. Thus, pact-bound with a charisma of 13 or better receive a 5% bonus to earned experience, and those with 16 or greater get a 10% bonus.

The lack of martial training for the pact-bound restricts their choices in battle. They can only use small weapons such as a dagger, and cannot use shields or any kind of armour.

& DARK PACTS

Like wizards, pact-bound carry spellbooks of their kind, although the formats of said are often quite different than their wizardly kin. Some do indeed use massive tomes, but others scratch the formulae of their spells into their skin as tattoos, others record them in knot-codes or carved into pieces of their equipment. Particularly among the more illiterate pact-bound (such as those of more bestial, humanoid persuasions), symbols, runic devices and tattoos become more common than a codex of arcane spells. Pact-bound can have any number of spells in their repertoire, but can only memorize a certain number of spells that he can cast at any time. This number increases as the pact-bound increases in class level.

A starting pact-bound begins with 2 level 1 spells in his collection, gaining one more each at Charisma totals of 13, 16 and 18 (so a starting pact-bound with charisma 18 would have 5 spells known). He also learns one additional spell of a level he can cast (granted by his patron) at every character level.

PACT-BOUND SPELL PROGRESSION

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

Mark of Evil: Pact-bound are marked by their masters when their pacts are sworn - in the form of a small arcane brand or a third nipple. This mark isn't usually somewhere immediately obvious, but when searched for it is hard to miss.

MAGICAL THEOREMS

Twisted Gift: As the pact-bound advance in power, their dark lords bestow additional “gifts” upon them to remind them of the source of their power. Others claim that these changes are merely the side-effects of channeling such dark energies from other worlds and that none should expect their bodies to survive such treatment once their souls are forfeit. Every four levels, the pact-bound receives on gift from the following table, rolling 1d12 and adding half their level to the roll.

For every two twisted gifts the pact-bound has, they suffer a -1 penalty on reaction checks (above and beyond any penalty accrued from the twisted gifts themselves). Thus even the most golden-tongued pact-bound discovers that their charm may have helped to seal a pact with their dark lord, but few remain willing to talk to him.

Roll	Gift	Effect
3	Pure white hair	Cosmetic only
4	Warts	Cosmetic only
5	Albinism	Cosmetic only
6	Open Sores	Cosmetic only
7	Extra Toes	Mostly cosmetic, until you need boots
8	Extra Fingers	Mostly cosmetic, until you need gloves
9	Additional Eye	Mostly cosmetic
10	Extremely Large	-1 Dex, 1/2 movement, +1d8 hit points
11	Thin and Gaunt	-1 Con
12	Bird's Legs	Can't wear boots
13	Cloven Hooves	Can't wear boots
14	Hunchback	Mostly cosmetic
15	Foul Aura	Plant life within 5' wilts in your presence
16	Foul Stench	-1 penalty on reaction checks, easier to track
17	Disturbing Voices	-1 Wis
18	Evil Eye	Completely black eye casts bane 1/day
19	2d6 Additional Eyes	Reduce chance of being surprised by 1
20	Alien Form	1/2 benefit from healing magics
21	Horrendous Claws	+1 weapon, d6+1 damage
22	Corpse Flesh	-1 Con, -2 penalty on reactions, look like the undead

Pact-bound are bound for their entire existence, and if somehow they find a loophole and get out of the service of their dark patron, they lose all abilities granted by the class, and become a normal human once again. While they tend towards chaotic in alignment, some are even lawful, but no pact-bound can be good.

PACT-BOUND SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or 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

PACT-BOUND SPELL LISTS

	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	Charm Person	Arcane Lock	Clairvoyance
2	Detect Magic	Continual Light	Dispel Magic
3	Floating Disc	Detect Evil	Fireball
4	Hold Portal	Detect Invisible	Fly
5	Light	ESP	Haste
6	Magic Missile	Invisibility	Hold Person
7	Protection from Evil	Knock	Infravision
8	Read Languages	Levitate	Invisibility 10' radius
9	Read Magic	Locate Object	Lightning Bolt
10	Shield	Mirror Image	Protection from Evil 10' r.
11	Sleep	Phantasmal Force	Protection / Normal Missiles
12	Ventriloquism	Web	Water Breathing

	Level 4 Spells	Level 5 Spells	Level 6 Spells
1	Arcane Eye	Animate Dead	Anti-Magic Shell
2	Charm Monster	Cloudkill	Control Weather
3	Confusion	Conjure Elemental	Death Spell
4	Dimension Door	Contact Other Plane	Disintegrate
5	Hallucinatory Terrain	Feeblemind	Geas
6	Massmorph	Hold Monster	Invisible Stalker
7	Plant Growth	Magic Jar	Lower Water
8	Polymorph Others	Passwall	Move Earth
9	Polymorph Self	Telekinesis	Part Water
10	Remove Curse	Teleport	Project Image
11	Wall of Fire	Transmute Rock to Mud	Reincarnation
12	Wall of Ice	Wall of Stone	Stone to Flesh

WIZARDRY SPELL LISTS

MAGICAL THEOREMS

Level 7 Spells	Level 8 Spells	Level 9 Spells
1 Grasping Hand	Antipathy / Sympathy	Crushing Hand
2 Delayed Blast Fireball	Clenched Fist	Imprisonment
3 Instant Summons	Clone	Meteor Swarm
4 Duo-Dimension	Glass Like Steel	Power Word Kill
5 Limited Wish	Incendiary Cloud	Prismatic Sphere
6 Mass Invisibility	Irresistible Dance	Shape Change
7 Magic Sword	Mass Charm	Temporal Stasis
8 Phase Door	Maze	
9 Power Word Stun	Mind Blank	
10 Reverse Gravity	Polymorph Any Object	
11 Simulacrum	Symbol	
12 Statue	Trap the Soul	

Level 10 Spells

- 1 Disjunction
 - 2 Domination
 - 3 Energy Drain
 - 4 Eternal Slumber
 - 5 Gate
 - 6 Time Stop
 - 7 Wish
-

Full descriptions of all wizardry spells are found in chapter 2, page 52.

THEURGE

Theurgists combine and blur the magics of magic-users and clerics. They are devout worshippers who are not granted spells through prayer, but who instead learn divine incantations and magics hinted at in liturgical texts. They are often in the roles of sages and liturgical experts, delving deeply into ancient texts searching for the gifts of magic.

THEURGE EXPERIENCE PROGRESSION			
XP	Level	HD (d4)	Special
0	1	1	Spellcasting
3,126	2	2	
6,251	3	3	
12,501	4	4	
25,001	5	5	
50,001	6	6	
100,001	7	7	
200,001	8	8	
400,001	9	9	
600,001	10	+1 hp*	
800,001	11	+2 hp*	
1,000,001	12	+3 hp*	
1,200,001	13	+4 hp*	
1,400,001	14	+5 hp*	
1,600,001	15	+6 hp*	
1,800,001	16	+7 hp*	
2,000,001	17	+8 hp*	
2,200,001	18	+9 hp*	
2,400,001	19	+10 hp*	
2,600,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

The prime requisites for theurges are both Intelligence and Wisdom. A theurge with a 13 in both Intelligence and Wisdom receives a +5% bonus on earned experience. A theurge with a 16 in both receives a +10% bonus.

Theurges can wear no armour and are restricted to the same weapons as a cleric, plus daggers. They cannot use shields. They attack in combat as a magic-user.

Theurges carry liturgical spell books, which hold the formulae and incantations for their spells written on their pages. A theurge can have any number of spells in their books, but can only memorize or prepare a certain number of spells at any time. Effectively they prepare and cast spells as a magic user, but use a special spell list of their own.

MAGICAL THEOREMS

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

Further, the divine knowledge of magic that theurges possess allows them to use any magic user and cleric scrolls, even if the spell in question is not on their spell lists. They can also use all magic-user and clerical magic items.

***Behind the Scenes:** Theurge spell progression is based on being a combination of magic-user and cleric spell progression. If you are playing with a game that allows clerics to cast spells at level 1, increase the number of level 1 spells the theurge can cast at each level.*

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

CHAPTER 1

THEURGE SPELL LISTS

Level 1 Spells	Level 2 Spells	Level 3 Spells
1 Cure Light Wounds	Arcane Lock	Clairvoyance
2 Detect Evil	Bless	Cure Disease
3 Detect Magic	Charm Person	Dispel Magic
4 Hold Portal	Continual Light	Haste
5 Light	Hold Person	Lightning Bolt
6 Magic Missile	Knock	Protection from Evil 10'r.
7 Protection from Evil	Know Alignment	Protection from Missiles
8 Read Languages	Locate Object	Remove Curse
9 Read Magic	Mirror Image	Striking
10 Remove Fear	Silence 15' r.	Water Breathing

Level 4 Spells	Level 5 Spells	Level 6 Spells
1 Animate Dead	Contact Other Plane	Animate Objects
2 Arcane Eye	Dispel Evil	Anti-Magic Shell
3 Confusion	Insect Plague	Commune
4 Cure Serious Wounds	Feeblemind	Cure Critical Wounds
5 Detect Lie	Hold Monster	Geas
6 Dimension Door	Lower Water	Invisible Stalker
7 Neutralize Poison	Magic Jar	Move Earth
8 Polymorph Others	Raise Dead	Part Water
9 Sticks to Snakes	True Seeing	Stone to Flesh
10 Wall of Ice	Wall of Stone	Word of Recall

Level 7 Spells	Level 8 Spells
1 Control Weather	Antipathy/Sympathy
2 Earthquake	Holy Word
3 Instant Summons	Mass Charm
4 Limited Wish	Maze
5 Magic Sword	Polymorph Any Object
6 Phase Door	Restoration
7 Power Word Stun	Resurrection
8 Symbol	Trap the Soul

THE UNSEEN

The unseen are those thieves who are more than just rogues and cutpurses – those who have an innate knack for magic but who have turned it to skulking, thievery and profit. The unseen are masterful spies and thieves, supplementing their own natural skills with a variety of illusions and lucky charms to help them stand above the rank and file thieves of most guilds and cities – in some cultures the unseen are known as ninja, magical assassins, or worse.

UNSEEN EXPERIENCE PROGRESSION			
XP	Level	HD (d4)	Special
0	1	1	Thief, Spellcaster
3,001	2	2	
6,001	3	3	Special Ability
12,001	4	4	
25,001	5	5	
50,001	6	6	Special Ability
100,001	7	7	
200,001	8	8	
360,001	9	9	Special Ability
520,001	10	+1 hp*	
680,001	11	+2 hp*	
840,001	12	+3 hp*	Special Ability
1,000,001	13	+4 hp*	
1,160,001	14	+5 hp*	
1,320,001	15	+6 hp*	Special Ability
1,480,001	16	+7 hp*	
1,640,001	17	+8 hp*	
1,800,001	18	+9 hp*	Special Ability
1,960,001	19	+10 hp*	
2,120,001	20	+11 hp*	

*Hit point modifiers from Constitution are ignored

The prime requisites for an Unseen are Intelligence and Dexterity. An unseen with a 13 in both Intelligence and Dexterity receives a +5% bonus on earned experience. An Unseen with a 16 in Intelligence and a 13 in Dexterity receives a +10% bonus.

Like their wizardly kin, unseen cannot wear armor or use a shield and still be able to cast spells. However, as thieves, they can use any weapon they can get their hands on.

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

Like wizards, the unseen carry spell books, which hold the formulae for spells written on their pages. An unseen 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 the unseen increases in class level. A starting unseen begins with two level one spells in his spellbook, and automatically also has the spell “read magic” in addition to these two spells.

The unseen are thieves in their own right, although not as masterful as most who concentrate their abilities on thievery.

UNSEEN SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-5	14	14	12	13	14
6-10	12	12	10	11	12
11-15	10	10	7	9	9
16-18	8	8	4	5	6
19+	6	6	2	4	4

MAGICAL THEOREMS

UNSEEN SKILLS TABLE					
Level	Pick Locks	Find & Remove Traps	Move Silently	Climb Walls	Hide in Shadows
1	15%	10%	30%	45%	25%
2	19%	15%	34%	50%	30%
3	23%	20%	38%	55%	35%
4	27%	25%	42%	58%	40%
5	31%	30%	46%	61%	45%
6	35%	35%	50%	64%	50%
7	39%	40%	54%	67%	55%
8	43%	45%	58%	70%	60%
9	47%	50%	62%	73%	65%
10	51%	55%	66%	76%	70%
11	55%	60%	70%	79%	75%
12	59%	65%	74%	82%	79%
13	63%	70%	78%	85%	83%
14	77%	75%	82%	88%	87%
15	81%	80%	85%	91%	90%
16	85%	85%	88%	93%	93%
17	89%	90%	91%	95%	95%
18	93%	94%	94%	97%	97%
19	97%	97%	97%	98%	98%
20	99%	99%	99%	99%	99%

Beginning at level 3, and every third level thereafter, the unseen gains a special ability of his choice from the following list:

- **BackStab:** As the thief ability – if the unseen gains surprise on an opponent and attacks while the opponent is unaware or from behind, he gains a +4 to hit and deals double damage.
- **Extra Invisibility:** You have mastered the art of invisibility to the point of being able to cast it once per day without preparing the spell. This ability can be taken multiple times.
- **Greater Invisibility:** You are immune to the detect invisible spell and do not radiate as magical while invisible.
- **Phantom Blade:** Once per day you can produce a magical invisible short sword to strike with. This weapon remains until dismissed, dropped or for 1 turn per level. It is treated as a magical weapon with a +1 bonus. Each time this power is chosen you can manifest the blade one additional time per day, or increase the bonus by +1.

CHAPTER 1

- **Scentless:** You produce no scent for guard dogs and others to detect and track.
- **Silent:** You gain a +25% bonus to move silent checks.
- **Truly Unseen:** You gain a saving throw against all attempts to detect you using magical means such as a crystal ball, ESP, clairvoyance, or detection spells. If you normally would get a save, you now get two.
- **Unseen Combatant:** When you attack someone while invisible you gain a +4 bonus on your attack roll. This can combine with the backstab ability.
- **Unseen Eye:** You can attune yourself to being invisible and gain the benefits of the detect invisible spell while invisible.

UNSEEN SPELL LISTS

Level 1 Spells	Level 2 Spells	Level 3 Spells
1 Detect Magic	Bone Field	Clairvoyance
2 Detect Poison	Fleetness	Confusion
3 Disguise	ESP	Dispel Magic
4 Knives	Invisibility	Haste
5 Keen Ear	Knock	Polymorph Self
6 Read Languages	Light	Silence 15' radius
7 Read Magic	Protection from Evil	Skinwalking
8 Sleep	Phantasmal Force	Unseen Coin

Level 4 Spells	Level 5 Spells	Level 6 Spells
1 Arcane Eye	Bad Luck	Animate Shadows
2 Dimension Door	Concealing Fog	Antipathy / Sympathy
3 Disappear	Flury of Projectiles	Daggers of Nur
4 Mass Disguise	Instant Summons	Teleport
5 False Vision	Mass Invisibility	Limited Wish
6 Fluid Form	Project Image	
7 Remove Curse		
8 Tongues		

Full descriptions of all unseen spells are found in chapter 2, page 52.

CHAPTER TWO

Book of Spells

TOME OF SPELLS

This chapter contains full descriptions and game rules for the spells for all the spellcasting classes presented earlier in the book. All the spells from the various spell lists have been put in this chapter in alphabetical order instead of being separated by the spellcaster's class in order to reduce the number of times certain core spells such as "Protection from Evil" get repeated throughout the book. This also makes it easier to find a spell when determining the effects of a magic item or a creature's spell-like abilities.

Instead of digging through this chapter to see which spells are available to which casters, each spellcasting class has its own spell lists printed with the character class in question in the first chapter of this volume.

CASTING SPELLS

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 and elves, 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 character 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.

MAGICAL THEOREMS

ANIMAL GROWTH

Level: Cleric 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: Cleric 3, Wizard 5, Necromancer 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.

ANIMATE OBJECTS

Level: Cleric 6

Duration: 1 round per level

Range: 30'

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the Labyrinth Lord. Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10' to a maximum of 120'. For example, a chair might move at the full possible movement, but something awkward and without legs, like a chest, might only move at 10'.

Objects attack using the same required attack value roll as the caster. Attack frequency and

damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the Labyrinth Lord's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the Labyrinth Lord will determine the object's hit points.

ANIMATE SHADOWS

Level: Unseen 6

Duration: 1 round / level

Range: 240'

This spell affects an area in a 40 foot radius around the target point. All shadows and darkness within that area animate and become hostile to all but the spellcaster. Anyone entering the area must make a saving throw or be immobilized by the grappling shadows, suffering a -6 on all attack rolls and a 4 point penalty to their armour class. Even those making the saving throw have their movement rates halved and suffer a -2 penalty on attack rolls while within the area of effect.

ANIMATE SKELETON

Level: Necromancer 1

Duration: 24 hours

Range: Touch

This spell animates a single touched skeleton of a dead creature into an undead skeleton under the control of the caster. The bones must be clean of flesh for this spell to work, and the skeleton only remains animated for 24 hours and then disintegrates and cannot be reanimated through this spell or animate dead. The skeleton created uses the same rules as for skeletons created with animate dead, including the hit die limit (but only one skeleton can be animated per casting of this spell, regardless of the hit dice).

ANIMATE ZOMBIE

Level: Necromancer 2

Duration: 24 hours

Range: Touch

This spell animates a single touched corpse of a dead creature into an undead zombie under the control of the caster. The skeleton only remains animated for 24 hours and then disintegrates and cannot be reanimated through this spell or animate dead. The zombie created uses the same rules as for zombies created with animate dead, including the hit die limit (but only one zombie can be animated per casting of this spell, regardless of the hit dice).

ANIMATING AURA

Level: Necromancer 7

Duration: 1 hour / level (see below)

Range: 20' / level radius

MAGICAL THEOREMS

Any creature that dies within this spell's area of effect rises as a zombie after 1d4 rounds, under the caster's control. Corpses that are brought into the circle are not reanimated, nor are ones that predate the spell (i.e., casting this spell in a graveyard does not cause all of the residents to rise). This spell can animate a maximum number of hit dice of undead equal to the caster's level, and ends immediately when that total is reached.

ANTI-MAGIC SHELL

Level: Wizard 6, Necromancer 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.

ANTIPATHY/SYMPATHY

Level: Wizard 8, Enchanter 6, Necromancer 8, Unseen 6

Duration: 12 turns per level

Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy - Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

Sympathy - Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

ARCANE EYE

Level: Wizard 4, Merchant 4, Necromancer 4, Unseen 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: Wizard 2, Merchant 2, Necromancer 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.

BAD LUCK

Level: Unseen 5

Duration: See below

Range: 60'

If the target fails his saving throw against this spell, every time he makes a saving throw in the future he must make two saving throws and take the worst result. This spell remains in effect until the target makes a number of saving throws equal to the caster's level.

BLADE BARRIER

Level: Cleric 6

Duration: 3 rounds per level

Range: 30'

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

BLESS [REVERSIBLE]

Level: Cleric 2, Healer 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.

MAGICAL THEOREMS

BLESSING OF UNDEATH

Level: Necromancer 9

Duration: 1 minute / level

Range: 400' radius of caster

All undead within the area of effect of this spell receive a +3 bonus to attack and damage, +2 to armor class and saving throws, and can make one additional attack each round (pick the creature's most effective attack). The magical energies are so intense that all the undead affected by the spell must make a saving throw when the effects end or be destroyed.

BODY OF SPINES

Level: Fleshcrafter 5

Duration: 1 turn / level

Range: Touch

The target of this spell sprouts mighty spines (through his armour or clothing, if applicable – although it does no damage to magical armour or clothing in the process) that can be used as a weapon as well as providing a potent defense. Any opponent striking the target with a natural weapon (or bare hands or similar attacks) must save vs spells with every attack to avoid taking 1d8+3 damage.

Further, the target gains the ability to use the spines as an extra natural attack. If the target has less than 2 claw attacks per round (such as someone with a single claw or bite attack, or someone wielding a sword), he can strike with the spines in his legs or arms as an additional attack each round with a +3 bonus, dealing 1d8+3 (plus applicable Strength bonuses if any) damage.

BONE ARROW

Level: Necromancer 4

Duration: 2 rounds / level

Range: 120' + 10' / level

Bone arrow creates a magical bone missile that is flung from the caster to any target within range, inflicting 1d6 damage per caster level (maximum of 20d6). A saving throw vs spells reduces the damage by half. As soon as it strikes, the bolt conjures forth four skeletons to surround the target of the spell. These undead attack the target above all other targets until destroyed or until the spell duration ends, even attacking the victim one he is slain.

BONE FIELD

Level: Unseen 2

Duration: 1 minute / level

Range: 60'

Regardless of the material of the local floor or ground, it sprouts small fragments of bone that seem to push up through it. The spell affects a 5 foot by 5 foot area per level of the caster. Any time someone moves into an area affected by this spell or spends a round fighting while

standing in such an area, they must make a saving throw against paralysis to avoid stepping on the bone fragments. Failure causes 1d4 physical damage (treat as a magic weapon).

CHARM MONSTER

Level: Wizard 4, Enchanter 3, Healer 5

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: Wizard 1, Enchanter 1, Merchant 1, Warder 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: Wizard 3, Merchant 2, Unseen 3, Warder 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.

MAGICAL THEOREMS

CLENCHED FIST

Level: Wizard 8

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or less	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

CLONE

Level: Wizard 8, Fleshcrafter 7, Necromancer 8

Duration: Permanent

Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

CLOUDKILL

Level: Wizard 5, Necromancer 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.

COMMUNE

Level: Cleric 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.

CONCEALING FOG

Level: Unseen 5, Warder 4

Duration: 12 turns

Range: 600' radius

A heavy fog settles over an area outdoors as indicated above. Within this area, visibility drops to 20', and all movement is divided by 2. This is otherwise treated as the wizardly version of control weather.

CONFUSION

Level: Wizard 4, Enchanter 3, Necromancer 4, Unseen 3, Warder 3

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	Behaviour
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.

MAGICAL THEOREMS

CONJURE ANIMALS

Level: Cleric 6

Duration: 2 rounds per level

Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

CONJURE ELEMENTAL

Level: Wizard 5, Enchanter 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: Wizard 5, Merchant 5, Necromancer 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 {REVERSIBLE}

Level: Cleric 3, Wizard 2, Healer 3, Merchant 2, Necromancer 2

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) is only available to clerics, not to wizards. It 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.

MAGICAL THEOREMS

CONTROL WEATHER {CLERICAL}

Level: Cleric 7, Healer 7

Duration: 4d12 hours

Range: 0

The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late Winter	Hurricane-force winds or early spring (coastal area)

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

CONTROL WEATHER {WIZARDRY}

Level: Wizard 6, Merchant 5

Duration: See below

Range: 0

This spell differs from the cleric spell of the same name. The radius 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.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
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

CRAFT FLESH BEAST

Level: Fleshcrafter 6

Duration: Permanent

Range: 20 foot radius

The caster magically assembles the fresh corpses in a 20 foot radius into a massive semi-living construct of flesh, bone and sinew. The spell only works with corpses less than an hour dead, and a maximum of 2 hit dice of creatures per level of the caster.

The resulting flesh beast has hit dice equal to one half of the total hit dice of the dead assembled in the casting, bristles with natural weaponry and follows the orders of the spellcaster. It will rot away slowly – while this has no effect on it's ability to function until it is completely lost, it will begin to rot and smell and leave chunks of itself behind as it approaches it's final days. A flesh beast will last for one week per hit die.

Even though it is not alive, fleshcrafter spells will always work on a flesh beast. Further, a flesh beast always fails its saving throws against fleshcrafter spells.

A fleshcrafter can maintain a maximum of twice his level in hit dice of flesh beasts at a time. If he tries to make more, the older ones will unravel as the new ones are made. See the creature section of this volume (chapter 4, page 154) for stats on flesh beasts.

CREATE FOOD AND WATER

Level: Cleric 4, Healer 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.

CRUSHING HAND

Level: Wizard 9, Necromancer 9

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10. An opponent can attack a crushing hand. It has an AC of 9 and hp equal to those of the caster.

MAGICAL THEOREMS

CURE CRITICAL WOUNDS {REVERSIBLE}

Level: Cleric 5, Fleshcrafter 5, Healer 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: Cleric 3, Fleshcrafter 2, Healer 2, Necromancer 4

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 INSANITY

Level: Healer 5

Duration: Permanent

Range: Touch

The target of this spell is cured of any insanity – caused by magic, trauma or other sources.

CURE LIGHT WOUNDS {REVERSIBLE}

Level: Cleric 1, Fleshcrafter 2, Healer 2, Warder 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 MINOR WOUNDS

Level: Healer 1, Enchanter 3, Fleshcrafter 1

Duration: Permanent

Range: Touch

When cast, the healer touches one character or creature (or himself) and heals it of 1d4 hit points of damage. This spell cannot grant more hit points than the being's normal maximum.

Cause minor wounds (reverse of cure minor wounds) causes 1d4 hit points of damage to a being if the caster can touch the opponent.

CURE PARALYSIS

Level: Healer 4

Duration: Permanent

Range: 60'

All targets within range (of the caster's choice) are immediately freed from all paralysis and slow spell type effects whether caused by magic, undead or poisons.

CURE SERIOUS WOUNDS [REVERSIBLE]

Level: Cleric 4, Fleshcrafter 4, Healer 4, Warder 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.

DAGGERS OF NUR

Level: Unseen 6

Duration: 1 round / level

Range: 360'

This spell conjures a dancing cloud of tiny daggers, or per level of the caster. The caster immediately assigns the daggers to any opponents within range, dividing them up as he pleases. The daggers attack the round summoned and again each round thereafter. Each dagger attacks as the caster does with a +2 bonus, and deals 1d4 damage per attack. They will continue to attack each round, even once the target is slain. They move at a speed of 120' (as an unarmored human) to follow their target, but will not move more than 360' from the caster. The caster can take a round to reassigning the targets for all the daggers.

MAGICAL THEOREMS

DARK OMEN

Level: Necromancer 3

Duration: 1 turn

Range: 0

The caster sacrifices an animal, throws the bones, plucks feathers from a carrion bird, or any number of other necromantic divination methods in order to seek knowledge. This spell may only be cast once every second day, and the caster may ask a single question that can be answered roughly as being a good idea or a bad idea. If the idea is a “good” one according to the Labyrinth Lord, then the response of the spell will be some sort of dark omen such as clouds obscuring the sun, a crow flying past, flowers wilting, or some such. Once per year (on a special occasion, such as the church’s celebration of death, or the winter solstice), the spell will have a duration of three turns and three questions can be asked instead of the usual one.

DEATH SPELL

Level: Wizard 6, Necromancer 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.

DELAYED BLAST FIREBALL

Level: Wizard 7

Duration: See below

Range: 100’ + 10’ per level

In most respects, this spell is identical to fireball. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to “go off” from 1 to 5 rounds after the round the spell is cast.

DETECT EVIL (CLERICAL)

Level: Cleric 1, Healer 1, Necromancer 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 EVIL {WIZARDRY}

Level: Wizard 2, Warder 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: Wizard 2, Merchant 1

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 LIE {REVERSIBLE}

Level: Cleric 4, Merchant 3

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: Cleric 1, Wizard 1, Enchanter 1, Healer 1, Merchant 1, Necromancer 1, Unseen 1, Warder 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.

DETECT POISON

Level: Healer 1, Unseen 1, Warder 1

Duration: 6 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any item or creature within 60' that is poisoned, poisonous, or that contains poison. It also detects green slime and other hostile molds and fungi.

MAGICAL THEOREMS

DIMENSION DOOR

Level: Wizard 4, Enchanter 3, Merchant 4, Unseen 4, Warder 3

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.

DISAPPEAR

Level: Unseen 4, Warder 4

Duration: 1 turn or until dispelled

Range: 0

Unlike most spells, disappear can be cast in a mere instant – allowing the caster to perform other actions on the same round. This spell is identical to the invisibility spell except for the duration and casting time.

DISGUISE

Level: Enchanter 2, Unseen 1

Duration: 12 turns

Range: 0

This spell changes the appearance of the targetted creature to that of someone else of approximately the same size. If used to imitate a specific person, everyone seeing the illusion gets a saving throw to see through the illusion. Otherwise, the disguise can only be saved against by someone given a good reason to suspect that the target of the spell is disguised.

DISINTEGRATE

Level: Wizard 6, Necromancer 6

Duration: Permanent

Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary. 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, such as crushing hand, but not magical effects such as an anti-magic shell.

DISJUNCTION

Level: Wizard 10

Duration: Instantaneous

Range: 25' + 5' / 2 levels

All magical effects and magic items within the radius of 20 feet from where the spell is targetted are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful saving throw (using the owner's save) or be turned into a normal item. Items not in someone's possession save as a level 9 Wizard.

Disjunction also has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined. Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you caster make a saving throw or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even a wish.) Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

DISPEL EVIL

Level: Cleric 5, Necromancer 4

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: Cleric 3, Wizard 3, Enchanter 3, Healer 4, Merchant 3, Necromancer 3, Unseen 3, Warder 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. 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.

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DISTRACTION

Level: Enchanter 2

Duration: 1 turn

Range: 10'

For the duration of the spell, the caster is able to produce minor illusions such as flashes of light, puffs of smoke, small floating objects, coloured sparkles and so on. While completely harmless, these illusions can be very distracting. Any creature of higher than animal intelligence but less than 18 intelligence witnessing these illusions must make a saving throw or be distracted for one minute while the illusions continue. This distraction provides a -2 penalty on all attack rolls, and also allows people to slip past the target(s) or otherwise take advantage of the distraction.

DOMINATION

Level: Wizard 10

Duration: 1 day / level

Range: 120'

Domination allows a wizard to control the actions of one or more other creatures through a one-way telepathic link established by the spell allowing the caster to send commands that the target must obey, ignoring all other activities except those necessary for day to day survival. Because of the target's limited range of activity, a Wisdom check allows others to note that the target is under someone else's control. Sending new instructions to a dominated creature requires concentrating for one round.

The spell can target either one creature (who receives a -2 penalty on his saving throw) or 1d6 creatures within 30 feet of each other. Once cast, the range of contact to a dominated creature is unlimited. The target gets a new saving throw if ordered to take an action that seems contrary to his or her nature, and will ignore self-destructive commands.

DREAM

Level: Enchanter 4

Duration: See below

Range: Unlimited

The caster sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the caster must name the recipient or identify him or her by some title that leaves no doubt as to identity. The caster then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the

message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

DUO-DIMENSION

Level: Wizard 7

Duration: 3 rounds +1 per level

Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

ESP

Level: Wizard 2, Enchanter 2, Healer 3, Merchant 2, Unseen 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.

EARTHQUAKE

Level: Cleric 7

Duration: 1 round

Range: 120'

When earthquake is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

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

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

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

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

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

ELVEN ARROWS

Level: Warder 2

Duration: 1 round / level

Range: Self

For the duration of the spell, the caster can create magical arrows on his bowstring whenever he draws it back. Each arrow gains +2 to hit and +1 to damage and disappears as soon as it either strikes or misses its target.

ENERGY DRAIN

Level: Wizard 10, Necromancer 10

Duration: Permanent

Range: 60'

The target of this spell loses 1d4 experience levels.

ETERNAL SLUMBER

Level: Wizard 10, Enchanter 6, Necromancer 10

Duration: Permanent

Range: Touch

This variation of temporal stasis allows the caster to set a condition that breaks the subject's state of suspended animation. During the casting of this spell, the caster speaks aloud the condition that breaks this enchantment. The specific condition could be the next solar eclipse, a particular day or year, the death of a ruler, the birth of a child, or the invasion of an army. The necromancer can cast this spell on himself. This spell, unlike temporal stasis cannot be removed by dispel magic (unless the caster has a higher caster level than the caster).

EYES OF THE DEAD

Level: Necromancer 3

Duration: 1 hour / level

Range: 240'

This spell allows the caster to “piggyback” on the senses of targetted undead. By casting this spell, the necromancer becomes able to see and hear through the “eyes” and “ears” of up to his level of undead creatures he has animated or raised. No other communication of senses is permitted through the use of this spell, nor are special sight or hearing qualities such as darkvision. The necromancer can switch from one creature’s senses to another (that was in the group of undead targetted when the spell was cast) once per round and can comfortably maintain two sets of sensory input at once – either that of two undead or of his own and one undead. Eyes of the Dead operates at a range of up to one mile after being cast.

FALSE IMAGE

Level: Enchanter 4, Unseen 4

Duration: 1 hour / level

Range: 40' radius

Any divination (scrying) spell or device used to view or hear anything within the area of this spell instead receives a false response, as defined by the caster at the time of casting. As long as the duration lasts, the spellcaster can concentrate to change the image as desired. While not concentrating, the image remains static.

FEEBLEMIND

Level: Wizard 5, Necromancer 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.

FIND THE PATH {REVERSIBLE}

Level: Cleric 6

Duration: 1 turn per level

Range: Touch

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

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effect of a maze spell in a single round.

Lose the path (reverse of find the path) renders a touched being completely incapable of finding its way.

FIND TRAPS

Level: Cleric 2, Merchant 2, Warder 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.

FIRE BALL

Level: Wizard 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.

FLAME STRIKE

Level: Cleric 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.

FLEETNESS

Level: Unseen 2, Warder 2

Duration: 1 turn / level

Range: 0

This spell increases the caster's movement rate(s) by 50%.

FLOATING DISC

Level: Wizard 1, Merchant 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.

FLUID FORM

Level: Unseen 4

Duration: 1 turn / level

Range: 0

The caster and his equipment melt into a liquid form that has the same volume as his normal form. (A normal humanoid creature creates a 5 ft. square pool.) You become amorphous; gaining immunity to poison, sleep, paralysis, polymorph, and stunning effects. If already poisoned, Fluid does not prevent the poison effects.

FLURRY OF PROJECTILES

Level: Unseen 5, Warder 3

Duration: 1 round

Range: 0

After casting this spell, the next projectile attack (thrown weapon or launched projectile) made by the caster is multiplied into a flurry of similar projectiles. The new projectiles are non-magical (so if cast and then throwing a magical dagger, the flurry will be of non-magical daggers). The spell creates an additional projectile per two caster levels. The caster can select different targets for each projectile as long as they are all within the normal range of the weapon.

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FLY

Level: Wizard 3, Fleshcrafter 4

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.

GATE

Level: Wizard 10, Necromancer 10

Duration: Instantaneous or Concentration (see below)

Range: 120'

Casting a gate spell has two effects. First, it creates an interdimensional connection between the caster's current plane of existence and a plane specified, allowing travel between those two planes in either direction. The caster may then call a particular individual or kind of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction desired when it comes into existence (typically vertical and facing the caster). It is a two-dimensional window looking into the plane specified, and anyone or anything that moves through is shunted instantly to the other side.

A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. The gate can only be held open for a brief time (no more than 1 round per caster level), and the caster must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to the caster's aid. By naming a particular being or kind of being as the spell is cast, the gate opens in the immediate vicinity of the desired creature and pulls the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures

If used to call a kind of creature instead of a known individual it may call either a single creature (of any HD) or several creatures. The spell can call and control several creatures as long as their HD total does not exceed the caster level. A single creature with more HD than the caster's level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for the caster. Such services fall into two categories: immediate tasks and contractual service. Fighting for a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; requiring no agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If exacting a longer or more involved form of service from a called creature, the caster must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported back to the caster's vicinity, who must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the caster being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack the caster.

GEAS

Level: Wizard 6, Enchanter 5

Duration: See below

Range: 30'

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

GLASS LIKE STEEL

Level: Wizard 8, Enchanter 6

Duration: Permanent

Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

GRACE

Level: Fleshcrafter 3

Duration: 2 turns / level

Range: Touch

The target becomes much more agile, gaining a +2 bonus on saving throws against Breath Attacks, increasing his Dexterity bonus to AC and missile attacks by 1 (and effectively increasing his Dexterity to the level required to gain this bonus), and increasing movement rates by 50%.

MAGICAL THEOREMS

GRASPING HAND

Level: Wizard 7, Merchant 5

Duration: 1 round per level

Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half. An opponent can attack a grasping hand. It has an AC of 9 and hp equal to those of the caster.

GREAT CURSE

Level: Necromancer 10

Duration: Permanent

Range: 30'

This spell is treated as the bestow curse spell (the reverse of remove curse) except that the scope of the curse is vastly expanded. A great curse cannot be removed by a dispel magic, only by a remove curse cast by an equal level or higher level caster. Some sample curses include:

1. Whither and raze and area of crops and vegetation up to 30 feet by 30 feet per caster level.
2. Cause any small or medium building (smaller than a full castle or fortress) to fall into ruin over the course of 7 days. The structure will buckle and warp and rot and finally collapse on the seventh day.
3. Reduce the target's Charisma to 3.
4. Reduce all a target's physical ability scores by half.
5. Plague the victim with nightmares that prevent him from sleeping (and thus regaining spells) and reducing the character's Wisdom by 1 per day without sleep until Wisdom is reduced to 0 and the victim dies, slain by his own nightmares.

GREATER NATURAL WEAPON

Level: Fleshcrafter 3

Duration: 2 turns / level

Range: Touch

The target of this spell sprouts nasty natural weaponry (like the weaponry formed by the level 1 Natural Weaponry spell). The target gains the ability to make a Claw / Claw / Bite attack dealing 1d8 / 1d8 / 2d6 damage (plus applicable Strength bonuses).

HALLUCINATORY TERRAIN

Level: Wizard 4, Enchanter 3

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: Wizard 3, Fleshcrafter 2, Unseen 3, Warder 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.

HEAL [REVERSIBLE]

Level: Cleric 6, Fleshcrafter 7, Healer 6

Duration: Permanent

Range: Touch

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

Harm (reverse of heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as cause disease.

HEROIC INSPIRATION

Level: Enchanter 5

Duration: 1 turn / level

Range: Touch

This spell imbues a single creature with great bravery and morale in battle. The target gains a +5 bonus on attack rolls and saving throws, complete immunity to fear-type effects, and gains hit points equal to the caster's level (which may bring his hit point total above his maximum, but any points above his maximum are lost when the spell duration ends).

MAGICAL THEOREMS

HOLD MONSTER

Level: Wizard 5, Enchanter 4, Fleshcrafter 4, Merchant 4, Necromancer 5, Warder 4

Duration: See below

Range: 120'

The duration of this spell is a number of turns equal to the caster's level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell hold person, but can affect nonhumanoid monsters and larger monsters.

HOLD PERSON {CLERICAL}

Level: Cleric 2, Necromancer 2, Warder 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.

HOLD PERSON {WIZARDRY}

Level: Wizard 3, Enchanter 2, Fleshcrafter 1, Merchant 3

Duration: 1 turn per level

Range: 120'

Except as described above in duration and range, this spell is identical the cleric spell of the same name.

HOLD PORTAL

Level: Wizard 1, Merchant 1

Duration: 2d6 turns

Range: 10'

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

HOLY WORD {REVERSIBLE}

Level: Cleric 7

Duration: See below

Range: 0

Upon speaking the holy or unholy word, any evil or good creature within a 60' area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement -25%
8-11	Stunned 2d4 rounds, -4 to hit, Movement -50%
4-7	Paralyzed 1d4 turns
4 or less	Killed

ILLUSORY WALL

Level: Enchanter 3

Duration: Permanent

Range: 30'

This spell creates the illusion of a wall, floor, ceiling, or similar surface. The wall created is up to 5 feet by 5 feet by 1 inch per level of the caster (so a level 6 caster can create a wall ten feet by fifteen feet in size). It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

IMPRISONMENT {REVERSIBLE}

Level: Wizard 9, Necromancer 9

Duration: Permanent

Range: Touch

When the caster casts imprisonment and touches a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

MAGICAL THEOREMS

INCENDIARY CLOUD

Level: Wizard 8

Duration: 4 rounds +1d6 rounds

Range: 30'

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

INFRAVISION

Level: Wizard 3, Fleshcrafter 3, Merchant 3

Duration: 1 day

Range: 0

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

INSANITY

Level: Enchanter 5

Duration: Permanent

Range: 120'

If the targetted creature fails to save, he is affected as if by the confusion spell. This spell can only be removed with cure insanity, heal, limited wish or wish.

INSECT PLAGUE

Level: Cleric 5, Necromancer 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.

INSTANT SUMMONS

Level: Wizard 7, Enchanter 5, Unseen 5

Duration: Instantaneous

Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

INVISIBILITY

Level: Wizard 2, Enchanter 2, Merchant 2, Necromancer 2, Unseen 2, Warder 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 bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

MAGICAL THEOREMS

INVISIBILITY 10' RADIUS

Level: Wizard 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: Wizard 6, Necromancer 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.

IRRESISTIBLE DANCE

Level: Wizard 8, Enchanter 6

Duration: 1d4+1 rounds

Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

KEEN EAR

Level: Unseen 1

Duration: 6 turns

Range: Touch

The subject gains the ability to hear noise as a level 3 thief. If the character already has the ability to hear noise at an exceptional level, this grants a further +1 on his hear noise checks.

KNIVES

Level: Unseen 1

Duration: 1 turn

Range: 0

This spell creates one normal dagger, which disappears when the spell expires. One additional dagger appears for every 2 levels of the caster (2 at level 3, 3 at level 5, and so on).

KNOCK

Level: Wizard 2, Enchanter 2, Merchant 2, Necromancer 2, Unseen 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.

KNOW ALIGNMENT

Level: Cleric 2, Merchant 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.

LASHING TENDRILS

Level: Fleshcrafter 6

Duration: 1 round per level

Range: 5' per 3 levels

Once this spell is cast, the caster sprouts sinewy lashing tentacles or tendrils that reach out from his body to a radius of 5 feet per 3 levels of the caster (rounding down). Anyone within this range must make a saving throw vs paralysis every round in order to move or attack. On the caster's initiative, everyone within the zone of the tentacles takes 1d10 damage.

Opponents may attack the tendrils – they have an AC of 6 and hit points equal to half those of the caster.

LESSER RESTORATION

Level: Healer 2

Duration: Permanent

Range: Touch

Lesser restoration dispels any magical effects that reduce a character's ability scores. It eliminates fatigue and hunger. If cast within 1 round of losing a level to an undead or energy drain spell, then one of those levels lost is immediately restored.

MAGICAL THEOREMS

LEVITATE

Level: Wizard 2, Merchant 2, Warder 1

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: Cleric 1, Wizard 1, Enchanter 1, Merchant 1, Necromancer 1, Unseen 2

Duration: 12 turns, Level + 6 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.

The clerical & unseen version has a duration of 12 turns, the Wizardry version has a duration of 6 turns + 1 turn / level of the caster, and cannot be reversed.

LIGHT ARMOUR

Level: Fleshcrafter 1

Duration: 2 turns / level

Range: Touch

The target of this spell's skin toughens into a rough natural armour similar to rhinoceros hide or heavy tree bark. This provides a bonus to Armour Class equivalent to wearing chain mail (AC 5).

LIGHTNING BOLT

Level: Wizard 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.

LIMITED WISH

Level: Wizard 7, Enchanter 6, Unseen 6

Duration: See below

Range: Unlimited

A limited wish allows the caster to create nearly any type of effect. For example, a limited wish can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as geas or quest, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Labyrinth Lord's discretion.

LOCATE OBJECT

Level: Cleric 3, Wizard 2, Healer 3, Merchant 2, Necromancer 2, Warder 2

Duration: 6 turns, 2 turns

Range: 120', 60' + 10' / level

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

The clerical version has a duration of 6 turns and a range of 120'. The wizardry version has a duration of 2 turns and a range of 60' + 10' per caster level.

LOWER WATER

Level: Cleric 4, Wizard 6, Merchant 3

Duration: 1 turn per level, 10 turns

Range: 120', 240'

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.

The clerical version has a duration of 1 turn per caster level and a range of 120'. The wizardry version has a duration of 10 turns and a range of 240'.

MAGICAL THEOREMS

MAELSTROM

Level: Enchanter 6

Duration: Instantaneous

Range: 360'

The maelstrom produces a cone effect of bright colours flashing out in an incomprehensible and powerful sensory storm. The first 4d6 creatures within the cone are affected – the effects depending on the hit dice of the creatures (each gets to make a saving throw against spells to avoid the effects except for the damage).

Up to 6 HD: Unconscious for 4d6 rounds, blinded for 2d6+2 rounds, and then stunned for 3 rounds. (Only living creatures are knocked unconscious.) In addition to this, affected creatures take 3d6 points of damage.

7 to 8 HD: Unconscious for 3d6 rounds, blinded for 1d6+1 rounds, and then stunned for 2 rounds. In addition to this, affected creatures take 2d6 points of damage.

9 or more HD: Unconscious for 2d4 rounds, blinded for 1d4 rounds, and then stunned for 1 round.

MAGIC JAR

Level: Wizard 5, Necromancer 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: Wizard 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.

MAGIC SWORD

Level: Wizard 7

Duration: 1 round per level

Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell dispel magic can cause the magic sword to disappear.

MAJOR ARMOUR

Level: Fleshcrafter 3

Duration: 2 turns / level

Range: Touch

The target of this spell's skin toughens into a heavy and rough natural armour similar to scarred and pitted rhinoceros hide. This provides a bonus to Armour Class equivalent to wearing Plate Mail +1 (AC 2).

MASS CHARM

Level: Wizard 8, Enchanter 5, Healer 7

Duration: Special

Range: 5' per level

This spell functions like charm monster. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

MAGICAL THEOREMS

MASS CURE LIGHT WOUNDS

Level: Healer 7

Duration: Permanent

Range: 180'

All targets of the caster's choice within range are healed for 1d6+1 points of damage.

MASS CURE MINOR WOUNDS

Level: Healer 6

Duration: Permanent

Range: 120'

All targets of the caster's choice within range are healed for 1d4 points of damage.

MASS DISGUISE

Level: Enchanter 4, Unseen 4

Duration: 1 turn / level

Range: 30'

This spell changes the appearance of the targetted creatures within the area of effect (up to 2 creatures per level of the caster) to that of someone else of approximately the same size – each person takes on a different appearance as determined by the caster. If used to imitate a specific person, everyone seeing the illusion gets a saving throw to see through the illusion. Otherwise, the disguise can only be saved against by someone given a good reason to suspect that the target of the spell is disguised.

MASS HOLD

Level: Enchanter 6

Duration: Special

Range: 5' per level

This spell functions like hold monster. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

MASS INVISIBILITY

Level: Wizard 7, Enchanter 5, Necromancer 7, Unseen 5

Duration: Special

Range: 10' per caster level

This spell functions just like invisibility, but affects all creatures within a 30' square.

MASSMORPH

Level: Wizard 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.

MAZE

Level: Wizard 8

Duration: special

Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or less	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

Minotaurs are not affected by this spell.

MERGE WITH WEAPON

Level: Fleshcrafter 3

Duration: 2 turns / level

Range: Touch

The target of this spell has their weapon in hand merge completely with their wielding hand & arm in a disgusting amalgamation of weapon and flesh and bone. In this form, the weapon cannot be disarmed, and the wielder gains a +2 bonus to hit with it, as well as a +1 bonus to damage.

MAGICAL THEOREMS

METEOR SWARM

Level: Wizard 9

Duration: Instantaneous

Range: 40' + 10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

MIND BLANK

Level: Wizard 8, Necromancer 8

Duration: 7 rounds +1 per level

Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

MIRROR IMAGE

Level: Wizard 2, Enchanter 2, Merchant 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: Wizard 6, Merchant 5, Necromancer 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.

NATURAL WEAPON

Level: Fleshcrafter 1

Duration: 3 turns / level

Range: Touch

The target of this spell sprouts nasty natural weaponry made of bone and chitin and hard claw-like matter. Most fleshcrafters specialize in one sort of weapon – spurs from the elbows or wrists, massive teeth, horrible claws, and so on. Regardless of the form the weaponry takes, it provides the target with the ability to make physical attacks that deals the same damage as a sword (1d8 damage).

NECROMANTIC HEALING

Level: Necromancer 3

Duration: Permanent

Range: Touch

By channelling the powers of death, a necromancer gains some rudimentary healing ability, although never one that compete with the curative powers of a cleric or healer. When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+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. This spell heals twice the listed damage to undead.

NECROPOLIS

Level: Necromancer 10

Duration: Permanent

Range: Special

This spell raises the populace of an entire city as skeletal warriors. From the ruins of an ancient town or city, the necromancer causes skeletons to claw their way out of the ground, to rise up in perfect servitude to his every demand.

The spellcaster must be upon the site of a ruined and deserted settlement to cast this spell successfully. Complete skeletons are not required for the use of this powerful spell (scattered dust and bones are just fine) but no civilization can have existed within the settlement for at least 50 years.

Once cast, a number of skeletons will animate in accordance with the size of the settlement as it

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was when it was inhabited. A small village will yield between 60 and 600 skeletons (1d10x60), a town between 800-8000 (1d10x800), and a city between 1,000 and 10,000 (1d10x1,000). The skeletons will be under the necromancer's complete control until destroyed.

A destroyed skeleton cannot be reanimated again and once cast, this spell may never be cast again in the same location. The skeletons created by this spell are unable to venture further than 25 miles from the settlement. Any ordered to do so will instantly crumble to dust and are destroyed.

NEUTRALIZE POISON

Level: Cleric 4, Fleshcrafter 5, Merchant 4, Necromancer 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.

PAIN

Level: Fleshcrafter 3, Necromancer 3

Duration: 1 round / level

Range: 120'

When this spell is cast, targeted creatures are struck down by massive pain, reducing them to crippled movement (1/6 of normal) and reducing all attack and damage rolls and armour class by 5, and rendering spellcasting impossible. Undead, constructs and similar creatures are unaffected by this spell. This spell affects 1d6 creatures, but if directly targeted at a single target, the saving throw is attempted at a -2 penalty.

PART WATER

Level: Cleric 6, Wizard 6

Duration: 1 turn per level

Range: 20' per turn

For the duration of this spell, the caster creates a divide in a body of water. For each level of experience of the caster, he is able to create a divide in water that is 1' wide by 20' long and 3' deep. The caster can dismiss the spell at any time before the duration has expired.

PASSWALL

Level: Wizard 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: Wizard 2, Enchanter 2, Unseen 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.

PHASE DOOR

Level: Wizard 7

Duration: 1 passage per 2 levels

Range: Touch

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

PLAGUE

Level: Necromancer 7

Duration: Permanent

Range: 90'

Every living creature within 30 feet of the target point of this spell is affected as if by the reverse of Cure Disease.

PLANT GROWTH

Level: Wizard 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 ANY OBJECT

Level: Wizard 8

Duration: Variable

Range: 5' per level

This spell functions like other polymorph spells, except that it changes one object or creature into another. A saving throw versus polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the Labyrinth Lord will have to decide the specific duration of each use of this spell based on the circumstances.

Consider Changes in:

Kingdom (animal, vegetable, mineral)

Class (mammals, fungi, metals, etc.)

Size (similar size, or greater, smaller)

Related (twig is to tree, wolf fur is to wolf, etc.)

Overall shape (similar shapes, similar functions)

Same or lower Intelligence

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell dispel magic will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

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

POLYMORPH OTHERS

Level: Wizard 4, Enchanter 4, Fleshcrafter 4, Merchant 5

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: Wizard 4, Enchanter 3, Fleshcrafter 4, Merchant 4, Unseen 3

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.

POWER WORD KILL

Level: Wizard 9, Necromancer 7

Duration: Permanent

Range: 2.5' per level

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

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POWER WORD STUN

Level: Wizard 7, Necromancer 6

Duration: See below

Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by power word stun. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31-60	2d4 rounds
61-90	1d4 rounds

PRISMATIC SPHERE

Level: Wizard 9

Duration: 1 turn per level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 HD, which lasts 2d4 turns. The caster can pass into and out of the prismatic sphere and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Colour	Order	Effect	Negated by
Red	1 st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	Passwall
Orange	2 nd	Stops magical ranged weapons. Deals 20 points of damage.	Fly
Yellow	3 rd	Stops poisons, gases and petrification. Deals 40 points of damage.	Disintegrate
Green	4 th	Stops breath weapons. Poison (Kills, save vs poison)	Passwall
Blue	5 th	Stops divination and mental attacks. Turned to stone (save vs petrification)	Magic Missile
Indigo	6 th	Stops all spells. Save vs spell or become insane.	Continual Light
Violet	7 th	Energy field sends creatures to another plane (save vs spells)	Dispel Magic

PROJECT IMAGE

Level: Wizard 6, Enchanter 5, Unseen 5

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: Cleric 1, Wizard 1, Enchanter 1, Healer 1, Necromancer 1, Unseen 2, Warder 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: Cleric 4, Wizard 3, Healer 3, Necromancer 3

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.

PROTECTION FROM NORMAL MISSILES

Level: Wizard 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.

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PURIFY FOOD AND DRINK

Level: Cleric 1, Healer 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: Cleric 5, Healer 6, Merchant 4

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.

QUILLS

Level: Fleshcrafter 1

Duration: 1 round / level

Range: 90'

For the duration of the spell, the caster can fling one long bony quill from his body at a target up to 90 feet away. The quills are treated as magical javelins, gaining +1 to hit and dealing 1d6 damage each (plus the caster's Strength bonus).

RAISE DEAD {REVERSIBLE}

Level: Cleric 5, Healer 4, Necromancer 6

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.

READ LANGUAGES

Level: Wizard 1, Enchanter 1, Merchant 1, Necromancer 1, Unseen 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: Wizard 1, Enchanter 1, Merchant 1, Necromancer 1, Unseen 1, Warder 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 elf or magic-user who owns the book can decipher it without the use of this spell.

REGENERATE {REVERSIBLE}

Level: Cleric 7, Fleshcrafter 7, Healer 6

Duration: Permanent

Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

Necrosis (reverse of regenerate) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the Labyrinth Lord will

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determine randomly which body part is affected.

REINCARNATE

Level: Wizard 6, Fleshcrafter 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	Neaderthal
4	Fighter	Hobgoblin	Lizardfolk	Pegasus
5	Halfling	Kobold	Pixie	Roc (small)
6	Magic-User	Minotaur	Werebear	Unicorn
7	Thief	Ogre		
8	Creature	Orc		
9-10	Same Class			

REMOVE CURSE [REVERSIBLE]

Level: Cleric 3, Wizard 4, Enchanter 4, Healer 3, Merchant 3, Necromancer 4, Unseen 4, Warder 4

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 FACE

Level: Fleshcrafter 6

Duration: 1 turn / level

Range: Touch

With this spell and a touch, the spellcaster wipes away all vestiges of the target's face – sealing eyes, ears, mouth and nose shut. Unless the target makes a successful save vs spells, for the duration of the spell they are blind, deaf and mute and cannot consume potions or other food or drink. The membrane formed over the mouth does not prevent breathing however.

REMOVE FEAR {REVERSIBLE}

Level: Cleric 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: Cleric 1, Fleshcrafter 1, Healer 2

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: Cleric 2, Fleshcrafter 2, Healer 3

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.

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RESURRECTION {REVERSIBLE}

Level: Cleric 7, Healer 7, Necromancer 9

Duration: Permanent

Range: Touch

This spell functions like raise dead, except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

Destruction (reverse of resurrection) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

RESTORATION

Level: Cleric 7, Healer 6

Duration: Permanent

Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell feeblemind.

Drain energy (reverse of restoration) drains one level away from a target when touched.

REVERSE GRAVITY

Level: Wizard 7

Duration: Instantaneous

Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 16'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

SHAPE CHANGE

Level: Wizard 9, Fleshcrafter 7

Duration: 1 turn per level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

SHIELD

Level: Wizard 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.

SILENCE 15' RADIUS

Level: Cleric 2, Enchanter 3, Unseen 3

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.

SIMULACRUM

Level: Wizard 7, Necromancer 7

Duration: Permanent

Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more

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powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a detect magic spell, and true seeing will reveal a simulacrum's true nature.

SKINWALKING

Level: Unseen 3

Duration: 3 hours / level

Range: Touch

Through this spell, a person can take on a full semblance of someone they have slain. The caster must peel off the skin of the victim and then the target of the spell must wear it on his face when cast. The target gains a perfect visual disguise of the slain individual, in addition to their voice and intonation, tics, mannerisms and so on. The spell can be dispelled by the target by removing the skin. The skin, once removed from the victim, will be functional for this spell for 2 weeks.

SLEEP

Level: Wizard 1, Enchanter 1, Healer 2, Merchant 1, Necromancer 1, Unseen 1, Warder 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 Dice 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.

SNAKE CHARM

Level: Cleric 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 dice 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: Cleric 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 DEAD

Level: Necromancer 3

Duration: 3 turns

Range: 30'

This spell grants a semblance of life and intellect to a corpse, allowing it to answer several questions asked by the caster. The necromancer can ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from caster's, the corpse gets a save to resist the spell as if it were alive.

If the corpse has been subject to speak with dead within the past week, the spell fails. The body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

SPEAK WITH PLANTS

Level: Cleric 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.

STATUE

Level: Wizard 7, Fleshcrafter 5

Duration: 6 turns per level

Range: Touch

A statue spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not

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need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

STICKS TO SNAKES

Level: Cleric 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.

STONE TO FLESH {REVERSIBLE}

Level: Wizard 6, Fleshcrafter 6, Healer 5, Necromancer 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.

STRANGLING MISTS

Level: Necromancer 4

Duration: 3 turns

Range: 0

This spell generates a bank of dark fog in a diameter of 30'. The fog moves and grows away from the caster at 10 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 50 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 deal 1d4 constriction / strangling damage per round to all living creatures within them. Holding one's breath doesn't help.

STRENGTH

Level: Fleshcrafter 2

Duration: 2 turns / level

Range: Touch

The target of this spell becomes much stronger. This increases his Strength bonus to hit and damage and opening doors by 1 (effectively increasing his Strength score to the required level to gain that bonus).

STRIKING

Level: Cleric 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.

STONE TELL

Level: Cleric 6, Merchant 5

Duration: 1 turn

Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

SUMMON UNDEAD

Level: Necromancer 7

Duration: 1 turn / level

Range: 120'

The spell summons one or more undead that follow the commands of the caster until slain or the spell duration ends at which point they disappear into mist. Roll 2d6 and add the caster's reaction modifier on the table below.

Roll	Undead Summoned
3 or less	2d8 Ghouls
4-5	1d8 Wights
6-9	1d4 Wraiths
10-11	1d3 Spectres
12+	1d2 Vampire

SYMBOL {CLERICAL}

Level: Cleric 7

Duration: 1 turn per level

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface or in the air. The symbol glows, lasting for 1 turn per caster level. There are three different symbols available to clerics, which are described below. The particular symbol desired must be chosen when the spell is cast. A character may receive a save versus spells to negate the effects of a symbol.

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Symbol of Pain: Creatures suffer wracking pains that impose a -4 penalty on attack rolls, and a -2 penalty to DEX. These effects last for 2d10 turns.

Symbol of Persuasion: Creatures that see a symbol of persuasion become charmed by the caster and behave as if they are of the caster's alignment. This effect lasts 1d20 turns.

Symbol of Hopelessness: Creatures that see a symbol of hopelessness will surrender or give up any struggle for 3d4 turns.

SYMBOL {WIZARDRY}

Level: Wizard 8, Necromancer 8

Duration: See below

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict - When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death - When triggered, a symbol of death slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair - Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear - All creatures must succeed in a saving throw versus spells with a penalty of -4 or suffer from the effects of a fear spell.

Symbol of Insanity - When triggered, a symbol of insanity causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the confusion spell). This effect can be negated with the spells heal or wish.

Symbol of Pain - Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep - All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the sleep spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning - When triggered, a symbol of stunning causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

TELEKINESIS

Level: Wizard 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: Wizard 5, Merchant 5, Unseen 6

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.

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TEMPORAL STASIS

Level: Wizard 9, Enchanter 6, Necromancer 9

Duration: Permanent

Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful dispel magic spell). No saving throw is permitted.

TERROR

Level: Necromancer 5

Duration:

Range: 0

Terror produces an aura of extreme fear around the caster, out to a radius of 20 feet. Any living creatures entering the area of the spell must save or flee from the caster for 2 rounds per level of the caster in an unreasoning panic, dropping whatever is held in hand and abandoning companions. If restrained by anyone, the victim will fight (to the death) whatever is restraining him in order to continue his flight. Anyone in the area of effect of the spell must make a new save every minute to remain there.

TIME STOP

Level: Wizard 10, Necromancer 10

Duration: 2 rounds

Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

TONGUES

Level: Healer 5, Enchanter 4, Unseen 4, Warder 4

Duration: 1 turn / level

Range: Touch

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak.

TOUGHNESS

Level: Fleshcrafter 4

Duration: 2 turns / level

Range: Touch

The target of this spell gains 1 additional hit point per hit die and a +2 bonus on saving throws against poison. He ignores any penalties that would otherwise be applied due to pain or injuries.

TRANSMUTE ROCK TO MUD {REVERSIBLE}

Level: Wizard 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.

TRAP THE SOUL

Level: Wizard 8, Necromancer 8

Duration: Permanent

Range: 10'

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of trap the soul, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

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TRUE SEEING

Level: Cleric 5, Merchant 4

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.

UNRAVEL FLESH

Level: Fleshcrafter 5

Duration: Permanent

Range: Touch

The touched target’s flesh unravels from his body, tearing skin away, then baring the target’s skeletal structure in one horrible unwinding motion. The target dies instantly unless he makes a successful save vs Death.

UNSEEN COIN

Level: Unseen 3

Duration: Permanent

Range: Touch

After casting this spell on a gold coin, the unseen can give it to anyone. When the holder of the coin wishes to contact the unseen, they must throw the coin into the air and call out the name the unseen gave them. The coin vanishes, and reappears in the unseen’s pocket, giving him a brief mental image of the person who wishes his services. No message may be conveyed by this spell.

VENTRILOQUISM

Level: Wizard 1, Enchanter 1, Merchant 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: Wizard 4, Merchant 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 BONES

Level: Necromancer 5

Duration: 12 turns

Range: 60'

A massive wall of bones springs up from the ground 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 5 HD. Monsters with more than 5 HD suffer 2d6 hit points of damage when they break through the wall. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

WALL OF ICE

Level: Wizard 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: Wizard 5, Merchant 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

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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: Wizard 3, Fleshcrafter 2, Healer 4, Merchant 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: Wizard 2, Necromancer 2, Warder 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.

WIND WALK

Level: Cleric 7

Duration: 6 turns per level

Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A wind walker can fly at a speed of 60' per level, per turn, and up to 600' per turn. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

WISH

Level: Wizard 10

Duration: See below

Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the Labyrinth Lord will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back

to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Powers or ability bonuses may be wished for at the Labyrinth Lord's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the Labyrinth Lord can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the Labyrinth Lord should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

WORD OF RECALL

Level: Cleric 6

Duration: instantaneous

Range: 0

Word of recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

CHAPTER THREE

Magic Items & Mystic Charms

MAGIC ITEMS

This chapter presents a collection of magic items designed to feel “different” than the typical ring of protection +1 or sword +2. The goal in these items is to break away from the standard conventions of rings being protective, weapons being offensive, armor being defensive, headgear and gloves augmenting and so on. In the end, no two characters should be able to look at each other’s gear and recognize identical items amongst their own equipment (except perhaps in the form of the most basic of enchanted weapons and armor).

Some of these items are described as unique, and while they may be at the time they are discovered, none has powers that make it beyond the ability of a powerful wizard or cleric to craft it.

Finally, as with anything in these rules, don’t be trapped by the text presented below. While a necromancer may want a pair of **skeletal rings**, he may instead decide to craft them as skeletal circlets, crowns or bracelets. In the end, it is the type of magic that matters, not the form it is presented in.

SPELL ADDERS

A spell adder is a magic item that grants a spellcaster the ability to prepare an additional spell every day. Spell adders are rated from I to X, each providing different choices of spells that can be added to the caster’s prepared spells for the day. If the caster is separated from the spell adder during the day, the spellcaster loses access to the additional spells. A caster cannot prepare a spell that they could not normally prepare without the spell adder. Spell Adders are rated from 1 to 10 (typically noted using roman numeral notation), indicating the total spell levels of spell that can be prepared using the device.

For example, one of the greatest spell adders known to the world, Ferrun’s Staff (Spell Adder IX) could allow the caster to prepare an additional level 9 spell, or a level 8 spell and a level 1 spell, or a level 5 spell and two level 2 spells. If the wielder of Ferrun’s Staff was only capable of casting up to level 3 spells, he couldn’t use the staff to prepare a spell of higher than level 3 - so thus being able to prepare two level 3 spells, a level 2 spell and a level 1 spell, for example.

MAKING MAGIC ITEMS UNIQUE

The best way to get players to appreciate their magic items is to make each one unique. There are a variety of ways to do so, the but easiest ways are to name them, describe them, and give them unique powers or combinations of powers.

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NAMED ITEMS

Naming magic items is the simplest way to make them unique. King Arthur did not wield a Sword +3, and neither should any other hero. Very rarely a magic item might be explained away as “a mighty blade” or “a wand of flames”, but more likely they will have a name. However, even a mighty blade is a better descriptor than a sword +3.

The easiest way to name an item is to add a proper name to it that it is associated with. This can be a person who wielded it or to whom it was dedicated or who crafted it (the Waraxe of Durin Thewcleaver), a place where it was created or where it was made famous (the Staff of Cedar Pass), or the god by whom it was blessed or to whom it was dedicated (the Seventh Ring of Irkull the Black). Associating an item to your game world makes both the item and the history of the setting spring to life in the minds of the players. They are far more likely to be interested in the tomb of Durin Thewcleaver (and his history) if they have (or have in the past had) his mighty waraxe.

The more difficult method of naming magic items is to give the magic item a proper name itself, typically associated with the powers of the item. Weapons like Skullsplitter, Shieldbreaker and The Sword of Kings. But don't be restricted to descriptive names in our own language, look up a few descriptive terms in other languages (preferably that the players don't speak) and sprinkle them in also (and don't worry about pronunciation).

UNIQUE DESCRIPTIONS

Describing magic items in ways that make them stand out will also keep them unique. Add colour to your blades, rings and potions. Runic embossments and finery on cloaks, armour and shields. Even potions and scrolls take on a life of their own with odd bottles and containers, strange papers and bizarre inks. Players are more likely to remember their drums of panic made of the skulls of ogres and hill giants.

UNIQUE POWERS

Add an additional power to a magic item and it will likely become treasured by its owner. After all, upgrading from Plate Mail +1 to Plate Mail +2 should be a no-brainer. But what if the Plate Mail +1 also provides a bonus to retainer morale or a +1 on saving throws against petrification & polymorph? Suddenly the magic items are harder to rate against one another based purely on their “plusses”.

This can become a pitfall if not used carefully. While powerful items might combine the benefits of multiple “standard” magic items (like a ring that provides both protection and invisibility), these should be rare and treated by the DM as if they were significantly more powerful than either of the two items on their own. The goal with unique powers is to provide minor powers to an item that make it stand out, not to make it replace two or three other magic items. Simple minor powers include the item never getting dirty; glowing like a candle or even a torch; a weapon that drinks the blood on striking a foe; a ring that improves the wearer's penmanship; or a cloak that enhances reaction checks in high society.

CUMULATIVE MAGICAL EFFECTS

Magic items that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, two items cannot be used to increase the same ability. For instance, a character cannot wear a ring of protection and a cloak of protection and combine the protective effects – he will only gain the benefits of the greater of the two enchantments.

MAGICAL POTIONS

Unless stated otherwise, magical potions grant the drinker a given magical ability for 1d6+6 turns.

ANGEL'S TEARS

This crystal vial contains a slightly luminescent clear liquid. It is treated in all ways as holy water with four times the normal effects.

BATTLE

The user gains a +1 bonus on to hit rolls, damage rolls from melee and ranged weapon attacks, and a +1 bonus to his armor class.

CELERITY

This potion allows the character who drinks it to move 50% faster than normal. He gains a +1 bonus on individual initiative and a +1 bonus to Armor Class.

ELDRITCH MIGHT

When imbibed before resting by a magic-user or similar spellcaster, this potion acts as a Spell Adder II.

ELEMENTAL BANE

These potions are anathema to elementals. Merely having the potion bottle uncorked within 20 feet of an elemental will inflict 1 point of damage per round. Shattering the potion (which can be thrown as a flask of oil) will release a cloud of mist that fills a 20 foot radius and then evaporates nearly immediately. Elementals caught in the area of the mist when it is released are dealt 4d8 damage. There are five types of elemental bane potion, the major elemental bane potion affecting all elementals, and the minor ones affecting only one type of elemental.

d6	Potion Type
1	Lesser – Air
2	Lesser – Earth
3	Lesser – Fire
4	Lesser – Water
5-6	Greater – All

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ELIXIR OF ORACULAR VISION

The drinker of this potion is immediately struck unconscious for 1 hour. At the end of this hour the drinker gains the benefits of the **contact higher plane** spell (including the chance of rendering the drinker insane) – with the plane contacted being determined by rolling 2d4+1.

FULMIGATING

This potion is treated as a potion of poison if inbibed. However, if thrown as a flask of oil, it will explode dealing 3d6 damage to all within 10 feet of it, and 1d6 damage to those within a 20 foot radius.

HERO'S HEARTBLOOD

The user of this potion gains a +2 bonus on attack and damage rolls, retainer morale goes up by +2, and is immune to fear. Neutral characters gain half this bonus, and Chaotic characters must make a saving throw against spells – if successfull they gain the full bonuses as they force the spirit of the hero to help them, otherwise the chaotic character suffers a -1 penalty on attack and damage rolls for the duration.

HORSEMAN'S

The user gains +1 on all attack rolls and saving throws while mounted, and under his command his mount gains these same bonuses.

INSOLENCE

This potent clear draught renders the imbiber completely immune to all other magical effects (both harmful and beneficial) for 1d6+1 rounds. This effect applies to area effects, healing and any spell-like effect, but doesn't provide immunity to the damage of magic weapons, nor does it grant the ability to cross through magical barriers (although any harmful magical effects of such a barrier would not trigger against the imbiber).

MAGE BLOOD, LESSER

This potion is made from the blood of a magic user of level 4 or lower. It is not consumed, but is smashed on the floor while casting a spell. The target of the spell makes any saves against the effects of the spell with a -1 penalty.

MAGE BLOOD, GREATER

This version of the Mage Blood potion (above) is much rarer, requiring the blood of a magic user of at least fifth level. It is treated as its lesser cousin, but produces a -2 penalty.

POSEIDON'S WINE

The user gains the benefits of the water breathing spell. This wine is usually found in a larger bottle than most potions, containing 6 'doses' of the potion.

QUAFF OF WIZARDRY

This potion works as a Spell Adder III if consumed just prior to preparing spells for the day.

REVIVAL

This potion will remove any form of paralysis, and also makes the imbiber immune to sleep-type effects for the next 24 hours.

SADDLE BORN'S DRAUGHT

The user gains the benefits of the Horseman's Potion (+1 on all attack rolls and saving throws while mounted, and his mount gains these same bonuses), and also gains the ability to speak with horses, hippogriffs, griffons and pegasi.

SATIETY

This potion eliminates the need for food or drink for 1d6 days. The user feels neither hunger nor thirst but can still eat or drink if he pleases. At the end of the duration, there are no ill effects from having not eaten or drunk for the duration.

SHADOWS

After imbibing this potion, the user casts no shadow. Instead a **shadow** replaces his natural shadow and follows his orders, even to the death. It can travel up to 240 feet away from the user in pursuit of its orders.

MAGICAL RINGS

Magical rings must be worn on the fingers of a hand to have effect. Two magical rings worn on the same hand have no effect, even if they are meant to be worn on different fingers (such as the thumb ring style of the Fletcher's Band).

ASSASSIN'S RING

This magical ring also contains a non-magical secret compartment designed to hold a dose of poison. The magic of the ring, however, is to produce a tiny handful of dust once per day. This magic powder can conceal the passage of its possessor and any other. Throwing the dust into the air causes an area of up to 1,000 square feet to seem untraveled and untouched for years, possibly a decade. The powder must be used within a turn of being created, otherwise it loses its magical ability.

AWARENESS

The wearer of this ring is only surprised 1 time in 6 instead of the normal 2 in 6. If the wearer already has this ability, the ring provides no benefit.

BATTLE PROWESS

When this ring is worn and activated, it increases the chance that attacks are successful. whenever the character makes an attack while wearing this ring, roll two dice for each attack, and take the more favorable result. This power does not enact until it has been worn continuously for at least 24 hours. A ring of battle prowess can only function twice per day for up to three rounds per activation.

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RING OF THE BOUND

This ring is a plain band of silver with a small d-ring on the face. It allows the wearer to summon and control a staff-level (8 HD) dungeon elemental (or an earth elemental if not use the alternate elementals) once per day.

CLAW RING

The wearer of this ring can turn his hand into a set of bestial claws. This allows him to make a claw attack dealing 1d8 damage. If worn on the non weapon-wielding hand, this attack is in addition to any weapon attack that round, although the wearer cannot use a shield. If worn on both hands, then the wearer can make two claw attacks per round instead of normal weapon attacks.

COURIER'S BAND

When worn, this ring "records" the movements of the wearer's hand while writing. The next time the ring is worn, and the wearer attempts to write something, the ring will immediately "play back" the movements recorded, making the wearer write exactly what was written when the ring was last worn (unless the wearer makes a saving throw vs spells, in which case he can write what he wants instead).

CIPHER RING

This ring is made of two interlocking bands that can be easily separated into their individual parts. When wearing only one half of the ring, the wearer's speech is a nonsensical babble that is only understandable by a comprehend languages spell, or to the person wearing the other half of the ring.

EVERLASTING RING

If the wearer of this black iron ring is slain, he rises as an undead in one turn, the type of which is determined by the level or hit dice of the wearer. Most (75%) of everlasting rings also have the abilities of another ring type – roll again on the ring table to determine the other powers of the ring.

- Less than 3 hit dice: Ghoul
- 4 to 6 hit dice: Wight
- 7 to 9 hit dice: Mummy
- 10+ hit dice: Vampire

FIRE DRINKING

This brass ring works as a ring of fire protection but only in regards to nonmagical fires. Also, the wearer can hold fire in his hands and drink the fire. This act replenishes the body's fluids, so he never needs water. The ring must be worn for seven consecutive days before it starts working.

FRIGID RING

The wearer of the frigid ring becomes immune to all forms of cold-based damage, and his own cold-based spells become more potent (all saves against cold-based spells cast by the wearer are at a -2 penalty). However, the wearer also suffers double damage from fire.

GOBLIN KING'S RING

This ring belonged to the king of the goblins ages ago. It grants the wearer a Charisma of 18 when dealing with goblins (all thus allows the wearer to maintain a larger number of retainers than normal, as long as these additional retainers are goblins). Further, some goblin leaders and shamans will have visions of the ring and will send goblins to kill the wearer. Every week the GM should roll a d6, on a 1 an encounter with goblins sent to either kill the wearer and take the ring, or just to steal the ring will occur. Of course, as soon as these goblins see the wearer of the ring, a reaction roll will occur with the wearer's bonus for his supernaturally high Charisma – often resulting in the goblins offering the wearer their services as henchmen and retainers (or mercenaries, if the wearer already has a full set of retainers).

HORSEMASTER'S RING

The wearer of this ring (typically made to look like the head of a horse or a saddle) gains +1 on all attack rolls and saving throws while mounted, and under his command his mount gains these same bonuses.

ICEBONE KNUCKLE

The wearer of this ring made of skeletal knuckles bound together by silver wire may travel at normal speed across snow or even the most slippery horizontal (or nearly horizontal) ice surface without falling, slipping, or leaving visible tracks. 25% of icebone knuckles also provide the benefits of a ring of cold resistance.

LEGACY RING

Legacy rings are alignment-specific rings that pass along the might and experience of one era of champions to the next. Each ring is imbued with the experience of a single great hero who achieved at least level 9 (or their maximum class level for classes with less than 9 levels). When worn by someone of the same class and alignment who's level is below 9, a variety of benefits are gained. These benefits are lost when the character reaches level 9 (or maximum level for classes with less than 9 levels). The wearer gains a +1 bonus to his prime requisite (of the wearer's choice for classes with multiple prime requisites) which may also increase his XP bonus. Thieves make all skill checks as if one level higher. Spellcasters calculate all level-dependent variables for their spells as if one level higher (but do not gain additional spells per day). Fighters and demi-humans gain +1 on to hit rolls. Legacy rings are often combined with other useful types of rings such as rings of protection, spell turning and invisibility.

PERPETUAL MAGIC, RING OF

All spells cast on the wearer of this ring last for twice as long as normal.

POTION RING

This ring's stone setting is hinged. When open, a potion can be poured into the hole behind the stone and is magically absorbed by the ring. When the setting is closed again, the stone glows gently. The ring can be activated with a thought at any time, and the wearer gains the benefit of drinking the potion that was last poured into it. The stone then stops glowing and the ring is ready to receive another potion.

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PRISMATIC RING

This ring of tempered steel bears a cheap chipped gem set within it. When triggered it casts the **maelstrom** spell but in a 30 foot radius, including the wearer of the ring in the effect. It can be used 1d6 times before it ceases to work.

RAT-SHAPED RING

This ring grants the wearer +4 on all saving throws against disease and +2 on all saving throws against poison.

REAPING RING

This plain bronze ring allows the wearer to deal +1d6 damage with a melee attack twice per day. The ability is triggered for free after the attack roll hits but before damage is rolled.

SKELETAL RING

This ring is composed of two interlocking bands in the design of a pair of skeletal hands and arms that grab each other at the elbows. The two bands can be snapped apart and if one is kept on the wearer and a second placed upon the finger of a corpse or skeleton, then the corpse will rise as if under the effects of an **animate dead** spell, under the control of the wearer of the matching band.

RING OF SKULLS

This platinum ring bears the imagery of many small skulls about it. The wearer of the ring of bones gains a corpse-like demeanor, becoming shriveled and unpleasant to the living (-2 Charisma when dealing with living non-necromancers). It improves the ability of the wearer to control undead (treat the wearer as being 2 levels higher when attempting to control undead) and improves the animate dead spell (undead animated while wearing this ring gain +1 hit point per hit die, a +2 bonus to AC, and +1 to hit and damage in combat).

SLAYER'S RING

This ring provides a +2 bonus on melee damage rolls against a specific type of creature, as indicated on the table below (or feel free to pick any other target type).

d20	Creature Type	d20	Creature Type
1	Spell-Casters	9-10	Orcs & Goblinoids
2	Humans	11-12	Ogres & Giants
3	Elves	13-14	Lycanthropes
4	Dwarves	15-16	Other Shapechangers
5	Halflings	17-18	Lizards & Lizardmen
6	Flying Opponents	19-20	Dragons
7-8	Undead		

SOULS, RING OF

These rings can only be used by chaotic clerics. There are three varieties, lesser, normal and greater. While wearing the ring, the cleric can touch it to the forehead of a dying creature (one that was reduced to zero or less hit points in the previous round) in order to capture the creature's life essence or soul. The creature can make a saving throw to prevent this. A lesser ring can hold one soul, a normal ring two, and a greater ring can hold three souls. When making saving throws, if one of the souls within the ring would have a better saving throw than the wearer, then the wearer gains a +1 bonus on the saving throw. The wearer can also use the soul trapped within the ring to power clerical spells. The spell powered by the trapped soul gains +1 on every die rolled (for damage or healing or random duration), and increases in range and duration by 50%. The wearer has no control over which soul is used in this way – it is always the most “powerful” soul within the ring, which is freed from the ring when used.

STALKER'S RING

The wearer of this ring is treated as being invisible to all creatures more than 40 feet away. Unlike normal invisibility, this effect turns itself back “on” on the wearer's next round so if he does something to break the invisibility (such as casting a spell or attacking), he only becomes visible to those more than 40 feet away until his next initiative.

STONES, RING OF

These rings come in three varieties (+1, +2 and +3) and are studded with 3d6 (+1), 2d6 (+2) or 1d6 (+3) small beads or balls around the circumference. The wearer can fire two balls from the ring per combat round as if they were sling stones with the indicated enchantment bonus. Once all the balls have been fired, the ring becomes useless and non-magical.

STONESAFE RING

This ring has 1-3 small white pearls set within it. It grants a +2 bonus to saving throws against being turned to stone by spells or creature's powers. Further, if the wearer does fail his save and is turned to stone, one of the ring's pearls will turn to stone instead, leaving the wearer unscathed. Once all three pearls have been turned to stone the ring will no longer function. The pearls cannot be “reset” by casting **stone to flesh** on them.

SUCCOR, RING OF

Once the owner of this ring has worn it for 24 hours or longer, all healing magics applied to the wearer (such as cure spells and potions of healing) heal one additional hit point per die rolled.

SWORDMAGE'S RING

Every time the wearer of this ring slays an enemy in melee combat, he may choose to activate this ring's power. A saving throw against spells must be made by the wearer, if successful, the ring's power is activated and cannot be activated again that day. When activated, the swordmage's ring restores a single spell that has already been cast to the wearer's prepared spells for the day.

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TYPES OF MAGIC RINGS

While most magical rings are made of silver, gold or platinum, there are some made of special materials or of special design that affect how they operate and what powers they imbue. Here are some suggested types of rings that can be applied to any existing ring in order to make it different from the norm. In addition, many of these rings may exist purely on their own, not combined with a “standard” magic ring (although most are at least fashioned into rings of protection).

BITING RING

These rings have sharp protrusions of some kind or another, and are often sculpted to look like a creature’s mouth or head. When worn, the ring reduces the natural healing of the wearer. Whenever the wearer rests to gain hit points, he gains 1 less hit point than normal.

CRYSTAL

This clear or translucent crystal ring provides a +2 bonus on all saving throws against mind-affecting attacks and spells. It also provides a +2 bonus to the wearer’s targets if he or she casts any mind-affecting spells.

FLETCHER’S RINGS

These rings are meant to be worn further forward on the finger, and on the thumb instead of the ring finger. They provide a +1 bonus to attacks with long and short bows when worn.

GARNET

This red ring provides a +2 bonus on all forms of saving throws against lightning and electricity, and reduces electrical damage received by one quarter. At the GM’s option, it may also reduce the damage of any electrical spells cast by the wearer.

IVORY

This ornately carved white ring provides a +2 bonus on all forms of saving throws against fire, and reduces all fire damage received by one quarter. At the GM’s option, it may also reduce the damage of any fire spells cast by the wearer.

JADE

This green stone ring provides a +2 bonus on all forms of saving throws against cold, and reduces all cold damage received by one quarter. At the GM’s option, it may also reduce the damage of any cold spells cast by the wearer.

JET

This black stone ring provides a +2 bonus on all forms of saving throws against acid, and reduces all acid damage received by one quarter. At the GM’s option, it may also reduce the damage of any acid spells cast by the wearer.

PUZZLE RINGS

These rings are made up of small, intricate parts that move when being put on or removed.

& DARK PACTS

The process of putting on the ring will always disturb the puzzle, and the wearer must then solve the puzzle before the ring's power will work. The first time this is done it requires 1 turn per check to figure out how the puzzle works, but once the puzzle has been solved once by the wearer, then in the future checks can be made once each round. In order to solve the puzzle, the wearer must roll a 5-6 on a d6. Apply a modifier to the roll based on the wearer's Intelligence (-3 for Int 3, -2 for Int 4-5, -1 for Int 6-8, +1 for Int 13-15, +2 for Int 16-17, +3 for Int 18).

SPELLBINDER'S BAND

Whenever the wearer of this ring is targetted by a spell, beneficial or otherwise, the diamond setting on the ring erupts into brilliant light for one round per level of the spell. This dispels any **darkness** effects within 30 feet and is otherwise treated identically to a **light** spell targetting the ring.

THIEFBANE

When this ring is removed from the wearer's finger by anyone but the wearer, it triggers a 10d6 damage **fireball** spell one full turn later, centred on the ring itself.

WANDS, STAVES & RODS

A rod may be used by any character class, but a staff or a wand may only be used by a spell caster. Wands may only be used by Magic Users. Staves are indicated in the description whether they can be used by Magic Users, Clerics or both.

Unless otherwise specified, a wand has 2d10 charges and a staff has 3d10 charges when found.

AGELESS ROD

The bearer of the ageless rod cannot age and is immune to effects that alter time (including slow and haste spells and effects). The rod's effects only work as long as the bearer holds the rod, making it's possession something of a curse as well.

ROD OF BRANDING

A rod of branding can magically and permanently mark a target with a sigil specific to the rod in question. An immobile target can be marked in a single round, or the rod can be wielded as a +1 mace and will mark the target if a natural 20 is rolled on an attack roll.

ROD OF DUELING

This rod, looking like a rod of office or other similar implement, can be transformed into a Long Sword +1 on the command of the wielder (and transformed back into its rod form in the same way).

ROD OF AIR

This elemental rod grants the bearer a +2 on all saving throws when flying or otherwise not

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touching the ground. Once per week it can be used to summon an 8 HD air elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

ROD OF EARTH

This elemental rod grants the bearer a +2 on all saving throws as long as he is standing on dirt or rock. Once per week it can be used to summon an 8 HD earth elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

ROD OF FIRE

This elemental rod grants the bearer a +2 on all saving throws against cold attacks or effects from creatures that have cold attacks. Once per week it can be used to summon an 8 HD fire elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

ROD OF HANDS

This metal rod is topped by a clenched fist. It can be wielded as a +1 Mace and the bearer of the rod can cast the **clenched fist** spell once per day. Further, a magical ring can be pressed into the fist where it will appear on one of the fingers. It takes one turn to put on or remove a ring from the rod. When the rod is being held, the bearer gains the benefits of wearing the magic ring worn by the rod (without counting towards the user's normal limit of one ring per hand).

ROD OF WATER

This elemental rod grants the bearer a +2 on all saving throws as long as he is standing in or is submerged in water. Once per week it can be used to summon an 8 HD water elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

ROD OF THE WICKED

This metal rod can be used as a +1 mace, however if a spell that deals damage is cast by the wielder into the rod instead of at a target, the next round the wielder can then cast the spell from the rod at a target, treating the spell as if it were cast by a spellcaster 6 levels higher than the caster. Each time the rod is used in this way there is a 10% chance the rod will be destroyed in the process.

ROD OF WOOD

This elemental rod grants the bearer a +2 on all saving throws as long as he is standing on plants, grass or wood. Once per week it can be used to summon an 8 HD wood elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

STAFF OF DARK DREAMS

This dark wooden staff can cast the following spells at the command of a magic user or similar spellcaster. Cause Fear (1 charge), Sleep (1 charge), Feeblemind (2 charges).

STAFF OF UNDEATH

This black wrought-iron staff usually has several bones hanging from the head as noise makers. It can be used by both clerics and magic users. It can cast the following spells: Animate Skeleton (1 charge), Animate Zombie (1 charge), Animate Dead (3 charges).

WAND OF DEFLECTION

This wand will cast a shield spell on any target within 20 feet (including the wielder).

WAND OF ICY DOOM

This wand produces a 10 foot wide blast of cold 60 feet long. All within the area of effect suffer 6d6 cold damage and are affected as by the Cause Fear spell. A successful saving throw reduces the damage by half and negates the fear effect.

MISCELLANEOUS MAGIC ITEMS

These items may be used by any character class. Most do not have charges and can be used as often as desired, unless indicated otherwise in the item description. Most of the items are activated by simply concentrating on the desired effect.

ANIMAL PELT

These magical pelts include the skins of many normal animals such as deer, wolves, bears, lions, tigers and so forth. An enchanted animal skin grants the wearer the ability to *polymorph self* into the type of creature in question for 1 hour per day or until the wearer wishes the ability to end.

ANKLET OF THE HARLOT

This finely wrought silver chain is studded with rubies. Designed to be worn about the ankle, this magic item was made famous by a woman of high social standing who used it to assist her in robbing men in their chambers. Once per day, the wearer may trigger a **sleep** spell centred on herself but that will not affect her.

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ASSASSIN'S ROBE

Once per day the wearer of this dark robe can make a backstab attack like a thief. When a thief uses this robe, his backstabs deal triple damage instead of double.

BEGGAR'S ROBE

Wearing this tattered robe causes the wearer's apparel to seem shabby, dirty and torn. This illusion doesn't affect other items in the wearer's possession, just his clothing. It further provides a -2 penalty to Charisma.

BELL OF TURNING

Once per day this bell may be rung to increase the ability of a cleric to turn undead. The cleric is treated as being one level higher when consulting the turning undead charts.

BELT, SNAKESKIN

The wearer of this belt gains a +2 bonus on saves versus poison and the ability to cast the following spells:

- at will: polymorph self into a giant python
- 2/day: sticks to snakes
- 1/day: snake charm

BLACK CAT'S CLOAK

This cloak allows the wearer to cast **blight** (the reversal of **bless**) twice per day, and reduces the damage from all falls by 1d6.

BLOOD CASTER'S DIADEM

This heavy red bloodstone diadem allows the wearer to channel his own life force into his spells. Whenever casting a spell that deals damage, the caster may sacrifice 3, 6 or 9 hit points to increase the damage of the spell by 1d6, 2d6 or 3d6, respectively. This damage is the same as the spell's normal damage, as it is an enhancement of the spell itself.

BOOK OF THE DEAD

This book must be held open and read from in order to work, and thus takes up one hand of the cleric who wishes to use it (typically being held instead of a shield). Reading from this massive 12 pound tome provides a +2 bonus on all attempts to turn undead. Once per day a chaotic cleric can cast **animate dead** by reading the prayers from the book in a ritual that takes one full turn.

BOOTS OF DECEPTION

The wearer of these fine leather boots can cast hallucinatory terrain once per day on the ground upon which he is standing.

BOOTS OF KNOCKING

Whenever the wearer kicks a door, gate or similar object, it will fly open as if affected by a knock spell. These boots are found with 3d10 charges.

BRACELET OF DEATH

Once per week, the wearer of this black iron bracelet can cast death spell on a single target.

BRACERS OF OBFUSCATION

These bracers of protection +1 (as per the ring of the same name) also allow the wearer to cast **concealing fog** once per day.

BRACER OF RADIANT POWER

On command, this bracer surrounds the wearer's hand with elemental energy - this allows the wearer's barehanded punches to deal an additional 1d6 damage of the elemental type chosen. There are four different command words, each producing a different elemental effect - fire, cold, electricity and acid.

BRACERS OF SECURITY

Once per day, the wearer of these finely-tooled leather bracers can invoke an effect identical to the Hold Portal spell.

BRACERS OF SHATTERING SILENCE

The wearer of these bracers gains the ability to move silently as a thief of his own level, or if he already has the ability to move silently it improves it by four levels. Once per day the bracers can be struck together to create a mighty cacophony. All those within 30 feet of the wearer must make a saving throw against spells or be treated as if under the effects of a **confusion** spell.

BRACERS OF SPELL TURNING

Like the ring of spell turning, these bracers have 2d6 charges and each charge can prevent a spell from affecting the wearer by deflecting it back on the caster. However, to work the wearer must first decide to use the bracers and then make a saving throw against spells. If the save succeeds, the charge is spent and the spell reflected. If the save fails, the charge is not spent and the spell strikes as normal – if the spell normally allows a save, the wearer of the bracers gets to make a save as normal after failing to activate the bracers.

BRACERS OF THUNDER

These metal bracers may be struck together to create a deafening thunderclap 50 feet long and 25 feet wide at the far end. Victims within the area take 2d6 points of damage and must save vs. Spells or be deafened for one turn.

BUGBEAR WARBEADS

Worn by lesser goblinoids and occasionally by those attempting to infiltrate goblinoid settlements, this necklace of heavy wooden beads makes the wearer appear to be a Bugbear (a minor illusion effect) and grants a +1 bonus to reaction checks with goblinoids. The wearer of the warbeads can cast cause fear (the reverse of remove fear) three times per day.

CANDLE OF DISCOVERY

When lit, this candle burns with a pure white flame, but casts no visible light. However,

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any invisible items or creatures within 30 feet are instantly revealed in the mystical light (although their invisibility is not countered, so if they leave the range or the candle is snuffed, they are still invisible). Also the mystical light of the candle shine on magic items and secret doors although this takes a turn of burning to make all magical items and secret doors within 30 feet of the candle visible in the candle light. A newly made candle burns for 12 turns when lit, and may be snuffed and re-lit as needed. A candle found in a treasure will typically have 2d6 turns of burning left.

CANDLE OF MAYHEM

When lit, this black candle burns with a foul smell and a pale flame. The candle burns for a total of one hour (6 turns) when lit unless extinguished first. For every turn that it burns it emits a field of confusion (as the spell) with a radius of 20 feet from the candle. Every turn the radius increases another 20 feet. The candle will remain lit in winds up to 20 mph, but can be extinguished instantly with a snuffer. When extinguished, the candle's effect ends immediately.

CHALK OF CLAIRVOYANCE

The user of this chalk can draw a circle and then can see things that occur within that circle whenever he holds the chalk in hand and concentrates for one turn. The maximum range this can be used at is 360 feet, and the effect is blocked by two feet of stone or a thin layer of lead or gold. Only one active circle can be made at a time, and when a new circle is drawn, the old one ceases to function. The circles drawn with this chalk are not visible to the eye but can be seen with detect magic. The chalk can be used to draw 1,000 feet of circles (*a 10' radius circle is 31 feet in circumference, a 100' radius circle is 310 feet in circumference, and so on*).

CIRCLET OF DARKNESS

This black metal headpiece is designed to be mounted on a helmet, but can also be worn bare-headed. The wearer gains the ability to cast darkness (the reverse of light) 3 times per day, and also grants the wearer the ability to see 30 feet in any form of magical darkness.

CLOAK OF THE CAVE BEAR

This massive cloak made from the skin of a mighty cave bear still bears the head of the bear as a hood. The wearer of the cloak gains the ability to frenzy in combat once per day per 3 levels of the wearer (rounded down). For the next 1d6+1 combat rounds, the wearer cannot do anything except scream in rage, close towards opponents, and attack in melee combat. During this time the wearer gains a +2 bonus to hit and damage in melee combat, but suffers a -2 penalty to armour class.

PEGASUS-FEATHER CLOAK

This white-feathered cloak (rarely black versions have been found) grants the wearer the benefits of a levitate spell at all times.

CROWN OF EYES

This twisted hammered iron crown has six points on it. Each point is decorated with a single hideous eye. Some have had one or more of these eyes destroyed by whatever means (roll

1d12-7 to determine how many eyes have been destroyed on an individual crown). Each eye can be removed once per month to cast Arcane Eye as a level 14 magic-user.

CROWN OF PESTILENCE

The wearer of this dark crown gains the ability to cast **plague** once per day. In fact, he must cast the spell every day, or suffer the effects of a **curse** every day that he does not use the ability. This curse cannot be dispelled or removed until the wearer has removed the crown or used it to cast plague. Even then, the curse must be removed normally, it does not end with the removal or use of the crown.

CUTTING ROBE

Touching the outer material of this robe is like rubbing against a sharp blade. Anyone attacking the wearer bare-handed, or attempting to grapple or tackle him will suffer 1d4 damage. The wearer can also attack with the robe as with a dagger. This robe cannot be worn by a cleric.

DIVINATION DECK

This deck of tarot cards (or similar cards depending on the cosmology and culture of the area) has been enchanted to aid in divination. Using the deck increases the time to cast the spells by 3 turns, but provides the following benefits:

- Commune: allows the caster to ask one additional question
- Contact Other Plane: reduces the chance of lies by half.

ECCLESIASTIC HELM

This simple helm has a hinged faceplate. When the faceplate is fastened into place, the wearer can see an aura around any undead within 120 feet and line of sight. Even if the undead is out of sight because of natural darkness, the aura will be visible (however anything other than darkness that would prevent line of sight also prevents the aura from being seen).

FABULOUS CLOTH

This piece of silk (typically rich red, purple or black in colour) is a square 6 feet on a side. Once per day, when a character covers an object completely with the cloth and says the command word, the object is transformed as by **polymorph any object**. With a second command word the user can turn it back; otherwise it reverts to its original form in one hour.

FIGURINES OF WONDROUS POWER

Beyond the standard figurines that are known across the lands, there are a variety of other figurines that have been discovered by some few lucky adventurers.

FIGURINE - BLUE BABOON

This small lump of well-worn blue stone animates into a collection of a dozen hideously ugly and loud baboons, each roughly the size of a large dog. They follow the orders of the user as long as it involves stealing, fighting or travelling, but are never quiet, nor orderly. The baboons have typical statistics for a creature of their kind. The blue baboon can be activated once per day, for up to an hour per use. For each baboon slain while activated, the blue baboon cannot be activated for an additional 2 days. If all twelve baboons are slain before the

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duration expires or the command word is given, then the figurine is ruined and will not work again. (Baboon – AC:7, HD: 1+1, Att: 1, Dmg: 1d4, Sv: F1, M: 7, Align: Neutral)

FIGURINE - BRONZE GRIFFON

When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

FIGURINE - CARNELIAN LIZARD

This red figurine is carved in the form of a long, heavy-jawed lizard. When animated under the command of its owner, the carnelian lizard becomes a blood lizard, a deep red scaled 5-foot long lizard (treated as a monitor lizard). If ordered to attack, the blood lizard will fight until it has slain a creature, at which point it will cease fighting in order to consume the flesh from the creature. It will cease this eating only to defend itself. This takes one turn to consume the flesh of a creature (two turns for giants and similarly large creatures). After this time, the victim is animated as a skeleton under the control of the carnelian lizard's owner, and counting against his or her normal limit of undead controlled. If the character would normally not be able to control undead via the animate dead spell (such as a character with no caster levels), then a single skeleton can be controlled in this manner. The carnelian lizard can be animated once per week for a period of up to four hours, but it immediately returns to figurine form once it has animated a skeleton.

FIGURINE - CERAMIC ARMADILLO

When animated, this brilliantly-painted little clay statuette becomes a giant armadillo of immense size with a pagoda built into the armour of its back. It is treated in this form as an elephant, but with an armour class of -2 and a single bite attack dealing 2d8 damage. The pagoda can fit a single large creature or up to four medium or small creatures, providing them with cover from the elements and attacks (granting +4 to AC). The statuette can be used twice per month for up to 24 hours at a time.

FIGURINE - CLAY PHOENIX

This clay statuette is of a bird with wings spread and no legs. When animated, the clay phoenix is a huge bird with a 20-foot wingspan and is treated as a giant eagle, except it always remains in flight (although it can hover). The clay phoenix attacks at the user's command but cannot be used as a mount. On command, the clay phoenix can explode in a blast of hardened clay shards, dealing 6d6 damage to all targets within a 20 foot burst of its position. If the clay phoenix is slain, it also explodes in this manner. When it explodes, all that remains of the phoenix is a single lump of clay in the shape of an egg that slowly reshapes into the form of the original statuette over a period of 1 week. Otherwise, the clay phoenix can be animated twice per week for up to an hour per use. When an hour has passed or when the command word is spoken, the clay phoenix returns to its statuette form.

FIGURINE - COPPER WOLF

This miniature wolf animates into the form of a red-furred dire wolf with glowing red eyes. The copper wolf can be used under the command of its owner twice per week for up to 4 hours per use. When animated, the copper wolf takes no damage from but is instead healed by lightning attacks. When the 4 hours have passed or the second command word is spoken, the copper wolf returns to its miniature figurine form.

FIGURINE - DIAMOND EAGLE

When animated, a diamond eagle is the size of a normal eagle, with the standard statistics of such, except made of clear crystal, providing an AC of 2. The user of the diamond eagle can see through the eyes of the eagle by concentrating, wherever the eagle is as long as it is on the same plane of existence. The diamond eagle can be used twice per week for up to 12 hours per use. When the command word is spoken or the 12 hours have passed, the diamond eagle again becomes a tiny statuette, and the user can no longer see through its eyes. If slain, the diamond eagle cannot be used for one month.

FIGURINE - FULGURITE OCTOPUS

This very light and lumpy statuette looks vaguely like a multi-tentacled creature with a hollow interior made of a translucent mineral and sand. About an inch and a half long, when animated, this statuette becomes a full-sized octopus that crackles with electricity. The fulgurite octopus is treated as a normal octopus, but it can operate equally well on land as in water and its attacks also deal 1d8 lightning damage. It can be animated for up to an hour at a time, but after it has been animated 8 times, it loses all magical properties.

FIGURINE - GRANITE LUMP

These lumps of dark grey granite have been worn smooth, as if having been handled and rubbed for ages. When the command word is spoken, the granite lump becomes a grey ooze under the command of the owner. The granite lump can be animated in this way once per week for up to an hour, and reverts to its figurine form when the command word is given again by the owner or when the hour is up. Unlike most figurines, if the granite lump is slain in grey ooze form, it is slain permanently and does not return to figurine form.

FIGURINE - GRANITE PEGASUS

This pink granite statuette is a very fine reproduction of a pegasus and is typically found attached to a sword or other weapon hilt by a fine silver chain. When animated, the statuette looks and acts in all ways like a normal pegasus with a fine military saddle under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the granite pegasus once again becomes a tiny statuette, linked to its fine silver chain.

FIGURINE - HEMATITE CAT

This tiny hematite charm is intricately carved in the form of a domestic cat. When activated, it animates into a typical domestic cat that follows the orders of the user, typically used to attack a target. The first target attacked by the hematite cat each time it is animated also suffers as if the target of a blight spell (as the reverse of the bless spell). The hematite cat can be used twice per day for up to five minutes each time.

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FIGURINE - IRON BADGER

This rusty little figurine of a common badger flakes and leaves a fine residue of rust on the hands of anyone handling it. When activated, the figurine animates into a badger the size of a large bear, but still made of iron. The iron badger is treated as a brown bear with an AC of 2 and a 90% ability to track foes. The iron badger can be sent on the trail of any target, and will track to the best of its ability, attacking the target if it catches it. If slain in combat, the iron badger cannot be brought back from statuette form for a full month. Otherwise, it can be used once per week for 24 hours. It enlarges and shrinks upon speaking the command word.

FIGURINE - JADE LEVIATHAN

This large jade figurine, six inches long, depicts a massive sea creature with a wrecked ship upon its back. When animated within a body of water at least 100 feet across and deep, the jade leviathan becomes a gargantuan green baleen whale. When animated, the jade leviathan can be used to harmlessly transport up to twelve medium sized creatures through a body of water within its stomach. The figurine can be animated once per month for up to 48 hours at a time. If anyone is inside the jade leviathan when it transforms back into its figuring form, they appear beside the figurine, none the worse for wear.

FIGURINE - MALACHITE BAT

This diminutive figurine is at most a half-inch in height, and is adorned by a small hole atop its head where it can be threaded onto a necklace. Most malachite bats are found attached to necklaces already, typically in styles that complement the deep green of the figurine itself. The malachite bat can be animated in two different forms, the first is that of a normal bat with an Intelligence of 8 that follows the orders of its owner and can speak in common. In this form, the malachite bat can be used to communicate with others by sending and retrieving verbal messages, or as a scout, reporting back to the owner with what it observes. It can be animated into this form for up to 24 hours per week, although this duration does not need to be continuous. The second form of the malachite bat is that of a massive green dire bat with a military saddle suited for use as a mount. It can be animated in this form once per week for 12 hours. In all forms, the bat is still made of malachite, with an AC of 4.

FIGURINE - MITHRAL APE

This figurine appears initially to be a misshapen lump of silver or finer metal, attached to a fine silver chain. When animated, the mithral ape becomes an ape, but retains the silver sheen of mithral, with an Intelligence and Wisdom of 16 each. The mithral ape also has two predefined areas of knowledge and are treated as Sages in these fields, typically fields such as Relics, Ritual Magic, Local Knowledge, the Planes, Ancient Battlefields, Nobility and Politics and so on. Most are also expert chess players. While designed to work as an advisor, the ape is a fair combatant as well. The figurine can be animated up to once per week for up to eight hours at a time, although it immediately returns to figurine form after any combat.

FIGURINE - OAKEN TURTLE

This small wooden idol of a turtle is typically used to deter pursuit. When animated, the oak turtle becomes a giant turtle with a mighty horn on its armoured beak. It has the same stats as a rhinoceros, but with half the movement rate. In addition, when animated, a second command word changes the turtle from its animated form to that of a huge magically hardened wooden

wall. This wall is treated as a wall of stone cast by a level 11 cleric. A third command word returns the turtle to figurine form from either wall or turtle form. Otherwise, the turtle can be used once per week for up to a total of eight hours per use in either form.

FIGURINE - PUMICE SHEEP

These odd and misshapen sculptures of white sheep animate into perfectly normal, if somewhat large sheep, well suited to trimming the grass. A pumice sheep has the same stats as a donkey, but the first target attacked by a pumice sheep must also make a saving throw versus spells to avoid falling to sleep as if affected by a sleep spell (regardless of the target's hit dice). The pumice sheep can be used once per day for up to an hour at a time.

FIGURINE - OPAL PANTHER

This black figurine of a panther is speckled through with green and blue specks and glints with reflected light. When animated, the opal panther becomes a black panther, as dark as night. The opal panther has the same statistics as a leopard, but with an 85% ability to hide in shadows, 60' infravision and the ability to see invisibility. An opal panther can be used once per week for up to four hours.

FIGURINE - SLATE GARGOYLE

This dark and rough figurine animates to become a black, winged gargoyle of human size. Unlike most gargoyles, the slate gargoyle is lawful in alignment, and follows the orders of its owner to the best of its ability. It also has the ability to see invisibility. The slate gargoyle is typically used as a guardian and can be animated for up to 72 hours per month, continuously or in any combination of periods totalling 72 hours.

FIGURINE - SNEAKY MONKEY

This little brass figurine is about an inch tall. When activated, it animates into a friendly and curious little monkey, still made of brass (AC:4), but with an intelligence of 10 and the abilities to Find Traps, Move Silently and Hide in Shadows as a level 9 thief. The monkey can speak in common. It can be animated once per week for four hours and only obeys the directives of its owner.

FIGURINE - TURQUOISE MINOTAUR

This statuette of a minotaur is crafted of smooth blue turquoise with horns of a white bone-like material. It can be animated once per week by the owner, and takes on all the traits of a normal minotaur, albeit brilliant blue in colour. The turquoise minotaur can be ordered to fight, carry goods, labour, or to guide the owner out of any maze or labyrinth. The turquoise minotaur has the exceptional ability to always know how to get to the entrance and exit of any maze or labyrinth that it is in, as long as such an entrance or exit is within its power to reach. While animated, the turquoise minotaur also provides its owner with immunity to the maze spell. The turquoise minotaur can be animated once per week for up to four hours at a time.

FLAME WREATH CROWN

This golden crown is set with rubies and crafted to resemble flames. The wearer of the crown is continuously wrapped in thin, ghostly flames that shed light like a torch. The crown provides the benefits of **resist cold** (immunity to regular cold, +2 on saves against magical

MAGICAL THEOREMS

cold, damage from magical cold is reduced by 1 point per die) and protection from normal missiles (complete protection from small, non-magical missiles). When either of these powers is needed, the flames intensify and in the case of missiles, actually instantly burn the missiles in mid-air as they fly towards the wearer.

FROST BOOTS

These fur boots render wearer is impervious to all forms of ordinary cold, whether from chill rain to extreme arctic col. Further, the boots reduce damage from other kinds of cold by -1 per die of damage (minimum of 1 hp damage per damage die), and provides a +2 bonus to saving throws against such. Finally, the wearer can walk across still or slowly moving (less than 20 mph) water as the water freezes beneath the boots with each step.

GAUNTLETS OF FIRESHIELD

When both of these iron gauntlets are worn, they grant a +1 bonus to the wearer's AC as well as providing the wearer and all carried items the benefits of protection from fire.

BURNING GAUNTLETS

These brass gauntlets are etched with flame patterns. They exist in four classes (II, IV, VI and VIII) and act as a Spell Adder of the equivalent class - however the spells prepared with these gauntlets must be fire-based spells of some kind.

GAUNTLETS OF LIGHTNING

The wearer of these extremely fine silver gauntlets gains a +2 on all saving throws against electricity and takes half damage from all electrical damage sources. Once per day, the wearer can create a bolt of lightning in his hand that can be hurled and is treated exactly as a caster level 6 Lightning Bolt spell.

GIRDLE, NEREID'S

This belt grants the wearer the benefits of water breathing. In addition, the girdle has 2d10 charges to cast Lower Water and/or Part Water. Once these charges are exhausted, the girdle loses all magical abilities and no longer provides the water breathing ability.

DEMONHIDE GLOVES

Gloves made of the horned, knobby and often unpleasant skins of demons (over the objections of the demons themselves) and then enchanted provide benefits when fighting both the infernal and the celestial. These gloves provide a +2 bonus to hit and to damage rolls when attacking demons, devils and their kin, as well as angels, devas and other celestial creatures.

HIEROPHANT'S CLOAK

These rich, embroidered cloaks are worn by high ranking clergy as symbols of office and to enhance their already prodigious spellcasting abilities. For clerics, inquisitors and other non magic-user spellcasters, the heirophant's cloak acts as a Spell Adder VI. Any bless spell cast by the wearer has it's duration increased ten-fold.

HUNTER'S CLOAK

This dark green cloak provides the wearer with the ability to hide in the outdoors like a halfling (90% chance while immobile) and grants a +1 bonus to hit with bows.

HOT ROCK POWDER

A pinch of this red hot powder fills the user with an uncontrollable rage for 2d4 rounds. He is granted a +2 bonus to hit and damage in melee combat, and +2 on all saving throws. However, if all his foes are slain in this time, he will attack allies indiscriminately until the duration expires. A pouch of hot rock powder normally contains 1d4 doses.

SMUGGLER'S KEY

Opens any locked box or coffer that the owner has had in his or her possession for a day or more, but opens to an alternate storage dimension instead of the actual contents of the chest. This area is treated as a bag of holding in all respects. Once closed, the box can be reopened normally to access the normal contents, or opened with the key (using a charge) to access the extradimensional space.

ENTRY KEY

Once per day this key can unlock any (non-magically) locked door. Any lights (torches, lanterns, etc) in the room, chamber or hall beyond that door within 30 feet of the door become lit, and an unseen servant is summoned to butler for the user of the key as long as he remains in that area for up to one hour.

LOCKING KEY

This heavy iron key will cast arcane lock on any door, chest, or portal touched. It has 3d20 charges when found.

LOCKSMITH'S KEY

When pressed against a lock or used as part of a lockpicking set, this magical key provides a +25% bonus on open lock attempts (or provides a 25% chance to open locks for characters who lack the skill).

MARROW FLUTE

This flute is carved from a human tibia and is stained with dried blood. It produces a shallow, haunting tune and summons 1d3+1 ghouls that follow the user's commands for 1 turn before disappearing. If the flute is blown more than once in a week, any subsequent ghouls summoned will appear directly around the user and will attack the user immediately.

MASK OF THE MONKEY GOD

These masks are made of wood or clay and are worn to bring the wearer into the good graces of the monkey god. It can be invoked once per day for 1 turn and provides the following effects at will: speak with animals (monkeys only), charm monster (monkeys only), and the ability to climb walls as a level 9 thief.

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OBSIDIAN MIRROR

This polished oval of obsidian weighs nearly 60 pounds. Once per month it can be used to cast **contact other plane** with a command word and with the chance of insanity reduced by half.

PRIEST'S GARMENT

This tabbard is worn by a cleric over his armour. It improves healing magic, increasing the healing by 1 point from any cure wounds spell. It also grants the cleric a +1 bonus to AC, and when dealing with clerics of the same alignment, it provides a +2 bonus to Charisma.

ROBES OF SORCERY

Robes of Sorcery come in a variety of colours, but the lining is either white (1-3 in 6, of lawful alignment) or black (4-6 in 6, of chaotic alignment). If worn by a magic-user or similar spellcaster of the appropriate alignment, the robe grants the following:

- +2 bonus to AC
- +4 on saves versus spells
- All saves against the wearer's spells are at -1
- White robes: hold person 1/day
- Black robes: mirror image 1/day

SORCEROUS BOWL

This heavy stone bowl (3 feet across, 15 pounds) can be studied when filled with wine to grant the ability to cast Clairvoyance up to 3 times per day. If filled with hot water and aromatic herbs (worth 50 gp) while preparing spells for the day, it acts as a Spell Adder IV.

SPELL-EATING CRYSTAL

These volatile crystals are usually found crafted into amulets, crowns and diadems. They come in several sizes from a half-inch across to 4 inches in diameter. Any spell cast within 30 feet of the crystal is consumed by the item, preventing the spell from having any effect. Each crystal has a rating, generally linked to its size (rated from 1 to 12), indicating how many spell levels of spells it can consume per day. If the total number of spell levels consumed in a day exceeds the rating of the crystal, it explodes in a fireball-like effect of pure magical force dealing 2d6 damage +1d6 per rating of the crystal (so a rating 6 crystal will explode in an 8d6 damage explosion).

STEIN OF THE SORCERER-KING

This massive (10 lb) silver drinking mug can be used to invoke specific enchantments upon those who drink a draught from it.

- 3 / month: Spell Adder V
- 1 / month: Remove Curse
- 1 / year: Limited Wish
- Once: Wish - using this ability destroys the stein

STONE OF SACRILEGE

These black stones are perfectly round and smooth, and appear to be pure jet black, although they radiate a pale purple illumination. If held by a cleric or similar non magic-user spellcaster, they prevent the caster from preparing spells. They provide the bearer a +1 on saving throws against magic, and act as a Spell Adder I.

TALISMAN OF THE ICE HEART

This pale blue crystalline talisman grants the wearer a +2 on saving throws against fire. It acts as a Spell Adder III, but all spells prepared in this way are marked with cold and deal 1 point per spell level of cold damage to all whom the spell is cast upon (in addition to all other effects of the spell).

TWO-WAY POUCH

These two normal-sized pouches share the same contents. Anything placed into one pouch can be removed from either one. Items must fit entirely within the pouch.

WARD CRYSTAL

There are a variety of types of ward crystals - ruby (fire), emerald (acid), diamond (lightning) and sapphire (cold). Each has 2d20 charges when found. Ward crystals can only be used by magic-users. Activating the ward crystal takes one minute and involves drawing a complex magical sigil, either on a surface or in mid-air. The sigil disappears when it is completed, and remains there, invisible, for 7 days. When the sigil is drawn, the wielder determines the conditions that will trigger it (such as someone approaching within a specified distance, or a command word being spoken, the surface the sigil is on being touched, broken or opened, etc). When the sigil is triggered, it explodes as a 6D6 damage fireball of the appropriate elemental type.

WHISTLE OF THE GRIM WOLF

This whistle is carved out of ash and looks like a howling dog. It produces a mournful howl when blown, and summons 1d3+1 dire wolves that follow the user's commands for 1 turn before disappearing. It can be blown once per week. If the user drenches the whistle in the fresh hot blood of a wolf or dire wolf it can be triggered a second time, but this destroys the whistle.

CHARMS

Charms are a specific subtype of miscellaneous magic item. A charm is a magical fetish, amulet or device that is attached to the user's clothing, worn around the neck or even strung to a weapon or woven into the hair (including beards for many dwarves). To function, a charm must be visible. Activating a charm renders other charms on the user non-functional (although they can be activated in turn, rendering the first charm non-functional for the duration, and so on). If a charm-wearer has more than two charms on his person, it takes a full round to find the specific charm needed before it can be activated. The vast majority of charms are defensive, but there are some exceptions.

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BASILISK'S EYE

Made from exactly what it sounds like, this gruesome charm provides the wearer a +5 bonus on saving throws against petrification effects.

BLINK DOG CHARM

All teleport type magics and abilities that target someone within 30 feet of the wearer or that would result in moving to a location within that zone of effect are resisted by the charm. The caster of the effect (or the creature originating the effect such as for blink dogs) must make a saving throw versus spells for the effect to work.

BLOOD CHARM

When activated, the wearer immediately takes 10 points of damage (which can be cured or healed normally). Any time thereafter (while the charm is still activated), the wearer can regain those hit points from the charm with a thought. If the charm is deactivated with the hit points still in it, they are lost.

BONE RATTLE

Crafted from the skull of an intelligent creature and filled with teeth and then wrapped in skin, this fetish can be activated once per day, producing a **cause fear** spell (the reverse of **remove fear**).

ELDRITCH CHARM

This crystalline charm grants the wearer a +2 bonus on all saves against magical effects. If the wearer casts a spell, all effects are calculated as if the wearer were two levels lower.

HORSE CHARM

This charm lends the wearer the ability to run like thunder. When activated, the character gains a +30' bonus to his normal (land) movement rate.

JACKAL'S CHARM

When activated, this charm grants the wearer 6 additional hit points (which brings his maximum hit point total up by 6 points also). The wearer must be careful about deactivating this charm, however, as he loses 6 hit points when the charm is deactivated – and this may indeed result in his death.

MANTICORE CHARM

The wearer of this charm gains a +1 bonus on attack rolls with bows and crossbows.

MIGHTY CHARM

Once activated, the wearer can trigger the charm's effect upon successfully striking an opponent in melee combat. The charm grants the wearer a +1d6 bonus to damage on that attack, and must then be re-activated as normal.

MONKEY CHARM

The wearer of the monkey charm can pick locks, disarm traps, and pick locks as a level 1 thief, and a character that already has these abilities can do so as if he were three levels higher.

OX'S CHARM

When activated, this charm grants the wearer 12 additional hit points (which brings his maximum hit point total up by 12 points also). The wearer must be careful about deactivating this charm, however, as he loses 12 hit points when the charm is deactivated – and this may indeed result in his death.

PHOENIX CHARM

The wearer if this charm gains a +1 on all saving throws against fire. If the wearer is slain, the charm is destroyed in a fiery explosion (treated as a 5d6 damage fireball) which does not harm the wearer's corpse. The wearer is then the target of a **raise dead** spell.

POMANDER

This desiccated orange charm provides the wearer with a +2 bonus on saves against poisons and diseases, and grants all those within 10 feet with a +1 bonus on these same saves.

RUSTY CHARM

This charm has 1d6 charges when found. Whenever the charm-wearer's metal equipment would be subject to major damage such as destruction by a rust monster, or being the target of a disintegration, or merely broken by bad luck, one charge is expended and the equipment is spared the effect.

SANCTIFIED CHARM

When activated, this charm grants the benefits of a **bless** spell with all the normal benefits and restrictions. It can be activated twice per day and the duration is immediately ended if another charm is activated by the user.

STEALTH CHARM

When activated, the wearer gains the move silent and hide in shadows ability of a thief of one half his level. If he already has these abilities, they work as if he were three levels higher.

TOMB RAIDER'S CHARM

These black iron charms are engraved with wards against curses, hexes and the evil eye. The charm provides the wearer a +6 bonus on saving throws against curses. If the curse wouldn't allow a save normally, the wearer gains a saving throw against spells with no bonus from the charm to negate the curse.

UNICORN HORN CHARM

Once per day this charm can trigger a **cure light wounds** spell on the wearer. If touched to a cursed item, the charm is destroyed, but the curse is removed.

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VENOM CHARM

The charm-wearer gains a +3 bonus on saving throws against poisons and venoms. If there is not normally a save, then the wearer gains a save (with no bonus) to negate the effect.

MITRAL SPHERES

While most of the priesthood of the sorcerer-priests of the Hill Islands wear mitres while going about their duties, the senior priests instead wear skullcaps and are known for the spheres that float above and slightly behind their heads – alternately known as mitre spheres or mitral spheres.

Somewhat similar to ioun stones, these crystalline orbs, ovoids and spheres float about four inches above the heads of their owners. They vary in size, shape and colour, with typical examples being 5-inch to 8-inch spheres, with rarer ovoids, some as large as 16 inches tall by 9 wide. Like an ioun stone, the owner of a mitral sphere releases it and it settles into place four to six inches above and slightly behind the top of his head. Thereafter, a sphere must be grasped or netted to separate it from its owner.

Mitral spheres have AC: 0 and 20 hit points (with some larger ones having more hit points).

ACOLYTE'S ORB

- Allows divine casters to prepare 1 extra spell level of spells each day
- +1 Wisdom

PRIEST'S ORB

- Spell Adder II (divine / clerical spells only)
- +1 Wisdom

JUDGE'S MITRE

- Smite Chaos 1/day (+4 to hit, x2 damage versus a chaotic foe for one melee attack)

CRUSADER'S ORB

- Turn undead at +2 levels
- +1 melee damage

MITRE OF THE EXORCIST

- +1d6 hit dice affected by turning attempts
- +1 Wisdom
- +2 on saves versus charm, possession, magic jar and similar effects

SPHERE OF THE MAGUS

- Stores 5 levels of spells as a ring of spell storing
- +1 Intelligence

MITRE OF THE PATRIARCH

- +1 Wisdom
- +1 Charisma
- Spell Adder III (divine / clerical only)

WARRIOR'S MITRAL

- +1 weapon damage
- +1 hit point per hit die

ORB OF THE WARLORD

- +1 Charisma
- +1 to hit and damage with all attacks
- Cast charm person once per day

SOLAR MITRAL

- Sheds light as continual light at will
- Cast light at will
- Holy Strike 1/week (as flame strike but holy damage instead of fire)

ORB OF THE WOLF

- Pass without Trace at will
- Dimension Door 2/day
- +1 Dexterity

SPHERE OF THE DEATHLESS

- +1 Constitution
- +4 saves versus Poison and Death
- Reduce aging by 1/2

CHAPTER FOUR

Creatures & Elementals

ELEMENTALS

Not all elementals map directly to the understood four or five elemental types. Various cultures and peoples have researched and recorded many other types and even dispute what the major classifications of elementals should be. In this treatise I am dealing with the five accepted “primary” branches of elementals in the Fallen Empire - although there are many who do not include wood elementals in the standard list (bringing it down to four primary elements broken into opposing pairs) while others include a few other varieties of elementals, many more esoteric than those recorded here.

Elementals are motile and intelligent incarnations of the basic building blocks of our world - and are wild and often uncontrolled as they seek to be free of any binding.

When summoning or conjuring elementals there is a chance of summoning a specific form of elemental suited to the environment in question. The DM determines what the most likely subtype to appear will be. There is a 50% chance that the appropriate subtype appears instead of a standard elemental of the appropriate power.

A spellcaster can learn (typically via a quest or magical tome) how to summon a particular subtype of elemental. In this case, if the proper environment is present, the summoning will always bring forth the desired subtype. A spellcaster can learn how to summon a number of subtypes equal to 1/2 his level.

There are 4 basic sizes of Elementals, typically determined by their summoning source.

Lesser Elemental (Summoned by Staff) – 8 HD, AC 2, 1d8 damage

Greater Elemental (Summoned by Devices) – 12 HD, AC 0, 2d8 damage

True Elemental (Summoned by Spells) – 16 HD, AC -2, 3d8 damage

Legendary Elemental (Summoned by Ritual) – 20 HD, AC -4, 4d8 damage

Elemental subtypes are treated identically to standard elementals, but have one additional power as indicated below. Unless otherwise indicated, any spell-like abilities are treated as being cast by a spellcaster with a level equal to the elemental’s Hit Dice. Some spell effects are from the Advanced Edition Companion.

AIR ELEMENTAL SUBTYPES

Standard air elementals take the form of a whirlwind 2' tall per and 2' diameter per hit die. They fly at a movement rate of 360' (120'). Creatures of (1/4 elemental's hit dice) or fewer hit dice are carried away if they are within the area of the elemental if they fail a save versus death. Damage from air elementals is increased by 1d8 points against aerial targets.

- Blizzard - 1d6 cold damage / round in a 2' radius / HD
- Cloud - *obscuring mist* 1 / turn
- Crosswind - *protection from normal missiles* 1 / turn
- Fog - *fog cloud* 1 / turn
- Gust - *gust of wind* 1 / turn
- Howling - temporarily deafens all within 2' / HD, fear to those under 4 HD
- Pestilence - *cause disease* to all touched
- Sandstorm - *blur* 1 / turn
- Smog - *putrefy food and drink* at will, *obscuring mist* 1 / turn
- Smoke - *pyrotechnics* (smoke cloud) 1 / turn
- South Wind - ends all hostile air effects (storms, *cloudkill*, *wall of fog*, etc) within 5' / HD
- Storm - *call lightning* once per day
- Zephyr - doubles or halves flight speeds in a 20' radiums / HD

EARTH ELEMENTAL SUBTYPES

Standard earth elementals take the form of a humanoid, 1' tall per hit die. They move at a rate of 60' (20'), cannot cross water wider than 1' / HD, but can move through earth or stone unimpeded. Damage from earth elementals is increased by 1d8 points against targets standing on the ground.

- Desert - 1d6 heat and abrasion damage / round in a 2' radius / HD
- Dirt - *lesser move earth* at will
- Dungeon - melee targets must save versus paralysis or be chained to the elemental and must move with it
- Crystal - *mirror image* 1 / turn, *colour spray* 1 / turn
- Graveyard - *animate dead* 1 / turn
- Metal - attacks are wounding, dealing 1 point of damage per round until bound.
- Mountain - can attack (without the normal damage bonus for target type) at a range of 5' / HD by hurling boulders
- Mud - *transmute rock to mud* 1 / turn
- Plains - reduce enemy ground-based movement to 1/3 within 20' / HD
- Ruins - *shatter* 1 / turn
- Rust - attack as a rust monster 1 / turn
- Sand - *blur* 1 / turn
- Statue - attack also inflicts petrification 1 / turn (save resists)

FIRE ELEMENTAL SUBTYPES

Standard fire elementals take the form of a pillar of flames 1' tall and 1' diameter per hit die. They move at a movement rate of 120' (40') and cannot cross water wider than 1' / HD. Damage from fire elementals is increased by 1d8 points against targets with cold attacks.

- Cinder - *incendiary cloud* 1 / turn
- Coal - *produce flame* at will
- Cleansing Flame - *flame strike* 1 / day
- Explosive - Self-destruction deals 1d6 damage / HD as a *fireball*
- Flare - Hits cause blindness unless a save vs death is made; casts *pyrotechnics* 1 / turn
- Wildfire - *flashfire* 1 / turn
- Forge - *heat metal* on all weapons that strike it and all armour struck by it.
- Hearth - *resist cold* 10' radius / HD
- Kiln - AC is improved by 2
- Lava - 1d6 heat damage / round to all within 1' radius / HD, form is that of an earth elemental instead of a fire elemental.
- Pyre - +1d8 damage versus undead and magic users
- Tinder - *flashfire* 1 / round

WATER ELEMENTAL SUBTYPES

Standard water elementals take the form of a mass of waves 1/2' tall per and 2' diameter per hit die. They move at a rate of 60' (20') and swim at a rate of 180' (60'), although they cannot travel more than 60 feet from a source of water. Targets standing in or submerged in water suffer an additional 1d8 damage from the attacks of a water elemental.

- Bile - attack destroys leather and cloth if save versus magic is failed
- Blood - *bane* (reverse of *bless*) on all living opponents in 2' radius / HD
- Bog - attacks *warp wood* on target and possessions
- Brine - *water breathing* at will
- Geyser - 8d6 damage blast of boiling water 5' wide by 5' / HD long 1 / turn
- Ice - *ice storm* 1 / turn
- Oasis - *protection from fire* 1 / turn
- River - *part water* or *lower water* 1 / turn
- Sewer - creatures within 2' / HD must save versus poison or suffer -2 to hit in combat from nausea
- Spring Shower - *plant growth* 1 / turn
- Sweetwater - *purify food and water* 2' radius / HD
- Tsunami - double movement rate, can travel up to 180' from water.
- Wave - *lower water* 1 / turn
- Whirlpool - struck opponents must save versus paralysis or be stuck to the elemental

WOOD ELEMENTAL SUBTYPES

Standard wood elementals take the form of a treant-shaped humanoid 1 1/2' tall per hit die. They move at a rate of 90' (30') and are never slowed by vegetation. Targets standing on grass, plants or wood suffer +1d8 damage from wood elemental attacks.

- Brambles - +1d6 damage against unarmoured targets
- Flower - *insect swarm* 1 / hour
- Forest - *entangle* 1 / turn
- Fungal - *stinking cloud* 1 / turn
- Gallows - +1d8 damage to any creature with less than 1/2 hit points remaining
- Moss - attack as a rust monster 1 / turn
- Rose - *allure* (towards the controller) all within 5' radius / HD
- Root - *stumble* 1 / turn
- Rot - attacks *warp wood* on target and possessions
- Thorn - can attack at a range of 5' / HD (base damage only)
- Vine - ranged attack (2'/HD) draws target into contact with the elemental, further attacks don't roll to hit.

FLESH BEAST

Armor Class:	5 (-1 / 5 HD)	No. Enc.:	1 (1)
Hit Dice:	1-20	Save As:	F1-F20
Move:	90' (30')	Morale:	12
Attacks:	1 / 4 HD	Hoard Class:	nil
Damage:	See below	Alignment:	Neutral

Flesh beasts are amalgams of the recently dead collected into a massive beast of limbs, mouths and natural weapons. They are created through the Craft Flesh Beast spell, and have one hit die for every two hit dice of dead used in creating the beast.

Flesh beast attacks and damage depend significantly on their hit dice:

1-4 HD	1 attack	2d6 damage
5-8 HD	2 attacks	2d6 / 2d4 damage
9-12 HD	3 attacks	2d8 / 2d6 / 2d4 damage
13-16 HD	4 attacks	2d10 / 2d8 / 2d6 / 2d4 damage
17-20 HD	5 attacks	2d12 / 2d10 / 2d8 / 2d6 / 2d4 damage

Further, the natural armour of the flesh beast improves if the beast has more body parts to work with. For every 5 full hit dice of the flesh beast, it's armour class improves by 1 point.

CHAPTER FIVE

Magical Theorems & the NEE

MAGICAL THEOREMS

ADVANCED EDITION MAGICAL THEOREMS

The vast majority of Magical Theorems & Dark Pacts was written in 2008-2009 prior to the release of the AEC for Labyrinth Lord (in early 2010). It thus remains pretty true to my main goals in running and playing my favourite fantasy game - magic users in the core Labyrinth Lord rules have only 12 spells at each spell level, and clerics have only 8. Thus, the various new magic-user and divine spellcasting classes presented in this volume also have very short spell lists at each level, never having more than 12 per level, and often having even fewer than the classic cleric does.

But the Advanced Edition Companion provides a lot of additional options for your Labyrinth Lord game, and thus this chapter is here to help you mix Magical Theorems & Dark Pacts with the AEC rules.

ADVANCED HIT DICE

If using the Advanced Hit Dice rule from page 21 of the AEC, use the following hit dice for the classes presented in this volume:

Class	Hit Die	Class	Hit Die
Wizard	d4	Cleric	d8
Elven Swordmage	d8	Elven Warder	d8
Enchanter	d4	Fleshcrafter	d6
Healer	d8	Inquisitor	d8
Merchant Prince	d6	Necromancer	d4
Pact-Bound	d4	Theurge	d6
Unseen	d6		

MULTI-CLASSING

Most of the classes in this book are not meant for multi-classing, and some were designed specifically because the core Labyrinth Lord rules do not allow multi-classing. These multi-classing rules override those in the AEC.

Wizard: can multiclass with Fighter only

Cleric: can multiclass with Assassin, Dwarf, Fighter, Ranger or Thief

Enchanter: can multiclass with Thief

Fleshcrafter: can multiclass with Druid

Necromancer: can multiclass with Assassin or Cleric

Pact-Bound: can multiclass with Assassin or Thief

The following spellcasting classes cannot multiclass at all: Elven Swordmage, Elven Fighter, Healer, Inquisitor, Merchant Prince, Theurge, Unseen

RACES & CLASSES

Each race in the core rules has specific classes they can have, along with level limits in said classes. The vast majority of the classes in this volume can only be humans, but the overall list is as follows:

Dwarf	Max Level
Cleric	8
Healer	7
Inquisitor	7
Theurge	5

Gnome	Max Level
Cleric	7
Enchanter	6
Pact-Bound	6

Half-Orc	Max Level
Cleric	4
Pact-Bound	9
Unseen	10

Elf	Max Level
Cleric	7
Wizard	11
Enchanter	12
Healer	9
Merchant Prince	12
Theurge	8
Unseen	12

Half-Elf	Max Level
Cleric	5
Wizard	10
Enchanter	12
Merchant Prince	10
Unseen	10

ADVANCED SPELL LISTS

The AEC provides significantly larger spell lists for the core spellcasting classes. These spell lists can be brought over in their entirety for the Cleric, Wizard, Elven Swordmage and Pact-Bound classes.

Part of the mechanical balancing of the new subclasses presented in this book is their restrictive spell lists, so adding new spells to them should be done with an eye on maintaining the scarcity intended.

However, *identify* is a significant change to how the game is played, and thus should be provided to some of the new subclasses to avoid penalizing a group that has no actual Wizard in their midst. *Identify* should be added to the level 1 spell lists of the Merchant Prince and Theurge, and the level 2 spell lists of the Enchanter, Inquisitor and Unseen.

Other spells should be considered on a one-by-one basis - preferably by both the Game Master and the player together. At no point should the number of additional spells added to the spell list increase the spell list above 150% of it's initial size. Alternately, a rule we've used in most of our campaigns allows spellcasters to swap thematically appropriate spells into their spell lists in exchange for removing spells that are already there.

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