

Delving Deeper

REFERENCE RULES V4



VOLUME I

HEROES & MAGIC

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by Simon J. Bull

With thanks to those who helped make Delving Deeper possible:

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Matthew J. Finch, and members of the ODD74 discussion group.

For all followers of the original fantasy game

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Ref Rules v4b, March 2015

<http://forum.immersiveink.com/>

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The logo for 'immersive ink' features the text 'immersive ink' in a lowercase, sans-serif font. The word 'ink' is in a lighter weight than 'immersive'. Below the text is a dark, irregular, ink-blot-like shape that tapers to the right, suggesting a brushstroke or a splash of ink.

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PREFACE

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

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

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

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

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

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

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

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

INTRODUCTION

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

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

About These Volumes

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

Aspiring referees are advised to continue immediately on to Volume II wherein are guidelines for constructing a campaign world and filling it with dungeons, monsters, and treasures, and advice on conducting adventures around these. Finally, Volume III is intended as a reference for referees; it contains all manner of monsters—from androids to zombies—and treasures including magical wands, weapons, and a plethora of other items.

Common Terms

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

Distances, Ranges, and Movement Rates are given as inches. An inch represents a real distance according to the scale of play. At the dungeon combat scale 1" represents 10 feet. At the wilderness combat scale 1" represents 10 yards. At the overland and ocean exploration scale 1" of movement represents 1 mile per day.

Dungeon Level pertains to depth underground. The 1st dungeon level is the shallowest, the 2nd dungeon level is the next deeper level, and so on. Deeper dungeon levels are more dangerous and more rewarding than shallower dungeon levels. Players will usually determine what dungeon level they wish to explore.

Experience Level ranks the relative power of player characters. Players begin at the 1st (least powerful) experience level and work their way upward. While experience levels are theoretically unlimited these rules assume the majority of play will occur at the 1st through 12th experience levels.

Gold Pieces (gp) are the basic unit of currency for which goods are traded. One gold piece is worth 10 silver pieces or 100 copper pieces. There are 20 coins of any type to one pound.

Heroic-Types include all man-types of heroic stature and all monsters that represent a heroic threat. Collectively these are all creatures with 3 or more hit dice but fewer than 7 hit dice.

Man-Types are all men and other creatures of same basic proportions including androids, cavemen, dwarfs, elves, gnolls, gnomes, goblins, halflings, hobgoblins, kobolds, lizardmen, mermen, nixies, orcs, and pixies. The majority of man-types are also normal-types but exceptional individuals can be heroic- or superheroic-types instead.

Monsters are all creatures controlled by the referee. These include dragons, orcs, vampires, and other genuine horrors of the underworld as well as the townsfolk, hirelings, and even non-player heroes of the game world.

A **Morale Check** is a throw of two six-sided dice used by the referee to determine the behavior of monsters (including man-types) in potentially life-threatening circumstances, particularly in combat.

Normal-Missiles are all non-magical projectiles including spears, stones, arrows, and bolts loosed by normal man-types. An otherwise normal missile loosed by a heroic/superheroic-type is considered heroic.

Normal-Types include all man-types of less than heroic status and all other creatures of similar stature. Collectively these are all creatures with fewer than 3 hit dice.

Normal-Weapons are all non-magical arms including swords, spears, axes, and maces wielded by normal man-types. An otherwise normal weapon wielded by a heroic/superheroic-type is considered heroic.

A **Reaction Check** is a throw of two six-sided dice used by the referee to determine how monsters (including man-types) will react to the players, particularly upon their first meeting and in negotiations.

A **Saving Throw** is a throw of a single twenty-sided die used by the player to avert a potentially life-threatening calamity such as being poisoned, turned to stone, or vaporized by a dragon's breath weapon.

Superheroic-Types include all man-types of superheroic stature and all monsters that represent a superheroic threat. Collectively these are all creatures with 7 or more hit dice.

A **Survival Check** is a throw of a hundred-sided die used by the player or referee to determine whether a character or monster will survive being raised from the dead, polymorphed into another shape, or restored to flesh after being turned to stone.

Turns are any period during which a player chooses an action for his character. At the dungeon and wilderness combat scales a turn represents one minute. At the dungeon exploration scale a turn represents ten minutes. At the wilderness exploration scale a turn represents one day.

Player's Supplies

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

The Essentials:

- * Delving Deeper (you have it!),
- * Dice (three six-sided dice and one twenty-sided die per player),
- * Stationery (pencil, eraser, paper, and notebook),
- * A vivid imagination!

Optional Extras:

- * A Delving Deeper player character record sheet,
- * Graph paper for mapping dungeons,
- * Hexagonal paper for mapping wilderness regions,
- * Additional dice (any number of six-sided and twenty-sided dice with the latter optionally marked 0-9 twice),
- * Miniatures to represent the player character and his entourage,
- * An enterprising plan...

THE DICE

Delving Deeper players require six- and twenty-sided dice. A few will do but play will be quicker with half a dozen (or more) of each. For a genuine retro feel twenty-sided dice can be marked 0-9 twice, with 0 representing ten and one of the two 0-9 series being identified as adding ten.

Preparation for Play

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

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

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

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

The adventure begins... Now!

PLAYER CHARACTERS

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

Alignment

Each character must choose a side in the eternal struggle. He is either of law or of chaos or is otherwise neutral.

Law is civility and order and upholds the greater good. Chaos is anarchy and brutality and undermines the greater good. Neutrality is neither for law nor chaos but for the individual and for those with no stake in the grander contest.

Determination of Abilities

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

Prime Requisite Abilities

One of the six abilities is considered to be the prime requisite for each class of character. Fighters should be strong, magic-users should be intelligent, and clerics should be wise.

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

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

Suppose, for example, an intending player was given the adjacent ability scores:

With a wisdom score of 6 this character would advance slowly as a cleric. His keen intelligence means he could do well as a

magic-user; however, because of a preconceived inclination toward heroic combat, the player elects the role of a fighter. His strength of 11 is perfectly respectable and his constitution of 12 indicates good fitness. A dexterity score of 10 is neither quick nor slow, but his ordinary charisma score means this player should not depend overly on the loyalty of his followers.

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

<i>Strength</i>	11	<i>Dexterity</i>	10
<i>Intelligence</i>	14	<i>Constitution</i>	12
<i>Wisdom</i>	6	<i>Charisma</i>	9

Explanation of Abilities

Following is an explanation of each of the six abilities.

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

Table 1.2 Strength Adjustments

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

* Damage adjustment is applicable to fighters in hand to hand combat only.

Movement Rates allowed by load are for man-sized and man-like types. These should be scaled appropriately for other types but any character reduced to half his movement rate is considered to be encumbered. Movement rates are expressed in inches which are scaled according to the environment being explored to produce the actual ground rate.

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

Many **Languages** are spoken throughout the game world with each intelligent type having its own tongue. Man-types also share a “common tongue” which 20% of all speaking creatures will know.

Table 1.3 Languages Known

Intelligence Score	Languages Known
3-10	2
11	3
12	4
13	5
14	6
15	7
16	8
17	9
18	10

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

Player characters always know at least two languages: the common tongue and an alignment tongue. Non-human player characters may know additional languages as will all characters with above average intelligence. Additionally, there are spells and magic items that will aid in the comprehension of unknown languages.

WISDOM is intuition, common sense, and maturity. Each 2 points of wisdom beyond 10 will add 1 point to the character's prime requisite for the purpose of calculating experience points earned. Wisdom is the prime requisite for clerics and functions as does intelligence in determining what course of action a non-player character should take.

DEXTERITY is reaction speed, coordination, and agility. It is useful for accurate shooting and for quick reflexes when initiative is in question. Dexterity is the prime requisite for thieves (if these are used).

CONSTITUTION is vim, fitness, and toughness. It determines what damage can be endured and whether or not a character can withstand being raised from the dead, polymorphed, or petrified.

Shock Survival is the probability that a character will survive the greatest physical ordeals. This check is required to be raised from the dead (any failed attempt indicates that no subsequent attempt can ever succeed), to survive returning to flesh after being turned to stone, and to survive transformation into another shape by the baleful polymorph spell.

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

Table 1.4 Dexterity Adjustments

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

Table 1.5 Constitution Adjustments

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

* Minimum 1 hit point per die.

Table 1.6 Charisma Adjustments

Charisma Score	Maximum Retainers	Loyalty Adj.	Reaction Adj.
3	1	-2	-1
4	2	-1	-1
5	2	-1	-1
6	3	.	-1
7-8	3	.	.
9-12	4	.	.
13-14	6	+1	.
15	6	+1	+1
16	8	+2	+1
17	8	+2	+1
18	10	+4	+1

Classes

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

The numbers of **HIT DICE** given on the following charts are always six-sided and are thrown to determine the number of **HIT POINTS** of damage that can be sustained before death. Hit dice are thrown and summed with any additions being added to the total.

The figures given for each saving throw category are those required on a twenty-sided die to avert various calamities.

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

Experience points are also earned by defeating monsters. 100 XP are awarded for each hit die of each enemy defeated. The referee may increase the base award for especially dangerous enemies including those with poisonous, paralyzing, or multiple attacks.

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

Table 1.7 Cleric Spells per Day					
Spells Memorized per Day					
Cleric	By Spell Level				
Level	1	2	3	4	5
1
2	1
3	2
4	2	1	.	.	.
5	2	2	.	.	.
6	2	2	1	.	.
7	2	2	1	1	.
8	2	2	2	1	1
9	3	3	2	2	1
10	3	3	3	2	2
11	4	4	3	3	2
12	4	4	4	3	3

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

The Cleric

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

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

A cleric begins play with a spell book containing the 1st level spells and can thereafter cast a number of spells each day appropriate for his experience level. So long as he adheres to his faith a cleric will gain access to spells of successive spell levels as he advances in experience, and can devise spells of his own besides.

When a cleric achieves 9th level he can establish a stronghold and the religious fervor of the workforce will reduce any construction costs by half. Once established, a stronghold will attract a body of 50-300 fanatically loyal dervishes who will serve without payment (the referee will determine the exact composition of this force). If the surrounding countryside is kept clear of monsters this holding will attract faithful settlers each of whom can pay 2 gp in tithes and taxes per month.

Table 1.8 Cleric Progression

Cleric Level	Experience		Saving Throw Versus				
	Points Required	Hit Dice	Poison	Wands Rays	Paralysis Petrification	Breath Weapon	Spells
1	0	1	11	12	14	16	15
2	1,500	2	10	11	13	15	14
3	3,000	2+1	10	11	13	15	14
4	6,000	3	9	10	12	14	13
5	12,000	4	9	10	12	14	13
6	25,000	5	8	9	11	13	12
7	50,000	5+1	8	9	11	13	12
8	90,000	6	7	8	10	12	11
9	160,000	7	7	8	10	12	11
10	240,000	7+1	6	7	9	11	10
11	320,000	7+2	6	7	9	11	10
12	400,000	8	5	6	8	10	9

A cleric requires 160,000 experience points per level beyond the 12th.

A cleric adds one hit die per three levels beyond the 9th.

TURNING THE UNDEAD

Mindless undead need never check morale and cannot be subdued but all the undead are subject to being turned away—or even destroyed utterly—by a faithful cleric who forcefully presents a Cross. Turning the undead is accomplished by throwing two six-sided dice and comparing the result to the following table.

Table 1.9 Turning the Undead

Undead		Cleric Hit Dice							
HD	Example	1	2	3	4	5	6	7	8
½	Skeleton	6	†	†	*	*	*	*	*
1	Zombie	8	6	†	†	*	*	*	*
2	Ghoul	10	8	6	†	†	*	*	*
3	Wight	.	10	8	6	†	†	*	*
4	Wraith	.	.	10	8	6	†	†	*
5	Mummy	.	.	.	10	8	6	†	†
6	Spectre	10	8	6	†
7	10	8	6
8	Vampire	10	8
9	10

† 2-12 monsters of this type are turned away.

* 2-12 monsters of this type are destroyed utterly.

Should a cleric fail to turn an undead monster he cannot attempt to turn that monster again until sunrise.

THE ANTI-CLERIC

Clerics of the chaotic sort are called anti-clerics. They are intended as villains and their purpose is to vanquish good. They cannot turn the undead but have a selection of reversed clerical spells which they can employ with impunity. Otherwise, they function as do clerics except that an anti-cleric stronghold will attract zealots rather than dervishes.

The Fighter

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

In melee combat versus normal-types a fighter throws one attack roll as a 1st level fighter for each of his own hit die. Starting at 4th level he adds +1 to morale checks of any troops he leads in combat, and he will not be targeted by normal-types while there are normal targets available.

At 8th level and above a fighter is aware of invisible opponents within 3' and normal-types require a positive morale check to stand their ground if he charges them. He is unable to cast spells, however, and has a limited selection of other magical items.

When a fighter achieves 9th level he can establish a stronghold and declare himself its Lord. If the surrounding countryside is kept clear of monsters this holding will attract settlers each of whom can pay 1 gp in taxes per month.

Table 1.10 Fighter Progression

Fighter Level	Experience		Saving Throw Versus				
	Points Required	Hit Dice	Poison	Wands Rays	Paralysis Petrification	Breath Weapon	Spells
1	0	1+2	12	13	14	15	16
2	2,000	2+1	12	13	14	15	16
3	4,000	3	10	11	12	15	14
4	8,000	4	10	11	12	12	14
5	16,000	5	10	11	12	12	14
6	32,000	6	8	9	10	12	12
7	65,000	7	8	9	10	12	12
8	130,000	8+1	8	9	10	9	12
9	240,000	9+2	6	7	8	9	10
10	360,000	10	6	7	8	9	10
11	480,000	10+2	6	7	8	9	10
12	600,000	11	4	5	6	6	8

A fighter requires 240,000 experience points per level beyond the 12th.

A fighter adds one hit die per two levels beyond the 9th.

The Magic-User

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

A magic-user has use of the greatest selection of enchanted items. All save for arms (other than daggers and staves), armor, and a handful of clerical items are at his disposal. Should these prove insufficient a magic-user of at least 9th level can enchant items of his own. The cost and time required to enchant an item will be commensurate with its value.

Table 1.11 Magic-User Progression

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

A magic-user requires 200,000 experience points per level beyond the 12th.

A magic-user adds one hit die per four levels beyond the 10th.

HALFLINGS can be fighters but are limited to 4th level. They are deadly accurate with hurled missiles adjusting attack rolls by +3, and will identify noises when listening at doors with a throw of 5-6 on a six-sided die. They are nearly invisible when they blend into the background and can move almost silently. Despite their diminutive stature halflings are surprisingly resilient and make all saving throws at four levels higher than their actual level.

DWARFS dwell underground and see equally well by day or by night. They are limited to 6th level as fighters but make all saving throws at four levels above their actual level and are the only characters able to employ the +3 war hammer to its full potential. They are adept at evading large, clumsy enemies and suffer only half damage from foes such as ogres and giants.

Dwarfs are expert miners and are able to note any new constructions, shifting walls, slopes, falling slabs, false floors and the like in dungeon stonework. They will identify noises when listening at doors with a throw of 5-6 on a six-sided die.

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

ELVES begin as either fighters or magic-users but can change class between adventures as often as desired. An elf becomes dual-classed when he changes class for

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

the first time and may thereafter use both the weaponry of a fighter and the spells of a magic-user simultaneously.

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

Elves deal +1 hit point of damage when employing magic weapons and can move and fire a bow without penalty when on foot. They are nearly invisible in their

gray-green cloaks and can move almost silently. When actively searching they will locate secret doors with a throw of 3-6 on a six-sided die. When merely passing by they will do so with a throw of 5-6 on a six-sided die. They will identify noises when listening at doors with a throw of 5-6 on a six-sided die and are immune to the paralyzing touch of ghouls and thulls. They are, however, limited to 4th level as fighters and to 8th level as magic-users.

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

The Thief (Optional Class)

Thieves are sneaks, trouble-shooters, and infiltrators who operate by cunning and subtlety. Men, elves, dwarfs, and halflings can advance without limitation but because thieves are necessarily underhanded they cannot be aligned with law. Dexterity is their prime requisite.

Although able to employ daggers, slings, and short swords thieves lack the resilience of proper fighters and can wear leather armor only. Furthermore, a thief is best suited to striking from behind with surprise. In these circumstances a +4 adjustment is applied to the attack roll and a successful attack will cause two damage dice at levels 1-4, four damage dice at levels 5-10, and six damage dice at levels 11-12.

This aside, a thief is especially skilled in many subterfuges including:

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

A thief accomplishes all these with a throw of 3-6 on a six-sided die. Should he fail to disarm a trap it will instead be sprung with all the usual consequences.

At 3rd level and above a thief is equally able to discern the meaning of any non-magical cipher, message, map, or other written instruction. At 9th level and above this ability extends to casting magic-user spells from scrolls.

Changing Class

Even if the referee allows class changes no character can ever change class during an adventure, nor can a cleric ever change to a magic-user or vice versa. Human characters require a minimum score of 16 in the prime requisite of the class they intend to change to. Non-human characters have no such requirement.

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

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

Table 1.13 Thief Progression

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

A thief requires 120,000 experience points per level beyond the 12th.

A thief adds one hit die per four levels beyond the 11th.

Other Classes

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

Beyond Level 12

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

If higher level play is not desired characters can be retired after 12th level, becoming political figures in the campaign under the referee's stewardship. The player is then free to create a new character to play.

EQUIPMENT

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

Table 1.14 Supplies		
Item	Cost	Weight
Backpack, leather	4 gp	30 lb *
Belladonna, bunch	10 gp	.
Candles, dozen	2 gp	5 lb
Cloak, traveling	3 gp	5 lb
Cross, silver	40 gp	1 lb
Cross, wooden	5 gp	1 lb
Crowbar	5 gp	5 lb
Garlic, string	5 gp	.
Hammer	3 gp	5 lb
Holy water, flask	25 gp	2 lb
Iron spikes, half dozen	1 gp	5 lb
Lantern	10 gp	5 lb
Mirror, silver, small	20 gp	1 lb
Mirror, steel	5 gp	1 lb
Oil, flask	2 gp	5 lb
Pole, 10ft	1 gp	10 lb
Rations, iron, week	15 gp	7 lb
Rations, week	7 gp	15 lb
Rope, 100ft	2 gp	15 lb
Sack, large	2 gp	30 lb *
Sack, small	1 gp	10 lb *
Spade or shovel	5 gp	10 lb
Stakes, wooden, pair	1 gp	1 lb
Tinderbox	2 gp	.
Torches, half dozen	1 gp	5 lb
Waterskin	1 gp	5 lb
Wine, flask	2 gp	5 lb
Wolfsbane, bunch	10 gp	.

* Backpacks and large sacks can carry 30 lb and small sacks can carry 10 lb.

Table 1.15 Livestock & Transportation		
Item	Cost	Weight
Dog, guard or hunting	25 gp	.
Mule	20 gp	.
Draft horse	60 gp	.
Riding horse	80 gp	.
Warhorse	200 gp	.
Destrier	300 gp	.
Horse barding	150 gp	75 lb
Saddle & harness	15 gp	25 lb
Saddle bags	4 gp	30 lb *
Cart	15 gp	.
Wagon	90 gp	.
Raft	60 gp	.
Boat	150 gp	.
Galley, small	25,000 gp	.
Galley, large	35,000 gp	.
Longship	15,000 gp	.
Merchant ship, small	20,000 gp	.
Merchant ship, large	30,000 gp	.
Man-o-war	40,000 gp	.

* Saddle bags can carry 30 lb.

Note that 20 coins of any type weigh one pound.

The referee can extrapolate prices for other items from those given.

Rations will feed one person for one week. Iron rations are preserved and will keep even in poor environs (including dungeons) where standard rations would spoil.

Item	AC	Cost	Weight
Unarmored	9	.	.
Leather armor	7	10 gp	25 lb
Mail armor	5	35 gp	50 lb
Plate armor	3	100 gp	75 lb
Shield	*	15 gp	15 lb
Helmet	.	10 gp	5 lb

* Adjusts armor class by -1.

Range categories are applicable to accurate shooting at individual targets at the dungeon combat scale (1' to 10ft).

At the wilderness combat scale (1' to 10yd) range categories are primarily for shooting at bodies of troops or similarly sized targets.

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

1 GOLD PIECE = 10 SILVER PIECES = 100 COPPER PIECES

Item	Cost	Weight	Shooting Range		
			Short	Medium	Long
Arrow or bolt, silver	5 gp
Arrows, 20	5 gp	5 lb	.	.	.
Arrows, quiver of 20	10 gp	5 lb	.	.	.
Bolts, 30	5 gp	5 lb	.	.	.
Bolts, case of 30	10 gp	5 lb	.	.	.
Crossbow	20 gp	10 lb	6"	12"	18"
Longbow	40 gp	5 lb	7"	14"	21"
Shortbow	25 gp	5 lb	5"	10"	15"
Sling	1 gp	1 lb	5"	10"	15"
Dagger (thrown)	3 gp	1 lb	.	3"	.
Hammer (thrown)	3 gp	5 lb	.	3"	.
Hand axe (thrown)	4 gp	5 lb	.	3"	.
Oil (thrown)	2 gp	5 lb	.	3"	.
Spear (thrown)	5 gp	5 lb	.	6"	.

NON-PLAYER CHARACTERS

Hirelings

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

Mercenaries

While ordinary hirelings can be had for upkeep plus 2 gp per month mercenaries are another matter. These are neutrally aligned soldiers whose monthly fee is commensurate with their function and equipment.

Table 1.19 Mercenaries

Type	Monthly Fee				Vital Statistics*
	Man	Dwarf	Elf	Orc	
Footman	4 gp	6 gp	8 gp	2 gp	M 12", AC 6, HD 1+1
Footman, armored	8 gp	12 gp	.	4 gp	M 9", AC 4, HD 1+1
Footman, missile	6 gp	9 gp	12 gp	3 gp	M 12", AC 7, HD 1+1
Horseman	12 gp	.	.	.	M 21", AC 6, HD 1+1
Horseman, armored	18 gp	.	.	.	M 18", AC 4, HD 1+1
Horsemen, missile	15 gp	.	.	.	M 24", AC 7, HD 1+1

* Dwarfs, elves, and orcs have 1 hit die.

Monthly fees are in addition to the cost of upkeep.

Footmen are equipped with leather armor and shield and armored footmen with mail armor and shield. Missile men have leather armor only. Horsemen always have mounts in addition.

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

Retainers

More unusual help including monsters and player types can also be sought. These are called retainers and the number allowed at any one time is limited by a character's charisma score.

A character can seek retainers during his adventures or advertise his need by posting notices, hiring heralds, frequenting taverns, or sending emissaries to foreign lands where likely candidates are known to dwell. The cost and effectiveness of these endeavors is left to the referee's discretion.

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

Enlisting Monsters

Characters can enlist monsters of the same alignment by regular negotiation. Others (including higher level player types) can be pressed into service by coercion with a charm spell or by physical subdual in combat.

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

RETAINER LOYALTY

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

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

Reaction and Morale Checks

When required, reaction and morale checks are made by the referee with a throw of two six-sided dice and are adjusted for loyalty. A high result indicates a positive reaction or good morale and a low result indicates a negative reaction or poor morale.

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

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

Relatives

Player characters possess arms, armor, and equipment from the outset and—if they are fortunate—can accumulate considerable wealth during their adventures. Thus a character is permitted to name an heir to his estate should he meet an untimely end. If he should mysteriously vanish “death” can be declared after 30 days of unexplained absence.

Once death has been established all worldly possessions are passed to the designated heir, if there is one, or else to the realm if there is not. Should there be an heir he takes possession of all properties, goods, and valuables that belonged to the departed less a 10% inheritance tax which is payable to the realm. The realm may also enforce payment of a bond to any hirelings and retainers, guaranteeing the return of their possessions and any accrued pay to their families.

Should the character unexpectedly return to reclaim his estate the inheritance tax will be payable again. The referee will adjudicate the reaction of the disinherited heir who might intrigue to retain control of the estate. In any case, his loyalty will suffer a 0 to -5 adjustment (one six-sided die -1) if he is kept on as part of the character’s household or retinue.

Cost of Upkeep

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

A character who desires fine cuisine and luxurious accommodation must consent to pay higher costs, varying with extravagance. Alternatively, the referee may require players to itemize individual expenses.

The cost of upkeep is payable only so long as the character maintains urban living arrangements. Living off the land incurs no costs and thus payments cease when the character journeys to a wilderness area. When he builds a stronghold of his own he may collect taxes from its inhabitants to help cover his costs.

MAGIC

A magic-user or cleric can memorize a number of spells each day according to his experience level. He must be fresh and rested and have access to the appropriate spell books to memorize any spell therein. Bereft of his spell books he cannot memorize any spells!

Spell Casting from Memory

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

In order to invoke a spell the caster must be free to concentrate, move his arms and hands, speak aloud, and see the target. To do so during combat the player must declare his intent at the beginning of the turn. Casting a spell requires the full turn so no other action may be attempted. Furthermore, if the caster is struck by any missile, blow, or spell before his own invocation is completed it will be foiled and erased from memory without being triggered. The referee will adjudicate whether other interruptions are sufficient to foil a spell.

Spell Casting from Scrolls

A magic-user or cleric can cast a spell of any spell level directly from a scroll. Unless the scroll was penned by his own hand a magic-user must employ a read magic spell before he can read a spell scroll. Thereafter, either class can read a spell scroll without memorizing the spell in advance. Casting a spell from a scroll invokes the magic at the minimum caster level necessary to memorize the spell and simultaneously erases the spell from the scroll.

Reversible Spells

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

Spell Books

Magic-users and clerics begin play with a book of 1st level spells but must find, buy, or research higher level spell books thereafter.

Adventuring is a dangerous business so a spell caster may wish to construct a duplicate spell book to carry without risk to his primary resource. Should a spell book be lost, damaged, or destroyed in any event it can be replaced at a cost. A book of 1st level spells costs 2,000 gp, a book of 2nd level spells costs 4,000 gp, a book of 3rd level spells costs 8,000 gp, and so on.

Creating Spell Scrolls

Magic-users and clerics can copy spells which they can memorize onto scrolls. It takes one week to create any spell scroll and costs 100 gp per spell level. Thus, a 4th level spell scroll takes one week to construct at a cost of 400 gp. A spell scroll can be invoked only once and is at risk of being ruined by rain, fire, and other dungeon hazards.

Researching New Spells

Clerics and magic-users can research new spells for their repertoires. The spell level of a new spell cannot exceed that which the researcher is able to memorize. Otherwise, the player can contrive whatever spell he desires, remembering that the referee will determine what is allowable and the spell level of the new magic.

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

Table 1.20 Cleric Spells by Spell Level

1st	2nd	3rd
Cure Light Wounds*	Bless*	Circle of Protection from Evil*
Detect Evil	Continuous Light*	Cure Serious Wounds*
Detect Magic	Find Traps	Enervate Dead*
Light*	Hold Person	Locate Object
Protection from Evil*	Remove Disease*	Remove Curse*
Purify Food and Drink*	Speak with Animals	Speak with Dead
4th	5th	
Control Water	Commune	
Create Food and Drink*	Dispel Evil*	
Cure Critical Wounds*	Insect Plague	
Hold Monster	Quest	
Neutralize Poison*	Raise Dead*	
Speak with Plants	True Seeing	

* This spell is reversed for anti-clerics.

Table 1.21 Magic-User Spells by Spell Level

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

* Reversible form exists as a separate spell.

Cumulative Magic

Spells and other magical effects will usually combine safely with one another. However, multiple enchantments with the same effect are not cumulative; only the single, most powerful effect applies.

EXPLANATION OF SPELLS

1ST LEVEL CLERIC SPELLS

Cure Light Wounds (reversible, affects: 1 creature, range: touch) The cleric can restore 2-7 lost hit points to any one creature (including himself) after one turn of aid. Hit points cannot be raised beyond the creature's normal total. The reverse, **CAUSE LIGHT WOUNDS**, will cause 2-7 hit points of damage at a touch, possibly requiring an attack roll to touch an unwilling target.

Detect Evil (affects: self, duration: 6 turns, range: 12") The cleric can sense the presence of any enchanted, conjured, supernatural, or undead creature within range, as well as any curse or malicious enchantment upon an object or place.

Detect Magic (affects: self, duration: 2 turns, range: 6") The cleric can sense the presence of any enchantment on a person, place, or object within range and sight.

Light (reversible, affects: 3' diameter, duration: 6 turns + 1 turn/level, range: 12") Causes an object or volume of space to be lit as if by torchlight, illuminating a 3' diameter. The reverse, **DARKNESS**, creates a 3' diameter sphere of darkness that is impenetrable even to creatures that see in the dark and to the darkvision spell, but not to the true seeing spell.

Protection from Evil (reversible, affects: self, duration: 12 turns) This spell prevents any enchanted or conjured creature from contacting the cleric. Furthermore, attacks made against the cleric by other chaotic types will be at -2 to hit and the cleric will make saving throws at +2. The reverse, **PROTECTION FROM GOOD**, applies equally to enchanted or conjured creatures but protects against lawful rather than chaotic types.

Purify Food and Drink (reversible, duration: permanent, range: 1") Makes spoiled, poisoned, or contaminated food, drink, or Unholy water whole and suitable for consumption. Enough food for one dozen men or two weeks worth of rations are affected. The reverse, **PUTREFY FOOD AND DRINK**, will instead spoil food, drink, and Holy water.

2ND LEVEL CLERIC SPELLS

Bless (reversible, affects: 6" diameter, duration: 6 turns, range: 6") The cleric bestows a +1 morale bonus and a +1 benefit to attack rolls upon all allies within 3" who are not already in combat. The reverse, **BANE**, imposes equivalent penalties upon foes.

Continuous Light (reversible, affects: 24" diameter, duration: permanent, range: 12") Causes an object or volume of space to be lit as if by sunlight. Monsters affected by sunlight are dazzled but otherwise unharmed. Continuous light is permanent unless dispelled. The reverse, **CONTINUOUS DARKNESS**, creates a permanent, 24" diameter sphere of darkness that is impenetrable even to creatures that see in the dark and to the darkvision spell, but not to the true seeing spell.

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

Hold Person (affects: 1 or 1-4 persons, duration: 9 turns, range: 18") 1-4 man-types are held immobile if they fail a saving throw versus paralysis. If a single man-type is targeted his saving throw is penalized by -2.

Remove Disease (reversible, affects: 1 creature, duration: permanent, range: touch) Cures the subject of all natural diseases or one supernatural disease such as mummy rot or lycanthropy. The reverse, **CAUSE DISEASE**, infects the subject with any disease known to the anti-cleric at a touch, possibly requiring an attack roll to touch an unwilling subject.

Speak with Animals (affects: self, duration: 6 turns, range: 3") The cleric can communicate with ordinary animals, including giant-sized sorts, receiving answers to questions subject to a reaction check. The animals will not attack the cleric for the duration, regardless of their reaction, but will perform a favor or service only if the cleric secures a positive (or better) reaction.

3RD LEVEL CLERIC SPELLS

Circle of Protection from Evil (reversible, affects: 1" radius, duration: 12 turns) As per the protection from evil spell, except that the protection extends to a 1" radius around the cleric.

Cure Serious Wounds (reversible, affects: 1 creature, range: touch) The cleric can restore 4-14 lost hit points to any one creature (including himself) after one turn of aid. Hit points cannot be raised beyond the creature's normal total. The reverse, **CAUSE SERIOUS WOUNDS**, will cause 4-14 hit points of damage at a touch, possibly requiring an attack roll to touch an unwilling target.

Enervate Dead (reversible, affects: 4-48 undead, duration: 7-12 turns, range: 12") Temporarily paralyzes skeletons and zombies with no saving throw allowed. 2-12 undead are enervated for every three whole levels the cleric has. Thus a 6th level cleric can enervate 4-24 undead, a 9th level cleric can enervate 6-36 undead, and a 12th level cleric can enervate 8-48 undead. The reverse, **ANIMATE DEAD**, causes nearby bones or bodies to rise as half as many undead skeletons or zombies under the anti-cleric's command. They will obey until destroyed in combat, by a dispel magic, or by a dispel evil spell.

Locate Object (affects: self, duration: 2 turns, range: 9" + 1"/level) The cleric can sense the direction to a well known or clearly visualized object within range. If more than one object of the visualized sort is in range only the nearest is located. A specific unique object can only be sought by this spell if the cleric has previously observed the object firsthand.

Remove Curse (reversible, affects: 1 curse, duration: permanent, range: touch) Lifts one curse from a creature or object, causing the latter to become a normal, unenchanted item of its type. The reverse, **BESTOW CURSE**, burdens the subject with any curse so named by the anti-cleric. Note that a lawful cleric must specify only lawful curses.

Speak with Dead (affects: self, duration: special, range: 3') An echo of life is bestowed upon the remains of a deceased creature within range so that it can answer 1-6 questions asked by the cleric, subject to a usual reaction check. This spell has no effect if the remains have been deceased longer than one week per level of the cleric.

4TH LEVEL CLERIC SPELLS

Control Water (affects: 1 body of water, duration: 12 turns, range: 24") The cleric causes the water level of a river or similar body of water to immediately fall to half its natural depth within 24" of himself, allowing a waterway to be forded, or to rise to half its depth again, precipitating a flash flooding.

Create Food and Drink (reversible, affects: special, range: 1") Creates wholesome food and drink sufficient to feed three men (or one horse or mule) for each of the cleric's experience levels. The reverse, **DESTROY FOOD AND DRINK**, turns a like amount of food and drink to ash.

Cure Critical Wounds (reversible, affects: 1 creature, range: touch) The cleric can restore 6-21 lost hit points to any one creature (including himself) after one turn of aid. Hit points cannot be raised beyond the creature's normal total. The reverse, **CAUSE CRITICAL WOUNDS**, will cause 6-21 hit points of damage at a touch, possibly requiring an attack roll to touch an unwilling target.

Hold Monster (affects: 1 or 1-4 creatures, duration: 6 turns + 1 turn/level, range: 12") 1-4 creatures are held immobile if they fail a saving throw versus paralysis. If a single creature is targeted its saving throw is penalized by -2.

Neutralize Poison (reversible, affects: 1 poison, duration: permanent, range: 1") A glass of poisoned wine, a venomous monster, an envenomed weapon, or any other poison is rendered non-toxic but this spell will not reverse the effect of a poisoning that has already occurred. The reverse, **POISON**, will cause any food or drink to become deadly poison or any object or creature to become venomous.

Speak with Plants (affects: self, duration: 6 turns, range: 3") The cleric can communicate with ordinary plants and supernatural plant types. He can receive answers to questions subject to a reaction check. The plants will not attack the cleric for the duration, regardless of their reaction, but will perform a favor or service only if the cleric secures a positive (or better) reaction.

5TH LEVEL CLERIC SPELLS

Commune (affects: self, duration: special) The cleric seeks divinely given knowledge. The Gods, or their agents, will entertain 1-6 questions with a simple “yes” or “no” answer which will be absolute. Use of this spell is limited to once per adventure, or even more infrequently, for the Gods dislike frequent interruptions. However, on the most Holy day of the year three six-sided dice are thrown with the highest result being the number of questions that will be answered.

Dispel Evil (reversible, affects: 1 enchantment, duration: permanent, range: 3") Immediately dismisses all enchanted or conjured creatures and curses or enchantments of a malign sort within 3". Animated dead are destroyed while conjured insect plagues, djinn, efreet, elementals, and invisible stalkers are sent back to their origin. All curses and malign enchantments within 3" are affected as if by a dispel magic. The reverse, **DISPEL GOOD**, functions against enchanted or conjured creatures and enchantments of the benign sort.

Insect Plague (affects: 40" diameter, duration: 1 day, range: 48") Conjures a vast, 4" deep swarm of crawling, creeping, and flying insects which moves at 6" in a direction indicated by the cleric or remains stationary. The swarm obscures vision, impedes movement, and devours all organic material including crops. Smoke, fire, or extreme cold will temporarily delay or divert the swarm but not destroy it. Normal-types will automatically flee but those caught in the plague will suffer innumerable bites and stings amounting to 1 point of damage per combat turn, regardless of armor. Misuse of this spell will cause a cleric to immediately become an anti-cleric.

Quest (affects: 1 subject, duration: special, range: 3") The subject is compelled to perform a quest specified by the cleric. Upon bestowing a quest the cleric also specifies a curse. Should the subject dally or deviate from his quest he will be afflicted by the curse until he resumes the quest. Only the completion of the quest or a successful dispel evil (or dispel good) will end this spell. Note that a lawful cleric must specify only lawful quests and curses.

Raise Dead (reversible, affects: 1 person, duration: permanent, range: touch) Restores life to a deceased man-type who has not been dead any longer than one day per level of the cleric. Rising from the dead is a great ordeal and the subject must make a successful shock survival check in order to be raised. Should this check succeed he returns to life but requires two weeks of recuperation. The reverse, **FINGER OF DEATH**, causes a baleful ray to issue from the anti-cleric's pointed finger to any man-type within sight and 12" range. If the target makes a successful saving throw versus wands the effect is negated; otherwise, he dies instantly.

True Seeing (affects: self, duration: 11-16 turns) The cleric sees all things as they actually are. Blindness and darkness (even the magical sort) are defeated. Traps, secret doors, invisible creatures, and hidden object are plainly seen. Illusions and charms are immediately discerned as is the true nature of any polymorphed, petrified, or transmuted creature or object.

1ST LEVEL MAGIC-USER SPELLS

Alter Self (affects: self, duration: 6 turns + 1 turn/level) The magic-user can assume the appearance of any creature of the same general size and shape as himself. He could appear to be a town guard, a beautiful maiden, or a gnoll but not a horse or a wyvern.

Charm Person (affects: 1 person, duration: special, range: 12") Brings a single man-type who fails to save versus spells completely under the influence of the magic-user. Gross abuse or negligence allows the man-type another saving throw; otherwise, the charm lasts until it is lifted by the magic-user or dispelled.

Color Spray (affects: 12" arc, duration: 2-12 turns) 2-7 seeing creatures are rendered unconscious by a dazzling glare of clashing colors. Those nearest to the magic-user are always affected first, sheltering those farther back. Heroic-types are allowed a saving throw versus spells to negate the effect and superheroic-types are unaffected.

Comprehend Languages (affects: self, duration: special) Enables the magic-user to read any language, cipher, message, map, or other written instruction excepting magical spells or command words. The spell lasts long enough to read two short writings or one longer one, but no power to speak or listen is conferred.

Detect Magic (affects: self, duration: 2 turns, range: 6") The magic-user can sense the presence of any enchantment on a person, place, or object within range and sight.

Fog Wall (affects: 6" wall, duration: special, range: 12"): Conjures a bank of thick fog which persists for as long as the magic-user concentrates on maintaining it. The fog wall is 20ft thick and up to 6" long and 20ft high (or any equivalent dimensions) and is straight or curved as the magic-user desires. It is impenetrable to sight.

Gazeback (affects: self, duration: 6 turns) The magic-user's eyes become mirrored granting him immunity to dazzling and gaze attacks without impairing his sight. The gaze attacks of basilisks, medusae, and vampires, the mirror of life trapping, and the color spray spell are all defeated. Moreover, any gaze attack attempted within 3' will be reflected back at the attacker exactly as if they had looked into a mirror.

Hold Portal (affects: 1 portal, duration: 2-12 turns, range: 1") Holds one door, gate, window, shutter, or other portal securely fast exactly as though it were locked. The portal can then be opened only by a magic-using creature with at least 7 hit dice, a knock spell, a dispel magic, or a resourceful thief (if these are used).

Light (affects: 3" diameter, duration: 6 turns + 1 turn/level, range: 12") Causes an object or volume of space to be lit as if by torchlight, illuminating a 3" diameter.

Protection from Evil (affects: self, duration: 6 turns) This spell prevents any enchanted or conjured creature from contacting the magic-user. Furthermore, attacks made against the magic-user by other chaotic types will be at -2 to hit and the magic-user will make saving throws at +2.

Read Magic (affects: self, duration: special) Enables the magic-user to decipher spells on scrolls or in spell books, or magical inscriptions or command words on other objects. The spell lasts long enough to comprehend two short writings or one longer one. Spells written by other magic-users are incomprehensible without the use of this spell.

Sleep (affects: 1 or 4-14 creatures, duration: 3-18 turns, range: 24") Causes 4-14 normal-types or 1 heroic-type with up to 4+1 hit dice to fall into a fitful slumber. The magic is indiscriminate and must affect the indicated number of creatures beginning with those nearest the target. The magic affects only creatures that normally sleep but no saving throw is allowed.

2ND LEVEL MAGIC-USER SPELLS

Continuous Light (affects: 24" diameter, duration: permanent, range: 12") Causes an object or volume of space to be lit as if by torchlight, illuminating a 24" diameter. Continuous light is permanent unless dispelled.

Darkvision (affects: 1 creature, duration: 6 turns + 1 turn/level, range: touch) The subject can see up to 6" in darkness.

Detect Invisibility (affects: self, duration: 6 turns, range: 1"/level) The magic-user can plainly see invisible, hidden, ghostly, or otherwise transparent creatures and objects within range and line of sight.

Invisibility (affects: 1 target, duration: special, range: 24") One object or creature becomes invisible. If the subject takes overtly hostile action the spell is ended immediately; otherwise, it lasts indefinitely. Note that fighters of 8th level and above will sense invisible opponents within 3" even without seeing them.

Knock (affects: portals, range: 6") Opens all known and unlocked doors, windows, gates, and other portals within range, or exactly one such portal which is known to exist but is stuck, barred, locked, or magically held.

Levitate (affects: self, duration: 6 turns + 1 turn/level) The magic-user levitates up or down as desired at a rate of 6". The spell will not move him laterally, although he might still clamber along a cliff face or ceiling with his hands at a rate of 3".

Locate Object (affects: self, duration: 2 turns, range: 6" + 1"/level) The magic-user can sense the direction to a well known or clearly visualized object within range. If more than one object of the visualized sort is in range only the nearest is located. A specific unique object can only be sought by this spell if the magic-user has previously observed the object firsthand.

Phantasm (affects: 3" diameter, duration: concentration, range: 24") Creates a convincing, animated phantasm that persists for as long as the magic-user continues to concentrate on controlling it. A saving throw versus spells is allowed each turn that someone doubts the phantasm's veracity. A successful saving throw enables them to end the phantasm by purposefully touching it. Otherwise, the phantasm is considered "real" for all purposes including causing real damage.

Protection from Missiles (affects: 1 creature, duration: 12 turns, range: 3') The subject is granted invulnerability to ordinary missiles including spears, stones, arrows, and bolts. This protection does not extend to artillery shot, boulders hurled by giants, ordinary missiles fired by heroic-types, or enchanted missiles of any sort.

Sixth Sense (affects: self, duration: 12 turns, range: 6") The magic-user concentrates on a specific direction for one turn in order to sense what creatures are within range in that direction. Having sensed creatures, the magic-user can perceive the surface thoughts of any one creature at a time, listening in for as long as desired. He can hop from creature to creature as desired, turn by turn, unless the magic is obstructed by lead or any rock thicker than 20ft.

Web (affects: 2" diameter or 3"×1", duration: permanent, range: 3") Fills the targeted area to 10ft depth with strong, sticky, inflammable fibers. Creatures at the edge are allowed a saving throw versus breath weapon to avoid entanglement but those that are wholly surrounded cannot avoid it. Giants and similarly powerful creatures can tear through the web in a single turn, as can a flaming sword cut through its fibers. Ogres, trolls, and men with 18 strength can tear through it in two turns. Normal men require four turns of toil to tear through the web while lesser creatures will be held fast.

Witch Lock (affects: 1 portal, duration: permanent, range: 1") As per a hold portal spell except that a witch lock lasts indefinitely and can be placed on anything that can be opened including chests, draws, wardrobes, flasks, books, and portals. A knock spell or the magic-user who created the witch lock can bypass it without ending the spell, as can any other magic-user at least three levels higher than the caster.

3RD LEVEL MAGIC-USER SPELLS

Circle of Invisibility (affects: 1" radius, duration: special, range: 24") All creatures within 1" of the magic-user, or any point within sight and range, are affected as per the invisibility spell. The spell does not enable affected creatures to see one another.

Circle of Protection from Evil (affects: 1" radius, duration: 12 turns) As per the protection from evil spell except that the protection extends to a 1" radius about the magic-user.

Clairvoyance (affects: self, duration: 12 turns, range: 6") The magic-user can see in his mind's eye anywhere he desires within range except that the spell is obstructed by lead or any rock thicker than 20ft.

Dispel Magic (affects: 1 enchantment, duration: permanent, range: 12") Ends any ongoing spell that was begun by a caster of equal or lower level. If the ongoing spell was begun by a higher level caster there is a 10% chance for each level he has over and above the magic-user's level that the dispel magic will fail. Instantaneous spells cannot be dispelled, nor will this spell affect magic items.

Fireball (affects: 2' radius, duration: instantaneous, range: 24') The magic-user points his finger at a target anywhere within range and sight and causes a fiery explosion to fill a 2' radius, or an equivalent volume of available space (twelve 10ft cubes on a typical dungeon map). Everyone caught within the blast suffers 1-6 hit points of damage per level of the magic-user to a maximum of 10-60 hit points. A successful saving throw versus breath weapon will reduce this damage by half.

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

Haste (affects: 4-24 creatures, duration: 3 turns, range: 24') 4-24 creatures within a 4' diameter are quickened. Affected creatures will move at double pace and, against any non-quickened creature, will always gain initiative and have a +2 to hit adjustment. Those nearest to the target are always affected first. At the end of the spell each affected creature must save versus petrification or else age one year. Haste counters SLOW and vice versa.

Hold Person (affects: 1 or 1-4 persons, duration: 1-6 turns + 1 turn/level, range: 12') 1-4 man-types are held immobile if they fail a saving throw versus paralysis. If a single man-type is targeted his saving throw is penalized by -2.

Lightning Bolt (affects: 6', duration: instantaneous, range: 18') Unleashes a stroke of lightning at any target in range and sight. It passes directly through creatures but reflects off hard surfaces, possibly even doubling back, so that it is always 6' long; thus the maximum reach of this spell is up to 24'. Everyone passed through suffers 1-6 hit points damage per level of the magic-user to a maximum of 10-60 hit points. A successful saving throw versus wands will reduce this damage by half.

Plant Growth (affects: 30'×30' or 33' diameter, duration: permanent, range: 12') Causes existing vegetation within a 33' diameter (or equivalent area) to become absurdly overgrown and virtually impassable. The growth lasts until it is hacked or burned away or until it is dispelled.

Slow (affects: 4-24 creatures, duration: 3 turns, range: 24') 4-24 creatures within a 4' diameter are slowed. Affected creatures will move at half pace and, against any non-slowed creature, will always lose initiative and have a -2 to hit adjustment. Those nearest to the target are always affected first. Slow counters HASTE and vice versa.

Water Breathing (affects: 1 creature, duration: 12 turns, range: 3') The targeted creature is empowered to breathe normally under water. No buoyancy or ability to swim is conferred.

4TH LEVEL MAGIC-USER SPELLS

Animal Growth (affects: 1-6 animals, duration: 12 turns, range: 12") Causes 1-6 ordinary animals within range and sight to grow to giant size, assuming all of the game statistics of the giant sort. If no such statistics are given assume that size and hit dice are doubled. The disposition of the animals toward the magic-user is unaffected by this spell.

Animate Dead (affects: 2-24 dead, duration: permanent, range: 3") Causes nearby bones or bodies to rise as undead skeletons or zombies under the magic-user's command. 1-6 undead are animated for every three whole levels the magic-user has. Thus a 7th or 8th level magic-user can animate 2-12 undead, a 9th, 10th or 11th level magic-user can animate 3-18 undead, and a 12th level magic-user can animate 4-24 undead. They will obey until destroyed in combat, by a dispel magic, or a dispel evil spell.

Charm Monster (affects: 1 or 3-18 creatures, duration: special, range: 12") Brings 3-18 normal-types or a single heroic/superheroic-type that fails to save versus spells completely under the influence of the magic-user. Gross abuse or negligence allows the monster (or monsters) an additional saving throw; otherwise, the charm lasts until it is lifted by the magic-user or is dispelled.

Confusion (affects: 3-18 creatures, duration: 12 turns, range: 12") Causes confusion in 3-18 creatures. The magic is indiscriminate and must affect the indicated number of creatures beginning with those nearest to the target. Heroic/superheroic-types are allowed a saving throw versus spells to negate the effect; otherwise, each individual's behavior is determined randomly each turn.

Table 1.22 Confused Behavior

1-6	Behavior
1	Stand oblivious, staring off into the distance
2	Drop everything and walk quietly away in a random direction
3	Sit and eat whatever is nearby
4	Shout poetry, a hymn, or gossip angrily
5	Drop everything and run in a random direction at maximum pace
6	Attack the nearest creature emphatically

Dimension Door (affects: 1 subject, duration: instantaneous, range: 1") The magic-user or other subject steps from his present location to any destination within 36" specified by distance and direction.

Fear (affects: 6' arc, duration: 6 turns, range: 6") Sends a wave of panic out in an arc before the magic-user to 6" range. All normal-types in the area of effect will immediately flee for six turns. Heroic-types are allowed a saving throw versus spells to negate the effect.

Hallucinatory Terrain (affects: 160' diameter, duration: special, range: 24') Creates an illusionary terrain that conceals the underlying geography and is convincing in every way from a distance. The hallucination will not stand up to close inspection, however, and can be seen through automatically by any intelligent being who examines it carefully from within.

Polymorph (affects: self, duration: 6 turns + 1 turn/level) Transforms the magic-user into any creature he desires. He assumes the size, strength, mobility, armor class, and physical attack and damage capabilities of his new form, excluding supernatural abilities such as breath weapons, gaze attacks, and spell casting. He retains his own intelligence, hit points, saving throws, and ability to speak and cast spells.

Remove Curse (affects: 1 curse, duration: permanent, range: touch) Lifts one curse from a creature or object causing the latter to become a normal, unenchanted item of its type.

Wall of Fire (affects: 6' wall, duration: concentration, range: 6') Conjures a blazing curtain of fire which persists for as long as the magic-user concentrates upon maintaining it. The wall of fire is 5ft thick and up to 6' long and 20ft high (or any equivalent dimensions). It can be straight or curved as the magic-user desires, including a 10ft high 4' diameter circle. Creatures of fire are unaffected except by its opaqueness. The wall is otherwise impenetrable to normal-types while heroic/superheroic-types suffer 1-6 hit points of damage for bursting through. Creatures of cold and undead instead suffer 2-12 hit points. A wall of fire and a white dragon's breath (or blast from a wand of ice) will negate one another, resulting in a double-sized fog wall.

Wall of Ice (affects: 6' wall, duration: permanent, range: 12') Conjures a steaming cold bulkhead of hard pack ice. The wall of ice is 5ft thick and up to 6' long and 20ft high (or any equivalent dimensions). It can be straight or curved as the magic-user desires, including a 10ft high 4' diameter circle. A wall of ice is opaque and is impenetrable to normal-types. Heroic/superheroic-types can attempt to crash through a wall of ice as they might break down doors. Any such attempt causes 1-6 hit points of damage except to creatures of cold (who are unharmed) and creatures of fire who instead suffer 2-12 hit points. A wall of ice and a red dragon's breath (or fireball) will negate one another, resulting in a double-sized fog wall.

Witch Eye (affects: self, duration: 6 turns, range: 1') Conjures an invisible, floating eye that flies at a rate of 12" per turn to anywhere the magic-user desires within 24". The magic-user can see in his mind's eye everything that the witch eye sees.

5TH LEVEL MAGIC-USER SPELLS

Baleful Polymorph (affects: 1 creature, duration: permanent, range: 6") Transforms a subject within range into any creature the magic-user desires. The subject must immediately make a shock survival check with failure resulting in death. Otherwise, he assumes the size, strength, mobility, armor class, and physical attack and damage capabilities of the new form including supernatural abilities such as breath weapons and gaze attacks, but excluding spell casting. He retains his own intelligence, hit points, saving throws, and ability to speak and cast spells. The transformation is permanent until dispelled.

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

Contact Other Plane (affects: self, duration: special) The magic-user seeks knowledge from powerful beings on other planes of existence. These will answer the magic-user's questions with a "yes" or "no" answer which will be absolute. 1-6 questions (determined secretly by the referee) will be entertained safely. For each additional question asked the magic-user must make a successful saving throw versus spells or be feebleminded for 1-6 weeks.

Feeblemind (affects: 1 creature, duration: permanent, range: 24") One intelligent creature within range and sight must save versus spells at -4 or become a mental invalid. A feebleminded creature can neither read, write, figure, communicate in any coherent fashion, nor cast spells or use command words. The spell lasts until it is canceled by a dispel magic.

Hold Monster (affects: 1 or 1-4 creatures, duration: 6 turns + 1 turn/level, range: 12") 1-4 creatures are held immobile if they fail a saving throw versus paralysis. If a single creature is targeted its saving throw is penalized by -2.

Invoke Elemental (affects: 1 elemental, duration: special, range: 24") Conjures one earth, air, fire, or water elemental of the 16 hit dice sort. The elemental does the magic-user's will until it is destroyed in combat or is dismissed by the magic-user or a dispel evil. The magic-user may move at half rate but controlling the elemental requires the remainder of his concentration. If he should lose concentration (by being hit, for example) he can no longer dismiss the elemental and it will attack him immediately. No more than one elemental of each type can be conjured per day.

Magic Jar (affects: self, duration: special, range: 3') The magic-user sends his spirit into a gem, crystal, or similar vessel within 3', leaving his own body helpless. From there the magic-user can attempt to possess any creature that approaches within 12". He can automatically repossess his own body but others are allowed a saving throw versus spells. Should they fail this saving throw the magic-user possesses them and assumes full control of their physical faculties while retaining his own intellect. The magic-user's spirit can return to the magic jar at any time and automatically does so if ever the possessed body is slain. If his own body has died in the meanwhile he is trapped in the magic jar until another body can be possessed. If the magic jar is destroyed while the magic-user's spirit is resident, he is utterly annihilated and cannot be raised or reincarnated.

Passwall (affects: 1" tunnel, duration: 3 turns, range: 3') Opens a tunnel up to 5ft in diameter and 1" deep through any wall—including solid rock but excluding solid iron.

Telekinesis (affects: 20lb/level, duration: 6 turns, range: 12") Any object or objects (including living things) within sight and range whose total mass does not exceed 20lb per level of the magic-user can be moved by thought alone. Objects can be moved from anywhere within range to anywhere else within range in a single turn.

Teleport (affects: 1 subject, duration: instantaneous, range: touch) Instantly transports the magic-user (or other subject) from place to place regardless of distance, possibly requiring an attack roll to touch an unwilling subject. The magic-user must be very familiar with the destination or risk an error. If he is only passingly familiar with the destination an error will occur with a throw of 1 on a six-sided die. If he has only seen the destination once an error will occur with a throw of 1-2. If he has never seen the destination an error will occur with a throw of 1-3. When an error occurs the subject will arrive either 10-60ft too high or too low (50% chance of either). Teleporting into mid-air results in a fall; teleporting into solid earth results in death.

Transmute Rock to Mud (reversible, affects: 30"×30" or 33" diameter, duration: 3-18 days, range: 12") Transmutes a large area of rock or earth into a 10ft deep mud slough, undermining structures, drowning heavy creatures, and otherwise reducing movement to 3". The mud will dry after 3-18 days leaving the rock or earth in its former state. Transmute rock to mud can be canceled immediately by a TRANSMUTE MUD TO ROCK SPELL and vice versa.

Wall of Stone (affects: 6" wall, duration: permanent, range: 6") Conjures an imposing bulkhead of solid stone 5ft thick and up to 6" long and 20ft high (or any equivalent dimensions). It can be plain or featured and straight or curved, as the magic-user desires, including a 10ft high 4" diameter circle. It is impenetrable to all but the ordinary means of tunneling or battery, except that it can be dismissed by a dispel magic.

6TH LEVEL MAGIC-USER SPELLS

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

Control Water (affects: 1 body of water, duration: 12 turns, range: 24") The magic-user causes the water level of a river or similar body of water within 24" of himself to immediately fall to half its natural depth (allowing a waterway to be forded) or to rise to half its depth again (precipitating a flash flooding).

Control Weather (affects: 1 geographic region, duration: permanent) Invokes a single desired weather condition in the local geographical region the magic-user is in. The weather condition may be extreme but must be naturally occurring. The weather will take 1-6 turns to change but will then last until dispelled.

Disintegrate (affects: 1 target, range: 6") A deadly beam of darkness irrevocably disintegrates any single non-magical object or creature. Creatures are allowed a saving throw versus wands to avoid the beam and negate the effect; otherwise, any inanimate matter up to 1" cube (or any equivalent volume) can be instantaneously disintegrated.

Geas (affects: 1 subject, duration: special, range: 3") The subject is compelled to perform a quest specified by the magic-user. Should the subject dally or deviate from his quest he will lose 1-6 points of strength each day until he either dies or resumes the quest. Only the completion of the quest or a successful dispel evil (or dispel good) will end this spell.

Invoke Stalker (affects: 1 stalker, duration: special, range 1") Conjures an invisible stalker from the null-dimensions which the magic-user can instruct to carry out some task. The invisible stalker will perform this mission single-mindedly until the task is completed, it is destroyed in combat, or is dismissed by a dispel evil. It will resent this servitude, however, and if after any day of service the referee throws a 12 on two six-sided dice the invisible stalker will subvert the magic-user's intent by observing his orders absolutely literally to the letter. If ordered to guard a treasure hoard, for example, it might take the hoard to its home dimension and guard it there.

Move Earth (affects: 1 body of earth, duration: 6 turns, range: 24") Above ground this spell causes a hill, ridge, bluff, or similar body of earth within range and sight to be moved. Underground it moves a cavern, chamber, passageway, or similar feature through the ground, or else moves some protuberance of earth within a large cavern. The body of earth is moved at a gentle rate of 6". Creatures, vegetation, and structures can be carried along unharmed or structures can be undermined, at the referee's discretion. Alternatively, a clay golem or earth elemental can be driven back 12" suffering 6-36 damage. Note that earth is moved but not reshaped.

Project Image (affects: 1 image, duration: 6 turns, range: 24") Projects a quasi-real image of the magic-user anywhere within range and sight. The image is indistinguishable from the magic-user and is completely under his control. He knows everything his image senses and can direct it to perform any action he himself could perform including casting spells. The image is impervious to harm except that a

successful dispel magic will end its existence. Spells originating from the image are in actuality cast by the magic-user and are erased from his memory as usual.

Reincarnation (affects: 1 creature, duration: permanent, range: touch) Restores a slain character to life in another body so long as he has not been dead any longer than one day per level of the magic-user. Rising from the dead is a great ordeal and the subject must make a successful shock survival check in order to reincarnate. Should this prove successful his body is transformed (according to his alignment) and he awakes without need for recuperation.

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

The reincarnated character retains his former intelligence, wisdom, and memories but otherwise assumes all faculties of his new form. Any former spell casting ability is lost. If a player character class or race is indicated throw a six-sided die to determine the character's new level. Elves may split their levels between the fighting and magic-using (and thieving, if thieves are used) classes. Halflings will have only half as many levels as indicated. No character can advance in level by reincarnation in any case.

Slaying Spell (affects: 4-24 creatures, range: 24") Instantly slays 4-24 creatures within a 7" diameter area. The spell is indiscriminate and must affect the indicated number of creatures beginning with those nearest to the target. No saving throw is allowed but superheroic-types are unaffected.

Stone to Flesh (reversible, affects: 1 creature, duration: permanent, range: 12") Restores one petrified creature (and any possessions) to living flesh. Returning to the flesh is a great ordeal and the subject must make a successful shock survival check or else be slain. The reverse, **FLESH TO STONE**, turns one living creature (and any possessions carried) to stone. A successful saving throw versus petrification will negate the effect.

Wall of Iron (affects: 6" wall, duration: permanent, range: 6") Conjures a daunting bulkhead of solid iron 1ft thick and up to 6" long and 20ft high (or any equivalent dimensions). It can be plain or featured and straight or curved, as the magic-user desires, including a 10ft high 4" diameter circle. It is impervious to spells such as sixth sense, passwall, and transmute rock to mud and is largely impenetrable to ordinary means of battery or attack. It can be dismissed by a successful dispel magic.

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