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* INTRODUCTION *



The World of Dark Sun

A world sucked dry by vampiric defilers, torn and scarred by power-hungry mages, burnt and seared by a sun gone slightly nova; a world known simply as Athas. Athas is bad — real bad. You've heard of Death Valley? You've heard of the Sahara? They've got nothing on Athas. You see, Death Valley and the Sahara end. They stop, eventually. They run into jungles or forests or even oceans. But not Athas. Athas never stops. It has no oceans. And you're stuck in the middle of it.

Athas, the world of Dark Sun, has a dark and ominous history. Once a world of lush vegetation, thriving with life and prosperous with trade, Athas fell to the whims of its mages. In their lust for power, these mages found ways to tap the planet's vitality to add to their own, unconcerned that the effects on their environment were devastating. As a result, Athas now labors under the oppressive heat of a crimson sun, with seabeds full of silt instead of water. Almost all mines have tapped out, so metal is extremely rare — and very valuable. Scarcer still are any sources of water.

Athas: an ecological nightmare.

On Athas, there are no rainforests.

On Athas, there is no ozone layer.

On Athas, even the monsters weep. For Athas is a dead planet. This once-vibrant ball of water and greenery has been raped by mages careless of their surroundings and turned into a dry, desiccated husk, groaning on toward its final demise. Welcome, adventurers.

The creatures of Athas, twisted by the free use of magic, were forced to adapt to the harsh conditions. New monsters continue to emerge from the deep desert to plague those humans who survived. And survive they have, though under grim conditions. The only stable communities are rigidly controlled city-states. These are ruled without exception by vicious, seldom-seen sorcerer-kings — the last

remnants of the mages who destroyed Athas. These kings aspire to godhood, ruling through religious organizations headed by their templar minions. Their rule is uniformly harsh and capricious, and vast numbers of people are enslaved. Only the strongest, physically or magically, can feel any measure of safety.

To make matters worse, incredibly powerful mages slowly transform into dragons as they increase their strength. These creatures are often solitary, venturing into inhabited areas only rarely. Yet when they do they often have a reason, for advances through the stages of transformation are often accompanied by mass destruction. One such transformation was recently attempted in Tyr by the former king, Kalak.

WAKE OF THE RAVAGER takes place in and around the city-state of Tyr, ruled by Kalak's successor, the mysteriously absent King Tithian.

What Comes with This Game?

In addition to this rule book, your game box should contain the game disks (or a CD-ROM) and a data card. This rule book explains how to play the game and gives you valuable reference information on characters, monsters, spells, and psionics. The disks contain the game. Install the disks by following the instructions listed on the data card.

Floppy Disk Copy Protection

There is no physical copy protection on your WAKE OF THE RAVAGER floppy disks, so please make copies and put the originals away for safekeeping.

To assure that you have a legitimate copy, there are copy protection questions during the game. Find the indicated word in this rule book, type the correct answer, and press Enter/Return. Do *not* count headings.

There are no copy protection questions on the CD-ROM version.

Using the Mouse

A mouse is required to play this game. A note to novice users: throughout this book, the term “click” means move the cursor to the desired area and press *either* the left or right mouse button. “Right-click” means move the cursor to the desired area and press the right mouse button. “Left-click” means move the cursor to the desired area and press the left mouse button.

Note that even when using the mouse you can hit Esc to exit any menu.

Using the Keyboard

Operations in this game are designed for the mouse, but certain functions do have keyboard commands. See page 77 for a complete list.

Getting Started Quickly with a Pregenerated Party

A saved game containing a pre-built party comes with your game. To get right into the game without creating your own party, select START GAME from the Start Window. The game automatically loads the pre-built party, and you immediately enter the game.

* INTRODUCTORY JOURNAL *

Tyr, eh? Sure, I know a bit about Tyr. Lived here all my life, I have. I've had my ups and downs, too — more downs than ups, though, lately. Used to be a high-ranking templar, in fact, before Korman, that backstabbing kank, robbed me of my powers and position. And my wealth.

I'll tell you about Tyr, sure — for 50 ceramic pieces.

Ah, thank you, friends. Times are hard, as I'm sure you know. Now sit, and let me explain a few things.

Tyr, I'm afraid, had a reputation when Kalak still ruled. A city of death, some called it. Now it's a city of chaos, political and social. What with the war on Urik and Tithian's strange disappearance, Tyr's freedom, even its very existence is teetering on a fine line of destruction and death.

So who's in charge? Who rules the cowardly council members hiding in their chambers, the disorganized templars scrambling to find administrative positions in the new hierarchy? Nay, no one rules Tyr but the strong and quick of mind. Profit can be gained here as quickly by the greedy as can death be by the weak.

Imagine the city guard reluctant to enter the warrens for fear of those lurking in the gloom. Imagine the economy brought to its knees by rumors of disappearances and deaths in the iron mines. Soon enough you will smell the scent of death and decay rising from Under Tyr, driving even the locals to cower in fear in their homes.

Many are leaving to take their chances in the desert, for the fear of impending doom is strong. Yet still more arrive every day, foolish others seeking glory, profit, and power. Others such as yourselves.

Why are you here? Do you wish to right that which is wrong, to destroy the evil that hangs like a shroud over the city? Good luck to you, my foolish friends. Seek out the Veiled Alliance if you wish to survive your first night in Tyr.

HOW TO PLAY WAKE OF THE RAVAGER

To start the game with a pregenerated party from the main menu, select START GAME. Otherwise, create a party by selecting CREATE CHARACTERS. See “Creating Your Party” on page 7 for more information.

By default, only the leader of your party appears on the map. The other three characters appear whenever combat is initiated. However, you can select the Collapse Party icon from the Game Menu to have all four characters appear at all times. See “Game Menu” on page 14 for more details.

At the start of the game, your characters find themselves entering Tyr. Rumors abound, including some that say the king is dead and the council rules the city.

Mouse Modes

While your party adventures on Athas, use the mouse to direct their movements and actions.

The mouse has three modes:

- Walk
- Attack
- Look

Right-click to change between these modes. Notice that the cursor cycles through the icons each time you right-click. To make a selected action happen, left-click. For example, if you have the “Walk” mouse icon, left-click to make your characters walk from one location to another.

To scroll the screen, move the mouse cursor in the direction you wish the screen to move. The screen scrolls in the direction selected until you move

the cursor away from the screen edge, or until you reach the edge of the map. NPCs do not move unless the mouse pointer is in Walk mode. Note that the mouse pointer is temporarily replaced by an hour-glass when the game is processing your commands.

Whenever you use an icon to target something, aim with the upper-left corner of the icon.

Walk  

Use the mouse pointer to find the area you want the party to walk to. Left-click on that location with the Walk icon. If it is possible to get there, the party takes the most direct route to do so. If you try to walk somewhere that is impossible to get to or would cause certain death, the icon changes to the Can't Walk icon, and the party waits until you make a different request.

You may also move your characters around using the arrow keys on the numeric keypad.

When combat is initiated by one of the two attack icons explained below, use the Walk icon to attack an opponent by clicking on the target. The character walks to the target and automatically attacks it.

Attack 

There are two ways to attack enemies in WAKE OF THE RAVAGER. They are Hand-to-Hand and Ranged. There is no need to switch back and forth between Hand-to-Hand and Ranged

attacks manually; simply ready both types of weapons — the computer will decide which icon/weapon can be used.

NPCs may flee, fight back, or even summon reinforcements if attacked! Keep in mind that indiscriminate killing may lead to a distinct lack of people to speak with. This in turn may cause the party to miss essential clues and items.

 The Hand-to-Hand Attack icon only works when your character is adjacent to an enemy. Click the icon on the enemy and the character attacks it with his or her readied weapon(s). A character can ready two one-handed weapons, one in each hand. Rangers and characters with high Dexterity do so at no penalty. Others use the second weapon at a disadvantage. If the character is not adjacent, the Invalid version of the icon appears.

 The Ranged Attack icon only works when the enemy is at a distance and the character has a readied missile weapon and/or ammunition. If the enemy is out of range, the icon changes to the Invalid version. This means the target is not a valid target and cannot be attacked.

Look

You can examine objects by left-clicking on them when you are in Look mode. If you can use the item, talk to it, or pick it up, a box appears with a summary and with buttons showing what options you have. If

only one of these options is available (for example, you can only open doors, never talk to them or pick them up) it happens automatically instead of displaying this box.

When you are in combat with a monster, you can use the Look icon to see basic information about your opponent. This information includes: the type of monster it is, and its current state (casting, charmed, held, petrified, etc.).

You can also use the Look icon on a party member to bring up whichever option screen was last up.

Talk

When you click the Look icon on someone or something you can talk to, the Talk button appears. Left-click on it to begin a conversation.

Use

To use an object, click on the Use button. Some objects may be used on other objects. For example, clicking on a pickaxe and then “using” it on a pile of rock may break the rock apart and reveal other objects.

Pick Up

To take an object, click on the Pick Up button. The cursor becomes a graphic representation of the object. Clicking the object on a character icon places it into that character's backpack; otherwise, the object may be carried around as the cursor. Clicking on an open area drops the object on the ground. You can only carry one item at a time on the mouse pointer.

Character Interaction

NPCs (non-player characters) are characters that your party interacts with in the course of the game. Some NPCs have their own agendas and initiate conversations with the party.

To speak to an NPC, click the Look icon on the character. To start a conversation, click on the Talk button when it appears in the options box. One or two windows appear. The upper window shows the NPC's portrait and what that character is saying. The lower window lists the responses you may make. To select a response, choose the response you wish to make and left-click.

Conversations occur between the NPC and the leader of the party. Even though the leader may say “I...,” he or she speaks for the party.

Characters That Join Your Party

Many NPCs inhabit Athas. As you adventure, these people provide information to help your party continue its journey. They do not join your party, though they may follow it or lead it somewhere.

Camping



Camping allows you to rest. Rest is necessary to recover from battles and to regain spells and psionic points. Safe places to rest are depicted by a fire ring. To camp, move the Look icon over the fire ring and left-click. As you rest, characters with cure spells automatically cast them on wounded characters.

Psionic Strength Points are fully restored, as well as all the spells the spellcasters can cast.

Training

When your characters go up in levels, they may be eligible to learn a new spell, more psionic skills, or increase already known psi-skills. If so, a box appears with all the icons depicting the spells or psionics you may learn. To toggle between different spell levels/psionic disciplines, click the icon on the lower-left corner of the box. To pick a new psionic or spell, click on its icon. Select DONE when you're finished.

Spellcasting/Psionics

Spells and psionics are often the deciding factor between winning and losing a battle. Knowing how to cast spells and use psionics is a very important skill, and should be learned early on.

The first step in casting a spell or using a psionic discipline is to select it in the Cast Spells/Use PSI screen. After you select, the cursor becomes the icon you selected. To abort, right-click once. Some spells or psionics (healing spells, for example) can be cast directly from this screen by clicking the spell icon on the target character. Other spells and psionics automatically return you to the regular game screen. Refer to “Cast Spells/Use PSI” on page 13 for detailed instructions.

Once spells have been cast, you may also right-click on the Dark Sun icon to bring up a box displaying the last five spells or psionics icons used. This provides quick access to the most frequently used spells.

CREATING YOUR PARTY

To play the game, you must create a party of one to four characters. We recommend you create a party of four. The races you can choose from are:

- human
- dwarf
- elf
- half-elf
- half-giant
- halfling
- mul (male character only)
- thri-kreen (female character only)

Depending on the race you choose for your character, he or she is eligible to belong to certain classes. (A class is like an occupation.) If you're new to Athas, or just want to know more about various races and classes, refer to "Character Races" on page 17 and "Character Classes" on page 19.

Creating Characters

To create your own characters, select CREATE CHARACTERS from the main menu. The main menu has the following options:

- START GAME
- CREATE CHARACTERS
- LOAD SAVED GAME
- EXIT TO DOS

After selecting CREATE CHARACTERS, you see the View Character screen with four empty character slots. It has six icons along the bottom of the screen: View Character, View Inventory, Cast Spells / Use PSI, Current Spell / Effects, the Game Menu button, and the Return to Game button. For now, leave these icons alone. You can come back to them after you create your party.



NEW
ADD
CANCEL

Right-click on an empty character slot. A short menu appears with these options:

NEW allows you to create an entirely new character.

ADD allows you to add a previously created character.

CANCEL closes this menu.

Creating New Characters

Select NEW. You see a screen like the one on the following page.

Here you choose the race, sex, class(es), and abilities of your new character.

Character Portrait

This area displays a body portrait of your character. Left-clicking on the character portrait advances you through the entire selection of races and genders. Right-clicking returns you to the previous portrait.

Decide on the race and sex of your character by moving through the portraits until you find what you want.

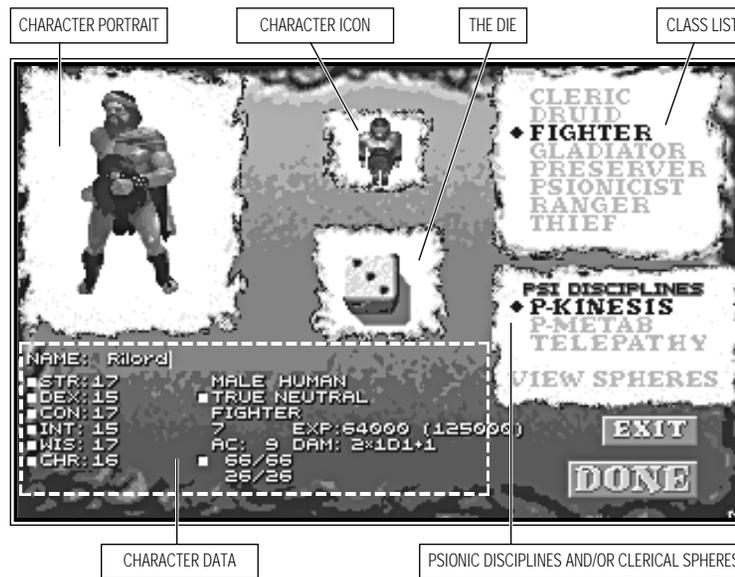
Character Icon

This box displays what your character looks like from a distance as he or she explores the barren face of Athas.

Class List

This list shows the various classes that your character is eligible for, and allows you to choose a class (or classes) for your character.

As a default, the fighter class has been pre-selected for you. A diamond appears next to currently selected classes.



* Character Generation Screen *

Left-clicking on the diamond deselects "fighter", and allows you to choose a new class. Try deselecting "fighter" on a human character. Notice that all the class options are now available. This is because humans can be any class. Other races, however, are limited in their class options. Halflings, for example, cannot be preservers.

While humans can only have one class, some other races are eligible for more than one class. When a character has two or three classes, he or she is referred to as multi-classed. For example, dwarves can have one, two, or three classes.

When multi-classing, keep in mind that some classes are unavailable when others have been chosen. For example, a character cannot be a cleric and a druid at the same time.

In addition, when characters are multi-classed they advance in experience and hit points much more slowly than single-class characters. This is because multi-class characters divide their experience points evenly among the classes. For reference information on classes, see "Character Classes" on page 19.

Psionic Disciplines and/or Clerical Spheres

This lists the various psionic disciplines or clerical spheres that your character is eligible for, and allows you to choose among them. Left-clicking on VIEW SPHERES or VIEW PSIONICS toggles between the list of psionic disciplines and the list of clerical spheres.

Psionics specialize in all three psionic disciplines: psychokinesis, psychometabolism, and telepathy.

All other characters can only choose one of these disciplines. For more about these disciplines, refer to “Psionicists” on page 22. The default for non-psionicists is psychokinesis.

Clerics can choose any one of the four clerical spheres: air, earth, fire, and water. For a description of the four spheres, refer to “Clerics” on page 20. The default sphere is air.

The Die

Clicking on the die generates a random set of values for the character’s statistics.

Character Data

To improve an ability, left-click on its adjacent box. The value increases by one. Right-click to decrease the value. This allows you to match a character’s statistics with those of a favorite role-playing character.

Similarly, you can alter the hit point value (HP) and the character’s alignment by clicking on the small gray boxes next to those options.

For a thorough description of these statistics, refer to “Other Characteristics” on page 22.

Your character has been given a random name. If you want to change it, left-click on the name. A cursor appears where you clicked. Delete the previous name and type in the name of your choosing.

When you are satisfied with the character you have created, click on DONE and continue creating characters until you have a complete party of four.

Adding Previously Created Characters

You can also add previously created characters to your party. When you are at the View Character screen, right-click on an empty character slot, and choose ADD. Click on the character name of a previously generated character to have him or her appear in your party.

Modifying Your Party

Once you have created your party, you may decide that you want to make minor alterations. Go to the View Character screen and right-click on the character you want to alter. You’ll notice that the menu now reads:

EDIT
DROP
DUAL

EDIT returns to the character generation screen. You may make any changes you wish to the character, as during generation. This option is only valid *before* the character first goes adventuring on Athas. After that, the option changes to EDIT NAME only.

DROP removes a character from the party and puts him or her on disk. If you change your mind, you can pick up this character later with ADD.

DUAL is only available when viewing a human character, because only humans may become dual-classed. You must be at least third level in your current class before you can dual class. Selecting this option allows you to choose a new class. See the “Character Classes” section on page 19 for more information on dual-class characters.

CHARACTER OPTIONS



The first time you select this Dark Sun icon, the Cast Spells/Use PSI character option screen appears. At the bottom left are the four character option icons. These are described in detail below. The most recently chosen character option remains selected until you choose another. Thus, if you selected View Inventory, the next time you click on the Dark Sun icon (or on a character with the Look icon) the Inventory screen appears.

Right-clicking on the Dark Sun icon displays the last five spells cast or psionics used. Click on one of these spell icons to cast the spell or use the psionic power.

View Character



The View Character screen shows your party. When you highlight a party member by left-clicking on his or her character box, the character’s stats and other vital information appear on the right side of the screen.

Alongside each character box are two small buttons, one for selecting Computer Control and one for selecting the party leader. Click on Computer Control to place the character’s actions under control of the computer during combat. Click on Leader to make that character the party’s leader when walking and interacting with Non-Player Characters (NPCs).

Character Boxes

If you right-click on a character box *with a character in it*, you get the following menu:

EDIT NAME
DROP
DUAL

EDIT NAME edits the character’s name in the name box on the View Character screen. Since the character has already begun to adventure, at this point in the game you may *only* change his or her name.

DROP removes a character from the party and puts him or her on disk. If you change your mind, you can pick up this character later with ADD.

DUAL is only available when viewing a human character, because only humans may become dual-classed. Selecting this option allows you to choose a new class. See the “Character Classes” section on page 19 for more information on dual-class characters.

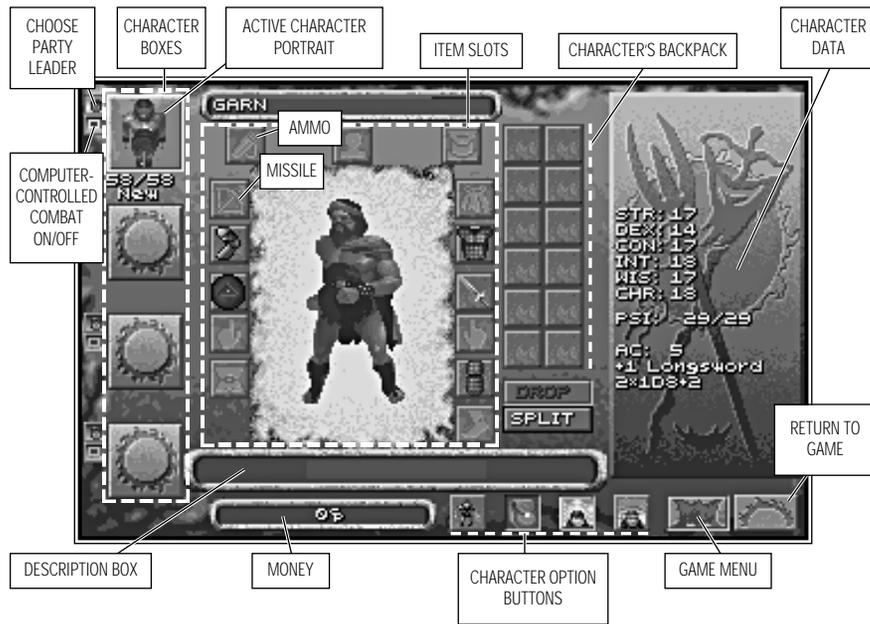
If you right-click on an *empty* character box, you see the following menu:

NEW
ADD
CANCEL

NEW allows you to generate a new character. See the “Creating Your Party” section on page 7 for more information.

ADD allows you to add a previously created character.

CANCEL closes this menu.



* Inventory Screen *

View Inventory

To use, ready, drop, or transfer items, select the View Inventory icon. The inventory screen appears with a large portrait of the active character in the center. To see the inventory screen for a different character, click on one of the character boxes on the left edge of the screen.

Surrounding the active character portrait are fourteen slots. Each refers to a different part of the character's body, such as legs, head, fingers, and arms. Left-click on an item to pick it up. To move an item to the character's body, first pick up the item and look for outlines around the item slots. A yellow outline appears around all the valid slots for that item. Center the item over any

outlined slot; the outline flashes when the item is centered. Left-click again to drop it there. To ready weapons for combat, place them in your character's hands. Missile weapons and their ammunition have special slots at the upper left.

To the upper right are twelve more slots representing your character's backpack. Store items here that you wish to keep. You may also find pouches and chests which can be used as more storage within the backpack. Pouches and chests hold six items, and both can be placed in your character's backpack. Pouches and chests can only hold items. They cannot hold other pouches or chests. Open pouches and chests by right-clicking on them. Close them by left-clicking on the lid or flap.

To drop an item, select it (the mouse pointer changes to the item selected) and click DROP. The item is then dropped to the ground and the mouse pointer reappears. If you want it again, just pick it up off the ground.

To split a bundle of "grouped" items (such as arrows) in half, select it and click on SPLIT. This only works if you have an empty slot in your backpack to hold the other half.

To transfer an item to another character, select that item and click the character box of the character you wish to transfer to. That character's inventory screen appears, and you can place the item appropriately. If you simply wish to transfer items to another character, go to the inventory screen, pick an item, and right-click over the character box of the character you wish to transfer the item to. If you left-click instead, the inventory screen of the character chosen appears.

The inventory screen also contains more data. Under the active character portrait, a description box provides information about objects, buttons, and available options. Along the right side of the screen, a panel displays character data. Along the bottom of the screen, a bar shows how much money your whole party has. To the left of the character boxes are buttons that allow you to toggle computer-controlled combat on or off, and to select which character is the leader. Also at the bottom of the screen are the four character options buttons, the Game Menu button, and the Return to Game button.

Item Summary / Using Items

Right-click on any item in inventory to bring up its item summary. This is a box containing relevant information about the item. If the item is magical and can be used, a Cast Spell icon appears at the top right of the box. Select the icon to cast the spell. You can't use this function during combat if it is not the character's turn, or if the spell can't be cast by the character holding the item. If you know what spell the item casts, the spell icon appears in the summary box. When you right-click on a spell scroll, a window with a spell icon appears. Click on the icon to learn the spell. You can also bring up a spell summary by right-clicking on the spell icon. Some items are inherently magical. A magical sword, for example, may cast spells against your opponent whenever you hit him or her with the sword. This happens automatically if you have the sword readied and fight with it. Other items cast magical effects on whoever wears them. If an item casts a *haste* spell on the wearer, for example, the spell is cast as soon as that item is readied.

Stores

In your adventures on Athas, you may encounter shopkeepers who want to sell you their wares. When you visit a store, the regular inventory screen is displayed alongside a store screen.

Stores have six item slots showing the items for sale. If there are more than six items for sale, a MORE button appears allowing you to display the rest. The prices of the items appear below their slots. When you point to

an item, a flashing highlight indicates that you can afford it; a solid highlight means you do not have enough money. To buy the item, simply click on it. The money is deducted automatically. The cursor becomes the item, and you can place it in your inventory where appropriate.

To sell an item to the shopkeeper, select the item and click on SELL.

To leave the store, select the Return to Game button.

Cast Spells/Use PSI

 To select a spell or prepare a psionic, select the Cast Spells/Use PSI icon. To cycle between spell types and levels, click the appropriate buttons in the bottom row. Pointing with the cursor to a spell or psionic displays its name at the bottom of the window. Select a spell or psionic by left-clicking on its icon. After you have chosen, the pointer becomes an icon representing your choice. Some spells (healing spells, for example) can be cast directly from this screen by clicking the spell icon on the target. Other spells automatically return you to the regular game screen.



Quick Cast: Right-clicking on the Dark Sun icon displays a box showing the last spell icon cast. Up to five different spells are shown in the queue. If you have no spells in the queue the Cast Spell/Use Psionics screen appears. If you cannot cast any more spells at a particular level an orange "X" appears over the spell icon.

Dots around the icon show the area of effect. Target the spell with the icon. Move it to your target and left-click. To abort, right-click once. This procedure is sufficient to cast most of the spells and psionics in WAKE OF THE RAVAGER. The only exceptions are "wall" spells (i.e., a wall of "something"). To cast a wall spell, left-click where you want one end of the wall to appear. Then move the spell cursor to where you want the other end of the wall to appear and left-click again. The wall now appears in the indicated area.

The maximum number of spells the player character can cast before resting is determined by his or her level. Refer to page 76 for the number of spells each class has available per level.

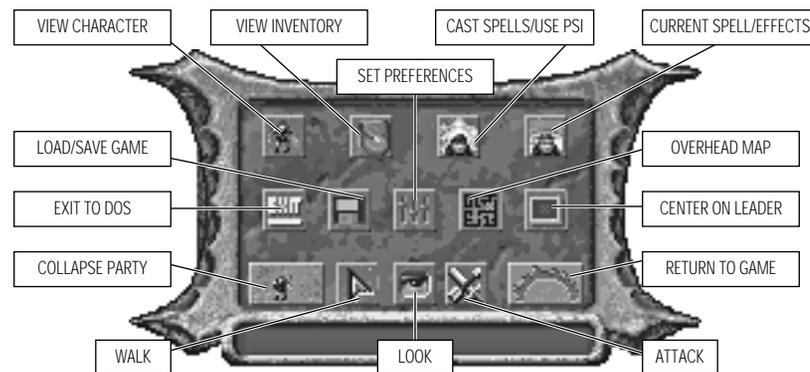
If you move the pointer beyond the range of the spell or psionic power, the icon disappears and the Can't Cast icon takes its place. A location is invalid when it is out of range or line of sight, or when it cannot be affected by magic.

All characters begin as first-level psionics.

Current Spell/Effects

 To see if any good or evil effects are influencing a character, select the Current Spell/Effects icon. Any effects your character is operating under appear in a row next to his or her icon. To eliminate a good effect, right-click on it and it disappears.

Evil effects are harder to get rid of. If a member of the party has a counter-spell or psionic power that can void the effect, it appears in a row at the bottom of the window. Click on the spell icon, then on the effect you want to delete.



* Game Menu *

GAME MENU

 The Game Menu button appears on the bottom row of the character options screens after your party has begun adventuring. When you select the Game Menu button, the Game Menu screen appears with the following options:

View Character

See "View Character" on page 10.

View Inventory

See "View Inventory" on page 11.

Cast Spells/Use PSI

See "Cast Spells/Use PSI" on page 13.

Current Spell/Effects

See "Current Spell/Effects" on page 13.

Exit to DOS

If you want to quit playing, select the Exit to DOS icon. You'll see the following menu:

SAVE
QUIT
CANCEL

SAVE allows you to save the game in progress before quitting.

QUIT exits the game immediately, without saving.

CANCEL returns you to the game in progress.

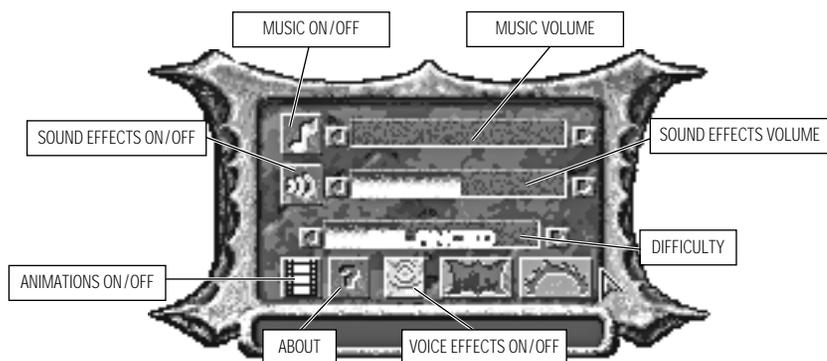
Load/Save Game

Selecting the Load/Save Game icon brings up the following menu:

LOAD
SAVE

LOAD brings you to the Load Game screen. Click on the name of the saved game you want to load, then select the OKAY button.

SAVE brings you to the Save Game screen. Click on any save game slot that says "<available>", then type in a description of your saved game. Select the OKAY button when you're ready to save.



* Set Preferences Menu *

Set Preferences

This brings up the Set Preferences screen, which allows you to control the way the game looks and sounds.

Music volume is a slide bar you can adjust to control music volume. Click on the buttons on either end of the bar to change the volume.

Music on/off allows you to toggle the music on or off.

Sound effects volume is a slide bar you can adjust to control the volume of the sound effects. Click on the buttons on either end of the bar to change the volume.

Sound effects on/off allows you to toggle the sound effects on or off.

Voice effects on/off allows you to toggle the voice effects on or off if you have the CD version.

Animations on/off allows you to toggle the game's animations on and off. Turning the animations off helps speed up the game on slower systems.

Difficulty allows you to control the level of difficulty in combat. The settings are Easy, Balanced, Hard, and Hideous. The default is Average.

About gives you version information, copyright information, the technical support phone number, the hint line phone number, and SSI's address.

Overhead Map

The Overhead Map is a detailed overview of the region your party is currently exploring. The party's location is indicated by a blue dot. Red dots indicate monsters and NPCs.

Center on Leader

The Center on Leader icon centers the screen on the leader of the party. This is useful in combat when you have scrolled the cursor off-screen to target on a monster.

Collapse Party

Choose whether your party is depicted walking around Athas as a single person or a full group. Selecting a single person speeds up the game. If you choose the single person option, only the currently selected Leader appears.

Walk

Selecting this icon changes your cursor to the Walk icon and returns you to the game. See page 4 for more information on the Walk icon.

Attack

Selecting this icon changes your cursor to the Attack icon and returns you to the game. See page 4 for more information on the Attack icon.

Look

Selecting this icon changes your cursor to the Look icon and returns you to the game. See page 5 for more information on the Look icon.

Return to Game

The Return to Game button returns you to the game in progress.

ABILITY SCORES

Each character has six randomly generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The possible values range from 9 (low) to 24 (high). Higher values always offer greater advantages.

Strength measures physical power, muscle-mass, and stamina. High Strength increases a character's combat ability with melee weapons such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Dexterity measures agility, hand-eye coordination, and reflex speed.

Characters with high Dexterities have bonuses to Armor Class, an indication of how difficult they are to hit. Thieves especially benefit from high Dexterity. Good Dexterity also gives bonuses when using missile weapons such as bows or slings.

Constitution measures fitness, health, and physical toughness. High Constitution increases the number of hit points a character receives. A character's Constitution also determines the maximum number of times that character can be raised from the dead. Every time a character is successfully resurrected, 1 point of Constitution is lost.

Intelligence measures memory, reasoning, and learning ability. Preservers especially rely on high Intelligence scores; their skill and very survival hinge on learning and using their knowledge of magic.

Wisdom measures a composite of judgment, enlightenment, willpower, and intuition. Characters with low Wisdom are more susceptible to magical spells, while those with higher Wisdom have greater resistance. Clerics with Wisdom 13 or greater receive extra spells (see the "Cleric Wisdom Spell Bonus Table" on page 76).

Charisma measures personal magnetism, persuasiveness, and the ability to assume command. NPCs may respond better to characters with higher Charisma.

CHARACTER RACES

Your characters can be any of eight races: human, dwarf, elf, half-elf, half-giant, halfling, mul, and thri-kreen. Each race has its own unique features and abilities. Some races are naturally stronger or weaker, or more or less agile than others. These differences are reflected in modifications to their generated ability scores. See the “Racial Ability Adjustments Table” on page 77 for specific adjustments.

Humans

Humans are the predominant race on Athas. The average human male stands between 6 and 6 1/2 feet tall and weighs 180 to 200 pounds.

Humans can be fighters, gladiators, rangers, preservers, clerics, druids, thieves, psionicists, and dual-classed.

Dwarves

Dwarves are short but extremely powerful. Athasian dwarves average 4 1/2 to 5 feet in height and tend to have a very large muscle mass — a full-grown dwarf weighs in the neighborhood of 200 pounds. Dwarves can live up to 250 years.

By nature, dwarves are nonmagical and never cast spells. This restriction does not apply to dwarven clerics.

Dwarves can be fighters, gladiators, clerics, thieves, psionicists, and multi-class characters.

Elves

Elves are a race of long-limbed sprinters given to theft, raiding, and warfare. An Athasian elf stands between 6 1/2 and 7 1/2 feet tall. They are slender, lean, and generally in terrific physical condition. An elf warrior is conditioned to run quickly over sandy and rocky terrain, sometimes for days at a time — such a warrior can cross better than 50 miles per day.

Elves use no beasts of burden for personal transportation. It is dishonorable among elves to ride on an animal unless wounded and near death.

Elves can be fighters, gladiators, rangers, preservers, clerics, thieves, psionicists, and multi-class characters.

Half-Elves

Half-elves are the result of the intermingling of human and elven societies in the great cities of Athas. Half-elves are generally tall, standing between 6 and 6 1/2 feet.

Due to their mixed heritage, half-elves are often unaccepted by both elves and humans. This intolerance leads them to be self-reliant, and able to survive without companionship.

Half-elves can be fighters, gladiators, rangers, preservers, clerics, druids, thieves, psionicists, and multi-classed.

Half-Giants

Giants dominate many of the islands and coastal areas of the Sea of Silt. In some lost millennium, as a bizarre experiment or perhaps as some sort of curse, giants were magically cross-bred with humans. Half-giants are now fairly common.

Half-giants stand between 10 and 12 feet tall, and weigh in the neighborhood of 1,600 pounds. Their features are human, but exaggerated.

Half-giants can be fighters, gladiators, rangers, clerics, psionicists, and multi-classed.

Halflings

Halflings are very short humanoids, standing no more than 3 1/2 feet tall. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. Halflings weigh 50 to 60 pounds and are always in peak physical condition.

Halflings can be fighters, gladiators, rangers, clerics, druids, thieves, psionicists, and multi-classed.

Muls

Muls are an incredibly tough cross-breed of humans and dwarves. They retain the height and cunning of their human parent, with the durability and raw strength of their dwarven parent. Muls are usually the products of the slave pits.

Full-grown muls stand 6 to 6 1/2 feet tall and weigh 240 to 300 pounds. They have stern facial features, and most muls (male and female) have no hair or beard.

Muls can be fighters, gladiators, clerics, thieves, psionicists, and multi-class characters.

Thri-kreen

Thri-kreen are the least “human” in appearance of all the races.

Thri-kreen are insectoids — six-limbed creatures with tough, sandy-yellow exoskeletons. They stand as tall as 7 feet at the shoulder, have two large eyes, two antennae, and a small, powerful jaw.

Thri-kreen make and use the *chatkcha*, a crystalline throwing wedge. The *chatkcha* can be thrown up to 90 yards and still return to the thrower if it misses the target. When it hits, the *chatkcha* inflicts 3 to 9 points of damage.

Thri-kreen cannot use armor, cloaks, belts, boots, or rings due to their non-human shape.

Thri-kreen can be fighters, gladiators, rangers, clerics, psionicists, and multi-class characters.

CHARACTER CLASSES

Character classes reflect the interests and occupations of your characters. A class is like a job; it's what a character does on a daily basis. Each class has certain unique abilities and limitations. Characters may also become dual- or multi-class, specializing in more than one area at once.

A dual-class character is one who starts in a single class, advances to a moderate level, and then changes to a second class, starting all over again from level one. The benefits and abilities of the first class are lost until he or she exceeds the level of the first class in the second. The character can never again advance in that class. Only humans can be dual-class characters. A human character may do this process twice, potentially allowing a total of three classes.

A multi-class character improves in two or more classes simultaneously. All experience is divided equally between each class. This, of course, means that level advancement proceeds at a much slower rate than in those characters who remain single-class. Only demihumans and thri-kreen can be multi-class characters.

Special note: A prime requisite is the most important ability score for a particular class. A fighter's prime requisite, for example, is Strength. Characters who have an ability score of 16 or greater as their prime requisite receive a 10 percent bonus to the experience points they earn. Characters with more than one prime requisite must have a score of 16 or greater in all of their prime requisites to receive the bonus.

Fighters

ABILITY REQUIREMENT: *Strength 9*
PRIME REQUISITE: *Strength*
RACES ALLOWED: *All*

Fighters on Athas are skilled warriors, soldiers trained in both individual combat and mass warfare. This training includes use and maintenance of all manner of weapons and armor. Fighters can use any type of armor or weapon without restriction. (Thri-kreen fighters, however, have certain restrictions.)

Fighters cannot cast magical spells; they rely solely on their strong sword-arms. They can, however, use any type of magical weapon or armor. They can also use magical items such as rings and gauntlets.

Fighters gain speed in addition to skill when they advance in levels. High-level fighters (as well as gladiators and rangers) are able to attack more often in melee than other types of characters.

Gladiators

ABILITY REQUIREMENTS: *Dexterity 12, Strength 13, Constitution 15*
PRIME REQUISITE: *Strength*
RACES ALLOWED: *All*

Gladiators are the slave warriors of the city-states, specially trained for brutal physical contests. Disciplined in many diverse forms of hand-to-hand combat, and skilled in the use of dozens of weapons, gladiators are the most dangerous warriors on Athas. Gladiators cannot cast spells, though they can use any type of magical weapons or armor.

Gladiators learn to optimize their armor when they reach fifth level. They condition themselves to use the armor to its best advantage, consequently gaining a -1 AC bonus. This bonus does nothing for gladiators who aren't wearing armor.

Gladiators, like fighters, gain speed with experience, and consequently can attack more often in melee at higher levels than other types of characters.

Rangers

ABILITY REQUIREMENTS: *Strength 13, Dexterity 13, Wisdom 14, Constitution 14*
PRIME REQUISITES: *Strength, Dexterity, Wisdom*
RACES ALLOWED: *Elf, Half-elf, Halfling, Human, Thri-kreen*

Rangers are trained hunters, trackers, and survivalists. They are taught to live as much by their wits and skills as by their swords and bows. Like fighters, rangers can use any type of weapon or armor, though heavy armor interferes with their special abilities. They can, however, use two one-handed weapons (at the same time) with no penalty.

Rangers, like other fighter-types, gain the ability to attack more often in melee than other characters when they reach higher levels. In addition, rangers also gain some spellcasting ability. When you create a ranger, you must choose the elemental sphere that character will belong to. When a ranger reaches eighth-level, he or she gains the ability to cast cleric spells from his or her elemental sphere.

Preservers

ABILITY REQUIREMENT: *Intelligence 9*
PRIME REQUISITE: *Intelligence*
RACES ALLOWED: *Elf, Half-elf, Human*

Preservers are individuals trained in the arcane and mysterious secrets of magic. They cast their spells in harmony with nature, giving back the energy they take from the land. Preservers are usually poor fighters, preferring to rely on their intellect and magical abilities. They tend to hang back in battle, pummeling their foes with mystic attacks.

Armor is restrictive and interferes with spellcasting so preservers cannot wear any type. Preservers also lack martial instruction, so they are severely limited in the weapons they can use.

Clerics

ABILITY REQUIREMENT: *Wisdom 9*
PRIME REQUISITE: *Wisdom*
RACES ALLOWED: *All*

Clerics are priests who choose to worship one of the four elemental spheres (earth, air, fire, and water). This choice dictates what spells the cleric can call upon, and what types of weapons the character can use. Clerics have major access to the sphere of the element of their worship. They have minor access to the Sphere of the Cosmos. They can cast any spell within their own sphere, and Cosmos spells of third level or less. Clerics cannot cast any spells from spheres they do not belong to.

Clerics generally prefer to leave combat to the fighter-types, but, when necessary, they can fight in melee. All clerics are trained in combat. Clerics are not restricted with regard to the armor they wear.

Clerics can only use weapons that are associated with the sphere of the element of their worship (see page 77). A cleric of the plane of fire can only use flaming weapons such as flaming arrows, burning oil, and weapons enchanted to burn or scald. Obsidian weapons are also acceptable because they were once fused under great heat and pressure. Clerics of the earth must use weapons of stone (obsidian included), metal, or wood, as these elements originate in the earth. A cleric of the air is restricted to missile weapons, because they fly through the air. Water clerics can only use weapons of bone or wood, because these are organic materials through which water once flowed. Clerics who associate with the spheres of earth and fire have the most choices as to which weapons to use.

Clerics also have powers against undead monsters such as skeletons. The ability to *turn undead* causes undead creatures to flee in fright. Higher level clerics can destroy monsters by “turning” them. Clerics with Wisdom 13 or higher gain extra spells as they advance levels (see the “Cleric Wisdom Spell Bonus Table” on page 76).

Druids

ABILITY REQUIREMENTS: *Wisdom 12, Charisma 15*

PRIME REQUISITES: *Wisdom, Charisma*

RACES ALLOWED: *Half-elf, Halfling, Human, Mul, Thri-kreen*

Druids, like clerics, are priests who worship the elements. Unlike clerics, they are responsible for guarding a

section of land. Their power derives from the spirits of these lands. They have major access to the Sphere of the Cosmos, and the sphere of their chosen element.

Druids have no restrictions as to what weapons they may use. They are not allowed to wear armor, but may don items that give magical protection (such as bracers, cloaks, etc.). They can use any magical items. However, unlike their cleric brethren, druids cannot turn undead. Druids with Wisdom 13 or higher gain extra spells as they advance levels (see the “Cleric Wisdom Spell Bonus Table” on page 76).

Thieves

ABILITY REQUIREMENT: *Dexterity 9*

PRIME REQUISITE: *Dexterity*

RACES ALLOWED: *All*

Athasian thieves run the gamut of society. Some are malcontents, who prey on the unsuspecting. Others are in the employ of the nobility, plying their trade by contract in the name of a royal household or noble family. As thieves gain levels they become more proficient at picking locks, and avoiding any attached traps. Due to their high Dexterity, thieves are skilled at scaling vertical surfaces such as cliffs.

In combat, thieves do additional damage by “backstabbing.” A thief backstabs by attacking a target from the exact opposite direction it was first attacked. A backstab has a better chance of hitting the defender and does greater damage.

Because they need to move freely and quietly, thieves’ abilities are restricted when they wear anything other than leather-type armor. Thieves can use all weapons.

Psionicists

ABILITY REQUIREMENTS: *Constitution 11, Intelligence 12, Wisdom 15*

PRIME REQUISITES: *Constitution, Wisdom*

RACES ALLOWED: *All*

All intelligent creatures on Athas have some measure of psionic ability. Psionics are the powers of the mind, powers like clairvoyance and telepathy. Psionicists are those who have devoted their lives to the study of these powers.

Psionicists can fight, if necessary, but they are restricted in both armor and weapons. Like thieves, psionicists can only wear leather-type armor. They are restricted to small weapons, though they can be of any sort: short swords, daggers, short bows, maces, etc.

The three psionic disciplines are psychokinesis, psychometabolism, and telepathy. Each gives access to different mental powers. A psionicist begins with all three disciplines.

Psychokinesis concerns physical manipulation of objects, often for destructive purposes. Psychometabolism involves manipulating the character’s own body to enhance it. Telepathy deals with the defenses and attacks of mental warfare.

OTHER CHARACTERISTICS

In addition to ability scores, race, and class, characters have several other characteristics that affect game play: alignment, Armor Class, hit points, experience points, level, and THACØ.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (Lawful Good) to being anarchistic and actively unpleasant (Chaotic Evil). Life-threatening situations put a character’s alignment to the test. Note: your party characters must be good or neutral; they cannot be of evil alignment.

Alignment is presented here with examples of how differently-aligned members of a party might face a life-threatening situation (in this case, a shortage of water).

Lawful Good

A character of this alignment insists that everyone get an even share of what water there is, even those in the party who seem beyond hope. He or she readily conceives of and accepts plans that call for unequal distribution of water for the greater good of the group, but will never let the weak or dying go without water.

Lawful Neutral

Such characters insist that everyone get an equal share of available water, but won’t care one way or the other about characters that may be beyond

hope. They also accept plans that call for unequal distribution of water for the good of the group.

Lawful Evil

A character of this alignment insists that available water be evenly distributed among the able-bodied of the group, but won't offer any to those that seem too far gone. He or she accepts plans that call for unequal distribution of water if that means more water for him or her.

Neutral Good

A neutral good character insists that everyone in the group get an even share of remaining water, even the seriously dehydrated. He or she considers plans calling for unequal water distribution, but has to be thoroughly convinced that the plan will ultimately benefit the party and not hurt him or her personally.

True Neutral

A character of this alignment wants a fair share for him or herself, but won't necessarily come to anyone's aid. He or she considers plans that call for unequal water distribution if he or she and the party benefit in the short term.

Neutral Evil

A character of this alignment insists on his or her fair share, and is against giving water to the very weak. He or she considers plans for unequal water distribution if he or she personally benefits.

Chaotic Good

A chaotic good character insists that everyone get an even share of the available water, even the very weak. He or she considers plans calling for unequal water distribution if he or she and those he or she likes personally get more water as part of the plan.

Chaotic Neutral

Such a character insists on his or her fair share, and won't concern him or herself with the plight of those too weak to stand up for themselves. He or she considers plans calling for unequal water distribution if he or she personally gets more water as part of the plan.

Chaotic Evil

A chaotic evil character freely lies, cheats, or even kills to get all the water he or she can. He or she constantly suggests plans for unequal water distribution that grant him or her additional water immediately.

Armor Class

Armor Class (AC) measures how difficult someone is to hit and damage; the lower the Armor Class value, the harder they are to hit. Low Armor Class values can indicate different things. A character might be difficult to hit because he or she is outfitted with magical armor, while a monster might have the same AC because it is small and fast. Armor Class changes when characters find and use new armor or shields. High Dexterity improves a character's AC.

Hit Points

Hit points measure how difficult a character or opponent is to incapacitate or kill; higher values are better. Every time an attack gets past armor and defenses, it does damage that is subtracted from the target's hit points. If the hit points reach 0, the character falls unconscious. If the hit points reach -10 or less, the character dies.

Experience Points

Experience points measure how much a character has accomplished. Your characters earn experience points for killing monsters, finding treasure, and completing parts of the adventure. Having prime requisite scores of 16 or more increases experience earned by 10 percent. Characters increase in level as they earn more experience points. All characters start with some base amount of experience. These base experience points are distributed evenly among all of the classes for multi-class characters.

Level

Level measures how much a character has advanced in his or her class. Whenever characters earn enough experience points to advance in level, they gain hit points, combat ability, and resistance to the effects of poisons and magical attacks. Preservers, clerics, druids, and high-level rangers gain the ability to cast a greater number of spells and to cast new spells.

When your characters gain enough experience to advance a level, they advance automatically. Once trained, the benefits of the new level come into effect. Level advancement tables for all the classes begin on page 75.

THAC0

The ability to hit enemies in melee or with missile fire is represented by THAC0, which stands for "To Hit Armor Class 0". This is the number a character must "roll" equal to or greater than to do damage on a target with an AC of 0. The lower the THAC0, the better the chance to hit the target.

Note: the generation of a random number is often referred to as a "roll." In determining the success of an attack, the number generated is from 1 to 20.

An attack is successful if the random number is greater than or equal to the attacker's THAC0 minus the target's AC. THAC0 may be modified by range, attacking from the rear, magic weapons, and magic spells.

For example: a fighter with a THAC0 of 5 attacking a monster with an AC of 3 would need to roll a 2 or greater: (THAC0 5) - (AC 3) = 2+. To hit a monster with an AC of -2, however, he or she would need to roll a 7 or greater: (THAC0 5) - (AC -2) = 7+.

* **BESTIARY** *

To survive on Athas, almost every form of life has become a monster. The most notable monsters are described on the following pages.

Creatures of WAKE OF THE RAVAGER

Several of the monsters in WAKE OF THE RAVAGER appear for the first time in an AD&D® computer fantasy role-playing game and must be described in greater detail. They appear in the next section, "Detailed Descriptions of New Monsters."

* **AURUMVORAX**

Despite being only the size of a large badger, the aurumvorax, or "golden gorgon", is an incredibly dangerous creature. The aurumvorax charges its foe and clamps massive jaws onto its victim. Once its jaws lock, the golden gorgon also rakes its victim with 2-8 of its legs.

* **DRAKE**

Drakes are gargantuan, reptilian monsters that use Athas as their personal hunting grounds. Drakes comprise a very powerful, nonintelligent group of creatures on Athas. However, they are not stupid. If natural instinct, cunning, and ferocity were measurable, drakes would surpass many other creatures. They are feared for their size, speed, and devastating abilities in combat.

AIR DRAKE

Air drakes are the most flighty and unpredictable of the species, making them dangerous adversaries. They spend most of their time soaring the Athasian skies. Air drakes have four vicious attacks, one of which is an engulfing attack. Once per day, they can also make an elemental attack which summons a tornado that does 2-8 points of damage.

EARTH DRAKE

Often mistaken for outcroppings of rock, earth drakes are by far the physically strongest of the drakes. Like the air drake, the earth drake has four attacks, one of which is a swallow attack. The elemental attack of the earth drake is to summon a large area of rock around a victim. The creature caught soon suffocates if it does not escape.

FIRE DRAKE

Fire drakes are the most evil and malicious of the drakes. They enjoy inflicting pain for the pleasure of watching their victims writhe in agony. The fire drake has four attacks, one of which is a swallow attack. The elemental attack for the fire drake is to summon a sphere of fire, doing damage to those within the effected area.

* **ELDER-BRAIN**

The elder-brain is the center of each community of mind flayers. It is a pool of briny fluid that contains the brains of the community's dead mind flayers. Due to the powerful mental force of illithids, the elder-brain remains sentient even after their bodies have been destroyed, and the telepathic union of these brains rules the community.

* **ELEMENTAL**

Worshipped and revered by clerics across Athas, elementals represent the quintessential aspect of the known elements: air, earth, fire, and water. The four elementals embody the forces that shape the everyday lives of the inhabitants of the beleaguered planet.

AIR ELEMENTALS• *Air Elemental*

Common air elementals appear as amorphous, shifting clouds when they answer summons to the Prime Material Plane. They strike their opponents with strong, focused blasts of air that, like giant, invisible fists, do moderate amounts of damage.

• *Greater Air Elemental*

These appear as large amorphous columns of air. They are able to attack with a powerful concentrated blast of air. They also possess a unique ability which allows them to turn into gigantic whirlwinds upon command.



EARTH ELEMENTAL

- *Earth Elemental*

Common earth elementals appear on the Prime Material Plane as very large humanoids made of dirt, stones, precious metals, and gems. They pound their victims with their huge fists, inflicting significant amounts of damage in the process.



- *Greater Earth Elemental*

These appear as large humanoids made entirely of the material from which they were conjured, be it earth, stone, metal, or gems. Greater earth elementals attack with their fists for a large amount of damage. Perhaps the most devastating ability of greater earth elementals is their ability to create earthquakes in an immediate area around them.

FIRE ELEMENTAL

- *Fire Elemental*

On the Prime Material Plane, common fire elementals appear as tall sheets of flame. Fire elementals have two arm-like appendages, one on each side of their bodies. In combat, they lash out with their ever-moving limbs, searing their opponents with tongues of flame.



- *Greater Fire Elemental*

These appear as large sheets of flame, roughly humanoid in shape, bearing two arm-like appendages. The greater fire elemental attacks with its arm for a large amount of damage and can also engulf its victim, doing fire damage each round until freed.



WATER ELEMENTAL

- *Water Elemental*

The common water elementals appear on the Prime Material Plane as high-crested waves. Their arms appear as waves, one thrust out on each side of the body. When water elementals strike, they lash out with these wave-like arms.



- *Greater Water Elemental*

On Athas, a greater water elemental appears as a large, high-crested wave. The greater water elemental attacks with one of its large, wave-like arms, doing a large amount of damage. The greater water elemental can engulf its victim and try to drown him or her.

* FEYR, GREATER



Feyrs (pronounced “fears”) are created from the remnants of ordinary nightmares mixed with residual magical energies. They are unknowingly brought back to life by strong emotions of a large group of people. The greater feyr is the joining of two feyrs.

* GIANTS

The giants of Athas are huge, lumbering creatures who commonly inhabit the islands of the Sea of Silt. The most common varieties are the desert giants, the plains giants, and the psionics-wielding beasthead giants. All the giants of Athas share one characteristic — savagery. Though humanoid giants can be congenial and friendly when properly approached, they have short tempers and are very easily agitated.

BEASTHEAD GIANT



Beasthead giants are smaller and lighter than the desert giants, averaging 15–20 feet tall and weighing from three to six tons. Beasthead giants, as their name implies, have a human-looking body and the head of a beast.

CYCLOPS GIANT



A diminutive relative of true giants, cyclops are single-eyed giants that live alone or in small bands. Cyclops can hurl boulders up to 150 yards away.

* GOLEM

MAGMA GOLEM



Magma golems are powerful magical automatons created from the raw material of the Ring of Fire. A magma golem is a roughly man-shaped creature of red glowing magma 8 feet tall and weighing a ton. They can only be affected by magical weapons.

OBSIDIAN GOLEM

Obsidian golems are massive statues, measuring 12 feet tall, and weighing up to 900 pounds. Their shape is humanoid. The hands of an obsidian golem are formed into huge fists, but they are incapable of opening. Obsidians are immune to low-level spellcasters and are totally immune to preserver spells.

*** INTELLECT DEVOURER**

The intellect devourer resembles a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. The intellect devourer attacks using psionics, and is only harmed by magical weapons of +3 or greater. Even weapons that harm the intellect devourer only do 1 point of damage.

*** JANN**

The jann is the weakest of the elemental humanoids known collectively as genies. Jann are formed out of all four elements and must therefore spend most of their time on the Prime Material Plane. The jann tend to resist magic used against them.

*** KAISHARGA**

The kaisharga are a class of Athasian undead similar to the liches of other worlds. They have sought undeath, unnaturally extending their lives past the endurance of their mortal frames. Unlife gives them many terrible powers. A kaisharga appears as a gaunt, wasted human with grayish, thinly stretched skin. They can only be harmed by magic weapons and are resistant to spells. Their eyes burn with a green fire.

*** KARTANG**

Please refer to page 33 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of kartang.

*** ILLITHID (MIND FLAYER)**

Mind flayers are among the most feared of the inhuman dwellers. Mind flayers feed on the very minds of sentient beings. Mind flayers are a slimy mauve color, stand about 6 feet tall, and adorn themselves with flowing robes. Their heads resemble octopi with two large, white, pupilless eyes.

*** POISONOUS SNAKE, GIANT**

Giant poisonous snakes cause death in one round if their victims fail a saving throw vs. poison. Some varieties inflict 3–18 points of damage even if the saving throw is made.

*** PSURLON**

The psurlon were a highly intelligent and technically advanced race. Their earthworm-like bodies have humanoid legs and arms that end in cloven-hoofed feet and black, talon-like claws. The psurlon are very dangerous foes in combat, with many options at their disposal.

*** PYREEN**

Pyreens are mysterious beings that roam the world of Athas. They are powerful psionics and very powerful druids. They travel about Athas attempting to set things right, although it looks like a hopeless battle. They are sworn enemies of defilers, and their actions indicate they are bent on the destruction of the sorcerer-kings.

*** SHAMBLING MOUND**

Shambling mounds, or shamblers, appear to be heaps of rotting vegetation. They are actually an intelligent form of plant life, with a roughly humanoid shape, and a brain-like control center in their "chest" area. They are immune to blunt weapons and grow large when struck by lightning.

* SKELETON WARRIOR



These magically animated bodies, created and controlled by evil wizards or clerics, have been created from the corpses of powerful warriors.

* SKELETON, GIANT



Giant skeletons are similar to the more common undead skeletons, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts. Once per hour, a skeleton may reach into its chest and draw forth a sphere of fire from the flames that burn within its rib cage. This flaming sphere can be hurled as if it were a *fireball* that delivers 8–48 points of damage.

* SNAPPER-SAW



This plant, also called foresters' bane, has a central bush with several greenish-white berries that are plump, aromatic, edible, nutritious, and rich in protein. Several broad, dark green, ribbed leaves radiate out 5–7 feet from the bushy center, which hides 3–6 tough, purple, saw-like stalks with thorny projections.

* SOUL SHARDS

Please refer to page 34 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of soul shards.

* SUNDEW, GIANT



A giant sundew appears to be a 3–4 foot mound of grayish green, tar-covered ropes or rags. The air around one is fly-infested and holds a thick odor like sweet syrup. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.

* UMBER HULK



Umbur hulks are powerful subterranean predators whose iron-like claws allow them to burrow through solid stone in search of prey. Umbur hulks are tremendously strong, standing nearly 8 feet tall and over 5 feet wide. Muscles bulge beneath their thick, scaly hides and their powerful arms and legs all carry great claws. Most peculiar of all are the four round eyes, spaced evenly across each umber hulk's forehead. Looking into the umber hulk's eyes causes *confusion*, as per the spell.

* VERINI

Please refer to page 35 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of verini.

* YUAN-TI



Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. They are highly intelligent and evil, always plotting to advance their causes.

* ZOMBIE PLANT



The zombie plant is a semi-intelligent shrub that produces highly nutritious berries. Anyone who partakes of the berries has a chance to become a slave of the zombie plant, existing only to serve and protect it.

* DETAILED DESCRIPTIONS OF NEW MONSTERS *

Kartang



CLIMATE/TERRAIN:	Subterranean or Jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low to Exceptional (5–16)
TREASURE:	D
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	4–20
ARMOR CLASS:	-6
MOVEMENT:	12
HIT DICE:	14, 16, or 18
THACØ:	14 Hit Dice: 9 16 Hit Dice: 7 18 Hit Dice: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–16, swallow/engulf
SPECIAL ATTACKS:	Swallow, engulf
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Fanatic (17)
XP VALUE:	9,000

Appearance: Most who are born of kartang look and act like typical giant constrictors. Occasionally, however, a young snake will show signs that it is sentient. These kartang are often mistaken for elder serpents.

Combat: Since the kartang look identical to giant constrictors, in combat they attack with their brethren and hide themselves in the masses so that opponents do not single them out. They bite for 2–16 points of damage and grab their victims in their coils, like constrictors. Full kartang have ironlike skin. All take half damage from fire, cold, and electricity due to their magical nature. The dual sentient-animal nature of the kartang makes it resistant to *charm*, *sleep*, and *hold* spells.

Habitat/Society: The kartang are interested in increasing the number of sentient kartang on Athas. They are very protective of their eggs and their young. Kartang do not value treasure, but horde it to tempt other beings who might be edible. The kartang believe that the young who are fed sentient beings will have a better chance of becoming sentient themselves.

Often times a kartang who is the sole sentient being in its community will talk to adventurers out of unimaginable boredom. It may offer riches or power to lure players into negotiating with it. The kartang's final goal, however, is always to kill the adventurers.

Ecology: The kartang are a race of giant snakes which arose from the magical disaster that swept Athas. They are carnivorous, preferring young birds and human flesh. Some larger groups have been known to herd and raise wingless birds or other warm-blooded creatures.

Soul Shards



CLIMATE/TERRAIN:	Only in the presence of the broken Chandelier of Ancestry
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any sentient
INTELLIGENCE:	That of the victim
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	6
ARMOR CLASS:	That of the victim
MOVEMENT:	12
HIT DICE:	Victim's maximum hit points, doubles with every death
THACØ:	Same as victim
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Cannot be killed permanently while victim is conscious
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (17)
XP VALUE:	30,000

Combat: When the broken Chandelier activates, it takes a living victim (chosen randomly) and splits his or her consciousness into 6 shards. The victim is paralyzed while the shards attack the party. Every shard that dies adds the victim's hit points to each of its remaining friends.

When all the shards are destroyed, the victim loses a permanent attribute point and the shards reform at full strength. This continues until either the Chandelier is repaired or the victim dies. The shards are immune to *sleep* and *charm* spells.

Verini



CLIMATE/TERRAIN:	Mountains / Warm caves
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	High to Supra (14–20)
TREASURE:	Nil
ALIGNMENT:	Neutral Good

NO. APPEARING:	1–50
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	5–20
THACØ:	12
NO. OF ATTACKS:	2 or 1 by weapon
DAMAGE/ATTACK:	1–6 (claws), or as per weapon
SPECIAL ATTACKS:	Spit paralysis poison 30'
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6–7' tall)
MORALE:	Steady to Elite (10–14+)
XP VALUE:	1,000 to 4,000

Appearance: Verini are large upright newts, distant cousins of Firenewts. Their evolution took them on a more stable and less hostile path of development, and thus they have distanced themselves from their cousins and sought peaceful existence in the heat of Athas' volcanic regions.

Verini stand 6–7 feet tall, and are colored from bright reds and yellows, to dark grays and black, their coloring darkening as they age. Their large eyes are yellow in color, and occupy most of their head. Although the size of their eyes may suggest excellent vision, the verini's vision is in no way better than that of a human's. However, their cave-dwelling nature has given them infravision, good up to 40 feet.

Verini speak their own language, consisting of hisses and clicks, as well as common. There is a 30% chance that a given verini preserver or cleric will know 1 or 2 more additional languages.

Combat: Living in the rocky mountains, the verini have developed thick hides that give them a natural armor class of 5. This offers protection from the jagged surfaces that they commonly travel over. Because of their fire-based nature, the verini are resistant to fire-based attacks, with a +2 bonus to save. Conversely, they are susceptible to cold-based attacks, saving

at -2. Although the verini could make armor if they so desired, most prefer to wear simple jewelry and bracers than cover themselves with heavy armor that conceals their colors, a source of pride among many young verini.

Verini usually hunt in packs, and would rather exist peacefully with other intelligent races, but such is not always the case. If they are pressed to fight, a verini can attack with its long claws for 1–6 each, or use one of the many weapons at its disposal. Common weapons include quarterstaves, long swords, spears, and short swords. Verini never use ranged weapons.

The main reason that the verini avoid ranged weapons is that they can spit a special toxin every other round. The poison is a contact paralysis, similar to the thri-kreen poison, but taking effect in a matter of seconds. If a save vs. poison is not made, the victim is paralyzed for 2–8 rounds. If the victim saves, he or she is only paralyzed for one round. It is not uncommon for travellers to come across a band of paralyzed bandits, only to see verini in the distance, leaving the scene.

Of course, because the verini have a natural poison going through their bodies, they are also resistant to poisons, getting a +2

to their save vs. poisons and paralysis. Generally, this poison is used to hunt, with one verini luring a creature into range of the others, who then spring on it, hitting it with their poison and tracking it as the poison takes effect and paralyzes the creature. It is then easily killed and taken back to be eaten. However, if under attack, a verini will not hesitate to paralyze its aggressors so that it can flee.

Verini are fast. When running, they sometimes go down on all fours and are able to cover terrain very quickly. They have a knack of knowing where to go to find the easiest ground, so they suffer no penalties for moving over rough terrain. In actuality, they take pride in how quickly they can move. It is somewhat of a contest for the younger verini to see who can cover a given amount of rocky terrain the fastest.

Because of their disposition, verini are free to pursue all disciplines of magic. There is a 20% chance that any verini encounter will contain from 1–4 verini preservers or clerics. These are of 4th–19th level, with spells equivalent to a human preserver or cleric of similar level.

Verini openly hate defilers. Since they take such care in protecting not only themselves, but the ecology of the areas they live in, a defiler is seen as a tremendous threat. Verini preservers and psionicists will be dispatched with a well-armed war party to destroy the offending mage. Rarely is such effort put toward waging war, and many visitors to a verini tribe have marveled at their tactical ability — the verini play to win, and do not throw forces against an enemy they cannot hope to defeat.

Habitat/Society: Verini prefer to live in caverns, preferably near volcanic activity, for it keeps the caves warm during the

harsh, cold Athas nights. They live in tribes of 10–50, but larger caves could support tribes of up to 300 members.

Verini honor their elders, and many of the tribes are not led by the greatest warriors, but by their eldest member. The verini put more value on wisdom than on the ability to rend a foe. Usually, the verini tribe also holds gatherings where all of the members gather to discuss anything they feel is important. Everyone is given a chance to speak, and everyone is free to talk as long as they feel is necessary, so some of these meetings can last for days. However, most verini would look down on a member that could not get his point across within an hour or so. Interrupting a speaking member is considered a horrendous faux pas, an unspoken rule that few break.

The verini are family-oriented, with the parent verini raising their younglings in a structured environment. Most verini younglings are encouraged to begin along a path at an early age, whether it is a magical discipline or the pursuit of another career. Many verini are artistically oriented, and spend much of their time making jewelry, tapestries, and other beautiful works of art.

Twice a year, two verini tribes come together to talk about everything that has happened since they last met. They trade goods, have long discussions, and the younger verini look for prospective mates. They listen to wondrous stories, told by the tribe's storyteller, and join in large efforts to further their arts.

Ecology: An average verini lives for 150 years. They are warm-blooded amphibians, spending their first year in an egg. After it hatches, the verini grow in size rapidly, reaching full size in under 5 years. They walk upright about a year after hatching. They are carnivores, but prefer substances that do not deplete the local ecology to the point that they threaten another species.

* MAGIC *

For instructions on how to cast spells and use psionics, refer to “Cast Spells /Use PSI” on page 13.

Preserver Spell Summary

Detailed preserver spell descriptions start on page 39.

PRESERVER SPELLS

* 1st Level

Armor
Burning Hands
Charm Person (c)
Chill Touch
Color Spray
Enlarge
Gaze Reflection
Grease
Magic Missile
Shield
Shocking Grasp
Wall of Fog

* 2nd Level

Blur
Detect Invisibility
Flaming Sphere
Fog Cloud
Glitterdust
Invisibility (c)
Melf's Acid Arrow
Mirror Image
Protection From Paralysis
Scare
Stinking Cloud
Strength
Web

* 3rd Level

Blink
Dispel Magic
Fireball
Flame Arrow
Haste
Hold Person (c)
Hold Undead (c)
Lightning Bolt
Melf's Minute Meteors
Minor Malison
Protection From Normal
Missiles
Slow
Spirit Armor
Vampire Touch

* 4th Level

Charm Monster (c)
Confusion
Fear
Fire Shield
Ice Storm
Improved Invisibility
Minor Globe of
Invulnerability
Minor Spell Turning
Otiluke's Resilient Sphere
Psionic Dampener
Rainbow Pattern
Solid Fog
Spider Strand
Stoneskin
Turn Pebble to Boulder
Wall of Fire
Wall of Ice

* 5th Level

Chaos
Cloudkill
Cone of Cold
Conjure Elemental (c)
Dismissal
Domination (c)
Feeblemind
Hold Monster (c)
Lower Resistance
Summon Shadow (c)
Wall of Force
Wall of Stone

* 6th Level

Anti-Magic Shell
Chain Lightning
Death Fog
Death Spell
Disintegrate
Flesh to Stone
Improved Haste/Improved
Slow
Monster Summoning IV (c)
Reincarnation
Stone to Flesh
Tenser's Transformation

* 7th Level

Conjure Greater Elemental (c)
Control Undead (c)
Delayed Blast Fireball
Finger of Death
Forcecage
Mass Invisibility (c)
Monster Summoning V (c)
Mordenkainen's Sword
Power Word, Stun
Prismatic Spray
Spell Turning

Spells marked “(c)” are
combat only.

PRESERVER SPELLS

Preserver Spell Characteristics

RANGE

Range is the distance from the caster at which the spell effect occurs or begins. Some possibilities are:

- * Ø: Can only be used on the spellcaster.
- * Touch: Must physically touch the target.

DURATION

This lists how long the magical energy of the spell lasts. Some possibilities are:

- * Combat: Spell's effects last for one combat.
- * Instantaneous: Spell's effects occur instantly.
- * Special: Duration depends on spell's use.

AREA OF EFFECT

This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell.

SAVING THROW

This lists whether the spell allows the target a saving throw and explains the effect of a successful save. (A saving throw is a chance to avoid some or all of a spell's effects.) Some possibilities are:

- * Neg.: Spell has no effect if save is successful.
- * 1/2: Character suffers half the normal amount of damage.
- * None: No saving throw is allowed.
- * Special: See the spell description for details

* FIRST-LEVEL PRESERVER SPELLS *



Armor

RANGE: Touch DURATION: Special AREA OF EFFECT: 1 creature SAVING THROW: None

Armor creates a magical field of force that serves as if it were scale mail armor (AC 6). This spell is not affected by class limitations — i.e., a mage, cleric, or druid can be affected by this spell. The spell is not cumulative with the *shield* spell. *Armor* lasts until dispelled or the recipient takes sufficient damage to remove it.



Burning Hands

RANGE: 0 DURATION: Instantaneous AREA OF EFFECT: 120' cone adjacent to caster SAVING THROW: 1/2

Burning hands inflicts 1–3 hit points of fire damage plus 2 per level of the preserver on targeted creatures.



Charm Person

RANGE: 120 yards DURATION: Combat AREA OF EFFECT: 1 person SAVING THROW: Neg.

Charm person changes the target's allegiance in combat so that an opponent fights for the preserver's side. It only affects character types (human, dwarf, etc.).



Chill Touch

RANGE: Touch DURATION: 3 rounds + 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: Neg.

Chill touch attacks the life force of any living creature. The target suffers 1–4 points of damage and loses 1 point of Strength per successful attack. Undead touched by the preserver suffer no damage or Strength loss, but may flee for several rounds.



Color Spray

RANGE: 0 DURATION: Instantaneous AREA OF EFFECT: 5' x 20' x 20' wedge SAVING THROW: Special

Color spray causes a vivid, fan-shaped spray of clashing colors to leap from the preserver's hand. Up to 6 creatures may be stunned by this overwhelming cascade of light. Higher-level creatures may save and avoid the spell's effects.



Enlarge

RANGE: 5 yards/level DURATION: 5 rounds/level AREA OF EFFECT: 1 creature or object SAVING THROW: Neg.

Enlarge makes the recipient larger and stronger, allowing it to do more damage in melee combat. The higher the preserver's level, the greater the spell's effect.



Gaze Reflection

RANGE: 0 DURATION: 2 rounds + 1 round/level AREA OF EFFECT: Special SAVING THROW: None

Gaze reflection creates a shimmering, mirror-like area of air before the preserver. Any gaze attack is reflected back upon the gazer, with potentially harmful effects.



Grease

RANGE: 10 yards DURATION: 3 rounds + 1 round/level AREA OF EFFECT: 10' x 10' square area SAVING THROW: Neg.

Grease covers a surface with a slippery layer of a fatty, greasy nature. Any creature entering this area slips and slides, and is helpless for the round.



Magic Missile

RANGE: 60 yards + 10 yards/level DURATION: Instantaneous AREA OF EFFECT: 1 creature SAVING THROW: None

Magic missile does 2–5 hit points of damage per missile with no saving throw. A preserver throws 1 missile for every 2 levels (1 at levels 1 to 2, 2 at levels 3 to 4, etc.). This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a *shield* spell.



Shield

RANGE: 0 DURATION: 5 rounds/level AREA OF EFFECT: Caster SAVING THROW: None

Shield automatically negates enemy *magic missile* spells, improves the preserver's saving throw against frontal attacks, and may improve his or her AC.



Shocking Grasp

RANGE: Touch DURATION: Instantaneous AREA OF EFFECT: Creature touched SAVING THROW: None

Shocking grasp does 1–8 hit points of electrical damage +1 hit point per level of the preserver.



Wall of Fog

RANGE: 30 yards DURATION: 2–8 rounds + 1 round/level AREA OF EFFECT: 30-yard-long wall SAVING THROW: None

Wall of fog creates a billowing wall of misty vapors. The fog blocks everyone's line of sight so neither side can cast spells against the other.

* SECOND-LEVEL PRESERVER SPELLS *



Blur

RANGE: 0 DURATION: 3 rounds + 1 round/level AREA OF EFFECT: Caster SAVING THROW: None

Blur causes the preserver's form to become blurred, shifting, and wavering. A preserver affected with this spell becomes more difficult to hit, and gains a +1 bonus on saving throws versus magical attacks.



Detect Invisibility

RANGE: 0 DURATION: 5 rounds/level AREA OF EFFECT: Caster SAVING THROW: None

Detect invisibility allows the target to spot invisible creatures and objects.

**Flaming Sphere**

RANGE: 10 yards DURATION: 1 round AREA OF EFFECT: 3'-radius sphere SAVING THROW: Neg.

Flaming sphere creates a burning globe of fire that rolls in whatever direction the preserver wishes. Creatures must save versus spell, or suffer 2–8 points of damage from this veritable inferno.

**Fog Cloud**

RANGE: 20 yards DURATION: 4 rounds + 1 round/level AREA OF EFFECT: 40' cube SAVING THROW: None

Fog cloud creates a large magical cloud of opaque fog. The fog blocks everyone's line of sight so neither side can cast spells against the other.

**Glitterdust**

RANGE: 10 yards/level DURATION: 1–4 rounds + 1 round/level of caster AREA OF EFFECT: 20' cube SAVING THROW: Special

Glitterdust creates a cloud of glittering particles which covers creatures within the area of effect. Creatures failing their saves are blinded, with the additional side effect that invisible creatures become visible.

**Invisibility**

RANGE: Touch DURATION: Special AREA OF EFFECT: Creature touched SAVING THROW: None

Invisibility makes the target invisible. The THACØ of melee attacks against invisible recipients is reduced (improved) by 4, and it is impossible to aim ranged attacks at them. *Invisibility* is dispelled when the recipient attacks or casts a spell.

**Melf's Acid Arrow**

RANGE: 180 yards DURATION: Special AREA OF EFFECT: 1 target SAVING THROW: None

Melf's acid arrow creates a magical arrow that speeds to its target as if fired from the bow of a fighter the same level as the preserver. This arrow strikes for 2–8 points of acid damage. As the preserver rises in level, the acid burns for longer periods of time, causing additional damage.

**Mirror Image**

RANGE: Ø DURATION: 3 rounds/level AREA OF EFFECT: 6' radius SAVING THROW: None

Mirror image creates 1–4 illusionary duplicates of the preserver to draw off attacks. A duplicate disappears when it is attacked. Additional images are created at higher levels.

**Protection from Paralysis**

RANGE: Touch DURATION: 1 turn/level AREA OF EFFECT: One creature SAVING THROW: None

Protection from paralysis gives the recipient immunity from all forms of paralysis, be they magical (as in a *hold person* spell), or natural (as in the paralyzing gaze of a sand howler).

**Scare**

RANGE: 30 yards + 10 yards/level DURATION: 1–4 rounds + 1 round/level AREA OF EFFECT: 15' radius SAVING THROW: Neg.

Scare causes creatures with fewer than 6 Hit Dice or 6 levels of experience to fall into fits of trembling and shaking. A creature under the effects of *scare* finds it difficult to fight, and may often flee in combat. Note: this spell has no effect on undead creatures.

**Stinking Cloud**

RANGE: 30 yards DURATION: 1 round/level AREA OF EFFECT: 20' cube SAVING THROW: Neg.

Stinking cloud renders those in its area of effect unable to attack for 2–5 rounds. If the target saves, it is not affected.

**Strength**

RANGE: Touch DURATION: 1 hour/level AREA OF EFFECT: Person touched SAVING THROW: None

Strength raises the target's Strength by 1–8 points depending on the class of the target. The target's Strength can only be raised to a maximum of 24.

**Web**

RANGE: 5 yards/level DURATION: 2 turns/level AREA OF EFFECT: 30' radius SAVING THROW: Neg. or 1/2

Web creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The webs prevent movement, and can only be removed by fire.

* THIRD-LEVEL PRESERVER SPELLS *

**Blink**

RANGE: Ø DURATION: 1 round/level AREA OF EFFECT: Caster SAVING THROW: None

Blink allows a preserver to "blink out" after acting each round. Although the preserver may be physically attacked *before* acting each round, he or she may not be attacked after because the opponent cannot see the preserver clearly.

**Dispel Magic**

RANGE: 120 yards DURATION: Instantaneous AREA OF EFFECT: 30' cube SAVING THROW: None

Dispel magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any *characters* that have been held, slowed, made nauseous, etc.

**Fireball**

RANGE: 10 yards + 10 yards/level DURATION: Instantaneous AREA OF EFFECT: 20' radius SAVING THROW: 1/2

Fireball is a magical explosion that does 1–6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. The spell's power demands that you target carefully.

**Flame Arrow**

RANGE: 30 yards + 10 yards/level DURATION: 1 round AREA OF EFFECT: Special SAVING THROW: None

Flame arrow enables the preserver to hurl fiery bolts at opponents within range. Each "arrow" inflicts 1–6 points of damage, plus an additional 4–24 points of fire damage.

**Haste**

RANGE: 60 yards DURATION: 3 rounds + 1 round/level AREA OF EFFECT: 40' cube, 1 creature/level SAVING THROW: None

Haste doubles the recipient's movement and number of melee attacks per round. *Haste* has a short duration, so you should wait until a fight is imminent to cast it. Warning: characters age one year each time a *haste* spell is cast on them.

**Hold Person**

RANGE: 120 yards DURATION: 2 rounds/level AREA OF EFFECT: 1–4 persons in a 20' cube SAVING THROW: Neg.

Hold person may paralyze targets of character types (human, dwarf, etc.). You can aim a *hold person* spell at up to 4 targets.

**Hold Undead**

RANGE: 60' DURATION: 1–4 rounds + 1 round/level AREA OF EFFECT: 1–3 undead SAVING THROW: Neg.

Hold undead paralyzes up to 3 undead whose Hit Dice are less than or equal to the preserver.

**Lightning Bolt**

RANGE: 40 yards + 10 yards/level DURATION: Instantaneous AREA OF EFFECT: Special SAVING THROW: 1/2

Lightning bolt is a magical electrical attack that does 1–6 hit points of damage per level of the caster to each target along its path. For best results, send the bolt down a row of opponents. *Lightning bolts* also reflect off walls. Targets adjacent or close to a wall may be hit twice by the same bolt.

**Melf's Minute Meteors**

RANGE: 70 yards + 10 yards/level DURATION: Instantaneous AREA OF EFFECT: 1 target SAVING THROW: None

Melf's minute meteors enables the preserver to cast (with a +2 bonus to hit) five small globes of fire, each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1–4 points of damage.

**Minor Malison**

RANGE: 60' DURATION: 2 rounds/level AREA OF EFFECT: 30'-radius sphere SAVING THROW: None

Minor malison causes the preserver's opponents to make all saving throws at a -1 penalty.

**Protection from Normal Missiles**

RANGE: Touch DURATION: 1 turn/level AREA OF EFFECT: Creature touched SAVING THROW: None

Protection from normal missiles makes the target impervious to non-magical missiles.

**Slow**

RANGE: 90 yards + 10 yards/level DURATION: 3 rounds + 1 round/level AREA OF EFFECT: 40' cube SAVING THROW: Neg.

Slow affects all foes within the area of effect and halves the target's movement and number of melee attacks per round. *Slow* can be used to negate a *haste* spell and only affects the side opposing the preserver.

**Spirit Armor**

RANGE: 0 DURATION: 2 rounds/level AREA OF EFFECT: Caster SAVING THROW: Special

Spirit armor surrounds the preserver with an aura composed of his or her life essence. This aura acts as splint mail of AC 4 and grants a +3 bonus to saving throws versus magical attacks.

**Vampiric Touch**

RANGE: 0 DURATION: One touch AREA OF EFFECT: Caster SAVING THROW: None

Vampiric touch allows a preserver to temporarily raise his or her hit points, possibly above the normal level. When the preserver touches an opponent in combat with a successful attack, the opponent loses 1–6 hit points for every two caster levels, to a maximum drain of 6–36 hit points. The hit points are added to the preserver's total, with any hit points over the preserver's normal total treated as temporary. These additional points are lost at the rate of one hit point per turn.

* FOURTH-LEVEL PRESERVER SPELLS *

**Charm Monster**

RANGE: 60 yards DURATION: Special AREA OF EFFECT: 1 or more creatures in a 20' radius SAVING THROW: Neg.

Charm monster changes a target's allegiance in combat so it fights on the side of the preserver. The spell works on most living creatures.

**Confusion**

RANGE: 120 yards DURATION: 2 rounds + 1 round/level AREA OF EFFECT: Up to 60' cube SAVING THROW: Special

Targeted creatures must make their saving throw each round or face *confusion* effects; these include standing confused, becoming enraged, fleeing in terror, or going berserk. This spell is most effective when used against a large number of enemies.

**Fear**

RANGE: 0 DURATION: Instantaneous AREA OF EFFECT: 60' cone, 5'–30' wide (base to end) SAVING THROW: Neg.

Fear causes all targets within its area of effect to flee in terror.

**Fire Shield**

RANGE: ∅ DURATION: 2 rounds + 1 round/level AREA OF EFFECT: Caster SAVING THROW: None

Fire shield protects the preserver so that any creature who hits the preserver in melee does damage, but takes the same amount of damage in return. The shield is attuned to heat and cold attacks. The preserver takes half damage and has the saving throw from the attack improved by 2.

**Ice Storm**

RANGE: 10 yards/level DURATION: Instantaneous AREA OF EFFECT: 20' square SAVING THROW: None

Ice storm does 3–30 hit points of damage to all targets within its area. This spell inflicts full damage even on opponents protected by *resist cold*.

**Improved Invisibility**

RANGE: Touch DURATION: 4 rounds + 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

Improved invisibility is similar to the *invisibility* spell, but the recipient is able to attack (either by missile discharge, melee combat, or spellcasting) and remain unseen. The THACØ of melee attacks against invisible recipients is improved (reduced) by 4, so it is impossible to aim ranged attacks at them.

**Minor Globe of Invulnerability**

RANGE: ∅ DURATION: 1 round/level AREA OF EFFECT: 5'-radius sphere SAVING THROW: None

Minor globe of invulnerability creates a small sphere which protects those within from incoming first, second, or third-level spells. The globe is very effective when used in combination with *fire shield*.

**Minor Spell Turning**

RANGE: ∅ DURATION: 3 rounds/level AREA OF EFFECT: Caster (and casting opponent) SAVING THROW: None

Minor spell turning causes the effects of first, second, and third-level spells directed at the protected preserver to reflect back and affect the casting opponent.

**Otiluke's Resilient Sphere**

RANGE: 20 yards DURATION: 1 round/level AREA OF EFFECT: 1' diameter/level SAVING THROW: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the target creature. The resilient sphere contains its target for the spell's duration, and it is not subject to damage of any sort.

**Psionic Dampener**

RANGE: 5 yards/level DURATION: Special AREA OF EFFECT: One individual SAVING THROW: Neg.

Use of this spell allows the caster to disrupt the psionic activities of one individual. If the target fails a saving throw vs. spells, it is unable to expend PSPs for the spell's duration.

**Rainbow Pattern**

RANGE: 10 yards DURATION: Special AREA OF EFFECT: 30' cube SAVING THROW: Neg.

With *rainbow pattern*, the preserver creates a flashing, interweaving band of rainbow-colored lights which absorb the full attention of affected creatures. Direct attacks on the entranced creatures breaks the spell.

**Solid Fog**

RANGE: 30 yards DURATION: 2–4 rounds + 1 round/level AREA OF EFFECT: 20' x 10' x 10' volume/level of caster SAVING THROW: None

Solid fog creates a billowing mass of misty vapor similar to a *wall of fog* spell. Movement through the fog is slowed to 1/10 of normal. *Solid fog* may be dispelled with fire-based spells such as *fireball*.

**Spider Strand**

RANGE: 30 yards DURATION: 1 round/level AREA OF EFFECT: Special SAVING THROW: Special

With this spell, the caster causes a single strand of strong spider web to shoot forth from his or her hand. The target creature is immobilized until it can break free from the strand.

**Stoneskin**

RANGE: Touch DURATION: Special AREA OF EFFECT: 1 creature SAVING THROW: None

The recipient of a *stoneskin* spell gains virtual immunity to any attack by cut, blow, projectile, or other physical attack. The spell blocks 1–4 attacks, plus 1 attack per 2 levels of experience.

**Turn Pebble to Boulder**

RANGE: Touch DURATION: Special AREA OF EFFECT: Special SAVING THROW: None

Turn pebble to boulder causes a hurled pebble to grow into a boulder as it flies, inflicting 11–26 hit points of damage if it strikes the target.

**Wall of Fire**

RANGE: 60 yards DURATION: Special AREA OF EFFECT: Special SAVING THROW: None

The *wall of fire* spell brings forth an immobile, 20'-tall curtain of magical fire. Creatures passing through the wall take damage from the flames.

**Wall of Ice**

RANGE: 10 yards/level DURATION: Instantaneous AREA OF EFFECT: Special SAVING THROW: None

Wall of ice creates a sheet of ice that makes movement impossible. It blocks the line of sight between enemies and your party.

* FIFTH-LEVEL PRESERVER SPELLS *



Chaos

RANGE: 5 yards/level DURATION: 1 round/level AREA OF EFFECT: Up to 40' cube SAVING THROW: Special

Chaos affects 1–4 targets, plus 1 creature per caster level. Targeted creatures must make their saving throw each round or face the spell's effects; these include standing confused, becoming enraged, fleeing in terror, or going berserk. This spell is most effective when used against a large number of enemies. Highly intelligent creatures (Intelligence of 21 or greater), or simple creatures (Intelligence of 4 or less) may save to avoid the spell's effects. Only fighters gain a save versus this spell.



Cloudkill

RANGE: 10 yards DURATION: 1 round/level AREA OF EFFECT: 40' x 20' x 20' cloud SAVING THROW: None

Cloudkill is similar to the *stinking cloud* spell, except that its area of effect is larger and it kills weaker monsters. More powerful monsters may merely take damage.



Cone of Cold

RANGE: 0 DURATION: Instantaneous AREA OF EFFECT: Special SAVING THROW: 1/2

Cone of cold unleashes a withering, cone-shaped blast of cold. The spell's range and damage increase with the preserver's level.



Conjure Elemental

RANGE: 60 yards DURATION: 1 turn/level AREA OF EFFECT: Special SAVING THROW: None

Conjure elemental allows the preserver to conjure an air, earth, fire, or water elemental to fight for the preserver in battle. The elemental disappears after the battle.



Dismissal

RANGE: 10 yards DURATION: Permanent AREA OF EFFECT: 1 creature SAVING THROW: Neg.

Dismissal attempts to force a creature from another plane of existence to return to its proper plane. These extra-planar creatures must save or be forcefully expelled from the current plane of existence.



Domination

RANGE: 10 yards/level DURATION: Special AREA OF EFFECT: 1 person SAVING THROW: Neg.

Domination allows a preserver to control the actions of any person. Targets fight on the preserver's side in combat. Due to the spell's power, targeted creatures must save at a -2 penalty or be dominated.



Feeblemind

RANGE: 10 yards/level DURATION: Permanent AREA OF EFFECT: 1 creature SAVING THROW: Neg.

Feeblemind causes targets to drop dramatically in Intelligence and Wisdom, and lose their ability to cast spells. A *heal* spell counters the effect of *feeblemind*.



Hold Monster

RANGE: 5 yards/level DURATION: 1 round/level AREA OF EFFECT: 1–4 creatures SAVING THROW: Neg.

Hold monster is similar to *hold person*, except that it affects a wider variety of creatures.



Lower Resistance

RANGE: 60 yards DURATION: 1 turn + 1 round/level AREA OF EFFECT: 1 creature SAVING THROW: None

Lower resistance causes the magical resistance of targets to drop 30% plus 1% per level of the caster.



Summon Shadow

RANGE: 10 yards DURATION: 1 round + 1 round/level AREA OF EFFECT: 10' cube SAVING THROW: None

Summon shadow summons one shadow, which fights for the preserver until slain or dispelled.



Wall of Force

RANGE: 30 yards DURATION: 1 turn + 1 round/level AREA OF EFFECT: Up to 10' square/level SAVING THROW: None

A *wall of force* creates an invisible barrier in the location desired by the preserver, up to the spell's range. The wall blocks all attacks, and can only be dispelled with *disintegrate*.



Wall of Stone

RANGE: 5 yards/level DURATION: Permanent AREA OF EFFECT: Special SAVING THROW: None

Wall of stone creates a wall of granite rock that can be used to block passages, walkways, etc. A *wall of stone* is permanent unless destroyed by a *dispel magic* or *disintegrate* spell.

* SIXTH-LEVEL PRESERVER SPELLS *



Anti-Magic Shell

RANGE: 0 DURATION: 1 turn/level AREA OF EFFECT: 1' diameter/level sphere SAVING THROW: None

With this, a wizard surrounds himself with an invisible barrier that moves with him and is impervious to all magic. The barrier also prevents the functioning of any magical items or spells within its confines.



Chain Lightning

RANGE: 40 yards + 5 yards/level DURATION: Instantaneous AREA OF EFFECT: Special SAVING THROW: 1/2

This spell creates an electrical discharge that begins as a single stroke of lightning, 2 1/2 feet wide, commencing from the fingertips of the caster. Unlike a *lightning bolt* spell, *chain lightning* strikes one object or creature initially, then arcs to a series of other objects or creatures within range.



Death Fog

RANGE: 30 yards DURATION: 1–4 rounds + 1 round/level AREA OF EFFECT: Two 10' cubes/level SAVING THROW: None

Death fog creates an area of solid fog that has the additional property of being highly acidic. Those within the cloud take damage each round; this damage progressively worsens the longer the creature stays in the cloud. The cloud also slows the creature's movement and blocks line of sight.

**Death Spell**

RANGE: 10 yards/level DURATION: Instantaneous AREA OF EFFECT: One 30' cube/level SAVING THROW: None

When a *death spell* is cast, it snuffs out the life force of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected. This spell will not work on some of the more powerful creatures found in *WAKE OF THE RAVAGER*.

**Disintegrate**

RANGE: 5 yards/level DURATION: Instantaneous AREA OF EFFECT: Special SAVING THROW: Neg.

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, but not a *globe of invulnerability* or an *anti-magic shell*. Disintegration is instantaneous and permanent.

**Flesh to Stone**

RANGE: 10 yards/level DURATION: Permanent AREA OF EFFECT: 1 creature SAVING THROW: Special

Flesh to stone turns one living creature into stone if the target fails a saving throw vs. spell.

**Globe of Invulnerability**

RANGE: 0 DURATION: 1 round/level AREA OF EFFECT: 5'-radius sphere SAVING THROW: None

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd- or 4th-level spell effects from penetrating. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to the subject without effect upon the globe.

**Improved Haste**

RANGE: Touch DURATION: 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

This spell lets the wizard bestow tremendous speed on any one creature. The quickened creature functions at double its normal movement and attack rates. Unlike the normal *haste* spell, this spell has no effect on the recipient's age.

**Improved Slow**

RANGE: 90 yards + 10 yards/level DURATION: 1 round/level AREA OF EFFECT: Thirty 10' cubes SAVING THROW: Neg.

The spell causes the affected creatures to move and attack at 1/9 their normal rate. This spell also negates *haste* and *improved haste*.

**Monster Summoning IV**

RANGE: 60 yards DURATION: 5 rounds + 1 round/level AREA OF EFFECT: Special SAVING THROW: None

This spell summons 1–3 4th-level monsters to do the bidding of the caster. These appear within spell range and attack the caster's opponents until combat ends or they are killed.

**Reincarnation**

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Person touched SAVING THROW: None

With this spell, the wizard can bring back to life a person who has died. The essence of the dead person is transferred to another body, possibly one very different from the original.

**Stone to Flesh**

RANGE: 10 yards/level DURATION: Permanent AREA OF EFFECT: 1 creature SAVING THROW: Special

The *stone to flesh* spell turns any sort of stone to flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. This cancels the effects of *flesh to stone*.

**Tenser's Transformation**

RANGE: 0 DURATION: 1 round/level AREA OF EFFECT: Caster SAVING THROW: None

When this spell is cast, the wizard undergoes a startling transformation. His or her size and Strength increase to heroic proportions, so he or she becomes a formidable fighting machine. The wizard's hit points are doubled, and all damage sustained comes first from the magical points gained; once these points are eliminated, all subsequent damage to the wizard is doubled.

✱ SEVENTH-LEVEL PRESERVER SPELLS ✱

**Conjure Greater Elemental**

RANGE: 30 yards DURATION: 1 turn/level AREA OF EFFECT: Special SAVING THROW: None

This spell allows a wizard to summon a single greater elemental to assist his or her in combat.

**Control Undead**

RANGE: 60 feet DURATION: 3–12 rounds + 1 round/level AREA OF EFFECT: 1–6 undead SAVING THROW: Special

This spell enables the wizard to command 1–6 undead creatures for a short period of time. The more powerful undead creatures get a saving throw to resist the affects of the spell.

**Delayed Blast Fireball**

RANGE: 100 yards + 10 yards/level DURATION: Special AREA OF EFFECT: 20'-radius globe SAVING THROWS: 1/2

This spell creates a fireball, with a +1 bonus to each of its dice of damage, which releases its blast anywhere from instantly to five rounds later.

**Finger of Death**

RANGE: 60 yards DURATION: Permanent AREA OF EFFECT: 1 creature SAVING THROW: Neg.

The *finger of death* spell snuffs out one victim's life force. If successful, the victim can be neither raised nor resurrected.

**Forcecage**

RANGE: 10 yards/2 levels DURATION: 6 turns + 1/level AREA OF EFFECT: 20' cube SAVING THROW: None

This powerful spell enables the caster to bring into being a cube of force. Creatures within the area of effect of the spell are caught and contained.

**Mass Invisibility**

RANGE: 10 yards/level DURATION: Special AREA OF EFFECT: Special SAVING THROW: None

This spell allows the caster to make the whole party invisible during combat. The spell is broken when a character attacks.

**Monster Summoning V**

RANGE: 70 yards DURATION: 6 rounds + 1 round/level AREA OF EFFECT: Special SAVING THROW: None

This spell is much like the 6th-level *monster summoning IV* spell, except that this spell summons 1–3 5th level monsters. These creatures stay for one combat only.

**Mordenkainen's Sword**

RANGE: 30 yards DURATION: 1 round/level AREA OF EFFECT: Special SAVING THROW: None

Upon casting this spell, the wizard brings into being a shimmering, sword-like plane of force. The sword fights for the caster for one combat. The sword can hit magical creatures.

**Power Word, Stun**

RANGE: 5 yards/level DURATION: Special AREA OF EFFECT: 1 creature SAVING THROW: None

When a *power word, stun* spell is uttered, any creature of the mage's choice is stunned — reeling and unable to think coherently or to act — for a duration dependent on its current hit points.

**Prismatic Spray**

RANGE: 0 DURATION: Instantaneous AREA OF EFFECT: 70' wedge, 5–15' wide (base to end) SAVING THROW: Special

When this spell is cast, the wizard causes seven shimmering, multi-colored rays of light to flash from his or her hand. These include all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2–8 rounds, regardless of any other effect.

**Spell Turning**

RANGE: 0 DURATION: Up to 3 rounds/level AREA OF EFFECT: Caster SAVING THROW: None

This powerful adjuration causes spells cast against the wizard to rebound onto the original caster. This includes spells cast from scrolls and innate spell-like abilities. High-level spells may not be turned or may be only partially turned.

Cleric Spell Summary

Detailed cleric spell descriptions start on page 54.

CLERIC SPELLS*** 1st Level**

Bless (c)
Cause Fear (c)
Cause Light Wounds (c)
Cure Light Wounds (c)
Curse (c)
Entangle (c)
Invisibility to Undead (c, *)
Magical Stone (e)
Protection from Evil (c)
Remove Fear (c)
Sanctuary (c)
Shillelagh (c)

*** 2nd Level**

Aid (c)
Altruism (c)
Barkskin (c)
Channel Stench (a)
Charm Person or Mammal (a, *)
Find Traps (c)
Flame Blade (f)
Hesitation (c)
Hold Person (c, *)
Music of the Spheres (c)
Resist Cold (f)
Resist Fire (f)
Silence, 15' Radius (c, *)
Spiritual Hammer (c)
Steal Breath (a)

*** 3rd Level**

Air Lens (a)
Bramblestaff (e, w)
Bestow Curse (c)
Cause Blindness or Deafness (c)
Cause Disease (c)
Create Smoke (a, f)
Cure Blindness or Deafness (c)
Cure Disease (c)
Dispel Magic (c)
Heat Exhaustion (f)
Magical Vestment (c)
Negative Plane Protection (c)
Plant Growth (c)
Prayer (c)
Protection from Fire (f)
Remove Curse (c)
Remove Paralysis (c)
Sand Spray (e)
Spike Growth (c)
Stone Shape (e)
Strength of One (c)
Summon Insects (c)

*** 4th Level**

Adjure (c)
Blood Flow (w)
Cause Serious Wounds (c)
Cloak of Bravery (c)
Cloak of Fear (c)
Condense (e)
Cure Serious Wounds (c)
Dehydrate (w)
Dust Cloud (a, e)
Focus Heat (f)
Free Action (c)
Intensification of Weather (a, w)
Lungs of Water (w)
Magma Blade (f)
Neutralize Poison (c)
Poison (c)
Produce Fire (f)
Protect. from Evil, 10' Radius (c)
Protection from Lightning (a)
Protection from Weather (a, w)
Quench Fire (f)
Return to Earth (e)
Soothe (w)
Thorns of Binding (e, w)

*** 5th Level**

Cause Critical Wounds (c)
Conjure Elemental (a, e, f, w, *)
Crumble (e, w)
Cure Critical Wounds (c)
Deflection (a)
Dispel Evil (c)
Flame Strike (f)
Insect Plague (a)
Ironskin (e)
Quicksand (e, w)
Rainbow (c)
Raise Dead (c)
Sandstorm (a)
Spiked Stones (e)
Slay Living (c)
Wall of Fire (f)

*** 6th Level**

Blade Barrier (c)
Fire Seeds (f)
Harm (c)
Heal (c)
Heartseeker (e, w)
Sunstroke (c)
Wall of Thorns (c)
Water of Life (w)

*** 7th Level**

Confusion (c)
Conjure Greater Elemental (a, e, f, w, *)
Creeping Doom (c)
Energy Drain (c)
Fire Storm (f)
Glass Storm (e)
Restoration (c)
Scirocco (a)
Sunray (c)
Symbol (c)

(a) Clerical sphere of air
(e) Clerical sphere of earth
(f) Clerical sphere of fire
(w) Clerical sphere of water
(c) Clerical sphere of the cosmos
(*) Combat-only spell

CLERIC SPELLS

Cleric Spell Characteristics

SPHERE

This identifies the sphere or spheres into which each spell falls.

RANGE

Range is the distance from the caster at which the spell effect occurs or begins. Some possibilities are:

- * Ø: Can only be used on the spellcaster.
- * Touch: Must physically touch the target.

DURATION

This lists how long the magical energy of the spell lasts. Some possibilities are:

- * Combat: Spell's effects last for one combat.
- * Instantaneous: Spell's effects occur instantly.
- * Special: Duration depends on spell's use.

AREA OF EFFECT

This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell.

SAVING THROW

This lists whether the spell allows the target a saving throw and explains the effect of a successful save. (A saving throw is a chance to avoid some or all of a spell's effects.) Some possibilities are:

- * Neg.: Spell has no effect if save is successful.
- * 1/2: Character suffers half the normal amount of damage.
- * None: No saving throw is allowed.
- * Special: See the spell description for details

* FIRST-LEVEL CLERIC SPELLS *

**Bless**

SPHERE: Cosmos RANGE: 60 yards DURATION: 6 rounds AREA OF EFFECT: 50' cube SAVING THROW: None

Bless improves the THACØ of friendly characters by 1. *Bless* cannot affect characters who are adjacent to monsters when the spell is cast, and the spell is not cumulative. This is a good spell to cast before going into combat.

**Cause Fear**

SPHERE: Cosmos RANGE: 10 yards DURATION: Special AREA OF EFFECT: 1 creature/4 levels SAVING THROW: Special

Cause fear strikes terror in the hearts of hostile monsters. Creatures must save or flee in panic for 1-4 rounds.

**Cause Light Wounds**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cause light wounds inflicts 1-8 hit points of damage on a target.

**Cure Light Wounds**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cure light wounds heals 1-8 hit points, up to the recipient's normal maximum hit points.

**Curse**

SPHERE: Cosmos RANGE: 60 yards DURATION: 6 rounds AREA OF EFFECT: 50' cube SAVING THROW: None

Curse increases (weakens) the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and the spell's effects are not cumulative.

**Entangle**

SPHERE: Cosmos RANGE: 80 yards DURATION: 1 turn AREA OF EFFECT: 40' cube SAVING THROW: 1/2

Entangle causes the plants in the ground to sprout up and entangle or capture creatures. Victims who fail their save become tangled and are held helpless for the duration of the spell. The spell only works in outdoor combat.

**Invisibility to Undead**

SPHERE: Cosmos RANGE: Touch DURATION: 6 rounds AREA OF EFFECT: Creature touched SAVING THROW: Special

Invisibility to undead causes affected undead to lose track of and ignore the warded creature for the duration of the spell. The recipient thus effectively becomes invisible to undead creatures.



Magical Stone

SPHERE: Elemental (Earth) RANGE: ∅ DURATION: Instantaneous AREA OF EFFECT: Special SAVING THROW: None

Magical stone allows the cleric to temporarily enchant three small pebbles. These magical stones can then be hurled at an opponent, causing 1–4 points of damage per stone, or 2–8 points if the target is undead.



Protection From Evil

SPHERE: Cosmos RANGE: Touch DURATION: 3 rounds/level AREA OF EFFECT: Creature touched SAVING THROW: None

Protection from evil improves the AC and saving throws of the recipient by 2 against attackers of evil alignment.



Remove Fear

SPHERE: Cosmos RANGE: 10 yards DURATION: Permanent AREA OF EFFECT: 1 creature/4 levels SAVING THROW: Special

Remove fear instills courage in the spell's recipient, removing the effects of a *cause fear* spell.



Sanctuary

SPHERE: Cosmos RANGE: Touch DURATION: 2 rounds + 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

When the cleric casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell.



Shillelagh

SPHERE: Cosmos RANGE: Touch DURATION: 4 rounds + 1 round/level AREA OF EFFECT: Cleric SAVING THROW: None

This spell enables the cleric to temporarily create a magical club that appears in his or her hand.

* SECOND-LEVEL CLERIC SPELLS *



Aid

SPHERE: Cosmos RANGE: Touch DURATION: 1 round + 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

Aid is much like the *bless* spell, except the recipient also gains the benefit of 1–8 additional hit points for the duration of the spell. The temporary hit points are subtracted before the character's own if injured in combat. This spell may be used in conjunction with the *bless* spell, but is not cumulative with it.



Altruism

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: 1 creature SAVING THROW: None

With this spell, a cleric may transfer hit points to another character or being of any alignment. Hit points are exchanged on a one-to-one basis, and may not be "taken back" once the spell has been cast. The recipient of the spell cannot gain more hit points than he or she normally has, and cannot refuse the gift even if he or she wants to.



Barkskin

SPHERE: Cosmos RANGE: Touch DURATION: 4 rounds + 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

When a cleric casts the *barkskin* spell, the recipient's skin becomes as tough as bark, improving (lowering) its base Armor Class to AC 6, plus 1 AC for every four levels of the cleric. In addition, the affected creature gains +1 to all saving throws.



Channel Stench

SPHERE: Elemental (Air) RANGE: ∅ DURATION: 3 rounds AREA OF EFFECT: 20'-long cone SAVING THROW: Neg.

The cleric draws in a deep breath and expels it toward his opponent. All noxious odors from up to two miles away are channeled through the cleric's breath and ejected in a vile cone of stench. All breathing creatures within the cone must make a saving throw vs. poison. Those who fail gag for 1–6 rounds. While in this state, spell casting and using psionics is impossible. Those with more than 5 Hit Dice or higher than 5th level may ignore *channel stench*.



Charm Person or Mammal

SPHERE: Cosmos RANGE: 80 yards DURATION: Combat AREA OF EFFECT: 1 person or mammal SAVING THROW: Neg.

Charm person or mammal allows the cleric to charm any single person or mammal, causing it to fight on the side of the cleric in battle. The targeted creature may save to avoid the spell's effects.



Find Traps

SPHERE: Cosmos RANGE: ∅ DURATION: 3 turns AREA OF EFFECT: Caster SAVING THROW: None

Find traps reveals the location of all traps, whether magical or mechanical, to the cleric. Thus, when a character comes upon a trap, he or she is aware of it and can retreat, or have someone disarm it.



Flame Blade

SPHERE: Elemental (Fire) RANGE: ∅ DURATION: 4 rounds + 1 round/2 levels AREA OF EFFECT: 3'-long blade SAVING THROW: None

When this spell is cast a burning sword appears in the cleric's hand — attack with this as one would with any other melee weapon. The blade attacks like a normal sword and does 7–10 points of damage. The spell does slightly less damage against targets protected from fire.



Hesitation

SPHERE: Cosmos RANGE: ∅ DURATION: 1 round/level AREA OF EFFECT: 20'-radius circle SAVING THROW: Neg.

Creatures affected by this spell hesitate before executing their intended actions. The spell affects 2–8 Hit Dice or levels of creatures, although only one creature of 4 or more Hit Dice can be affected regardless of the number rolled. All possible victims are allowed a saving throw vs. spells.



Hold Person

SPHERE: Cosmos RANGE: 120 yards DURATION: 2 rounds/level AREA OF EFFECT: 1–4 persons SAVING THROW: Neg.

This spell can affect human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the cleric.

**Music of the Spheres**

SPHERE: Cosmos RANGE: 50 yards DURATION: 1 turn + 1 round/level AREA OF EFFECT: 20'-diameter circle SAVING THROW: Neg.

With this spell, the cleric creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the cleric. The listener receives a normal saving throw against this effect. Failure means that the listener is entranced and is unable to attack the cleric for the duration of the spell.

**Resist Cold**

SPHERE: Elemental (Fire) RANGE: Touch DURATION: 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

Resist cold halves damage from cold attacks and improves saving throws versus cold attacks by 3.

**Resist Fire**

SPHERE: Elemental (Fire) RANGE: Touch DURATION: 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: None

Resist fire halves damage from fire attacks and improves saving throws versus fire attacks by 3.

**Silence, 15' Radius**

SPHERE: Cosmos RANGE: 120 yards DURATION: 2 rounds/level AREA OF EFFECT: 15'-radius sphere SAVING THROW: None

Silence, 15' radius magically dampens all sound in the area around the target. The target characters or monsters cannot cast spells for the duration of the spell.

**Spiritual Hammer**

SPHERE: Cosmos RANGE: 10 yards/level DURATION: 3 rounds + 1 round/level AREA OF EFFECT: Caster SAVING THROW: None

Spiritual hammer creates a temporary magic throwing hammer that is automatically readied. *Spiritual hammers* can hit monsters that may only be struck by magic weapons.

**Steal Breath**

SPHERE: Elemental (Air) RANGE: 120 yards DURATION: 3 rounds AREA OF EFFECT: 1 creature SAVING THROW: None

This spell forces the air out of an opponent's lungs. The opponent cannot cast spells for three rounds.

✱ THIRD-LEVEL CLERIC SPELLS ✱

**Air Lens**

SPHERE: Elemental (Air) RANGE: 90 yards DURATION: 3 rounds + 1 round/level AREA OF EFFECT: Special SAVING THROW: None

By means of this spell, the cleric creates a magical lens, with which he or she can direct intensified rays of the sun against his or her enemies. Once cast, the cleric can attack twice per round doing 2–6 points of damage per hit.

**Bramblestaff**

SPHERE: Elemental (Earth, Water) RANGE: 0 DURATION: 1 turn AREA OF EFFECT: Special SAVING THROW: None

This spell causes an ordinary wooden staff or club to sprout thick, extremely hard spikes on one end, just like a staff made from bramblewood. The staff does double damage for the duration of the spell, and adds +2 to the cleric's attack roll.

**Bestow Curse**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: 1 target SAVING THROW: Neg.

This spell allows the cleric to curse a creature, giving it a -4 penalty to attacks and saves. The spell's effects can be reversed with *dispel magic* or *remove curse*.

**Cause Blindness or Deafness**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: Neg.

Cause blindness or deafness blinds or deafens one target. This can only be cured by a *cure blindness or deafness* spell.

**Cause Disease**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: Neg.

Cause disease infects the target with a debilitating ailment that saps strength and hit points.

**Create Smoke**

SPHERE: Elemental (Air, Fire) RANGE: 10 yds + 10 yds/level DURATION: 4 rounds AREA OF EFFECT: 30-yd radius SAVING THROW: Spec

By igniting even a tiny spark of flame, the cleric can create a dense plume of smoke that obscures vision for 30 yards. Those within the cloud that fail a saving throw vs. death spell find it difficult to attack. All attacks in the cloud are made at -4 for four rounds.

**Cure Blindness or Deafness**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: Neg.

Cure blindness or deafness counters the effects of *cause blindness or deafness*.

**Cure Disease**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cure disease removes the effects of disease caused by some monsters or *cause disease* spells.

**Dispel Magic**

SPHERE: Cosmos RANGE: 60 yards DURATION: Permanent AREA OF EFFECT: 30' cube or 1 item SAVING THROW: None

Dispel magic removes the effects of spells that do not have specific counter spells. This is the cure spell for any *characters* that have been held, slowed, or made nauseous.



Heat Exhaustion

SPHERE: Elemental (Fire) **RANGE:** 50 yards **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

A beam of light streaks from the cleric's finger and slams into the target's forehead, causing the brain to overheat as if struck by sunstroke or fever. This causes momentary confusion and delirium, so all attack rolls and saving throws are made at -2.



Magical Vestment

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 5 rounds/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

This spell enchants the cleric's own robes, providing protection at least equivalent to chain mail (AC 5). The vestment gains a +1 enchantment for every three levels the cleric earns above 5th level. For example, an 11th-level cleric would have AC 3 protection. This spell is not cumulative with itself or any other spells or armor. The spell's duration increases with the level of the cleric.



Negative Plane Protection

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Negative plane protection affords the recipient protection from one draining attack from undead monsters. Note that the spell affords protection against the first attack, but no protection against subsequent attacks (unless cast again).



Plant Growth

SPHERE: Cosmos **RANGE:** 160 yards **DURATION:** Permanent **AREA OF EFFECT:** Special **SAVING THROW:** Special

Plant growth causes normal vegetation to grow, entwine, and entangle to form a thicket that creatures must hack or force a way through at a movement rate of 10 feet per round.



Prayer

SPHERE: Cosmos **RANGE:** ∅ **DURATION:** 1 round/level **AREA OF EFFECT:** 60' radius **SAVING THROW:** None

Prayer improves the THAC \emptyset and saving throws of friendly characters by 1 and increases (weakens) the THAC \emptyset and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.



Protection from Fire

SPHERE: Elemental (Fire) **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from fire gives limited protection against fire. The recipient of the spell gets a +3 bonus to his or her save and takes half damage from flames.



Remove Curse

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Remove curse removes effects of a *bestow curse* spell. It also allows the recipient to unready cursed magic items.



Remove Paralysis

SPHERE: Cosmos **RANGE:** 10 yards/level **DURATION:** Permanent **AREA OF EFFECT:** 1–4 creatures **SAVING THROW:** None

This spell negates the effects of any type of paralyzation or related magic. For example, the spell counters *hold* or *slow* spells.



Sand Spray

SPHERE: Elemental (Earth) **RANGE:** ∅ **DURATION:** Instant **AREA OF EFFECT:** 20' beam, 10' wide **SAVING THROW:** Special

This malicious evocation causes small glassy particles of sand or silt to spray into an opponent's eyes. Anything sprayed by the slivers must make a saving throw vs. breath weapons. Failure indicates that they are blinded for 1–6 rounds, and lose 1–10 hit points.



Spike Growth

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** 3–12 turns + 1 turn/level **AREA OF EFFECT:** 10'/level **SAVING THROW:** None

Spike growth causes the ground-covering vegetation or roots in the area to become very hard and sharply pointed. When a creature moves through the area, it takes 2–8 points of damage. Each time the victim begins to move it must make a saving throw vs. spell or have its movement rate reduced by 1/3.



Stone Shape

SPHERE: Elemental (Earth) **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** 1 weapon **SAVING THROW:** None

By means of this spell the cleric can form an existing piece of stone into a weapon.



Strength of One

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** 2–6 rounds **AREA OF EFFECT:** 1 creature + 1 creature/2 levels **SAVING THROW:** None

By casting this spell on a group of creatures, the cleric imbues each creature with a Strength bonus equal to that of the strongest creature of the group.



Summon Insects

SPHERE: Cosmos **RANGE:** 30 yards **DURATION:** 1 round/level **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Summon insects attracts a cloud of insects to attack the foes of the cleric. Anyone in the cloud takes 4 points of damage per round, has a +2 AC penalty, and receives a -2 penalty to hit.

* FOURTH-LEVEL CLERIC SPELLS *



Abjure

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 1 creature **SAVING THROW:** Neg.

Abjure allows the cleric to dispel elemental creatures back to their own plane of existence.

**Blood Flow**

SPHERE: Elemental (Water) RANGE: Touch DURATION: Instantaneous AREA OF EFFECT: 1 target SAVING THROW: Neg.

Blood flow allows the manipulation of the circulatory system, and can thus be used to heal or injure. When healing, 2–12 points of damage are cured. If the spell is used to injure, the target is stunned for up to 4 rounds.

**Cause Serious Wounds**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cause serious wounds inflicts 3–17 hit points of damage on a target.

**Cloak of Bravery**

SPHERE: Cosmos RANGE: Touch DURATION: Special AREA OF EFFECT: Creature touched SAVING THROW: Neg.

The *cloak of bravery* spell can be cast upon any willing creature. An individual thus protected gains a +4 bonus to save vs. fear. Note: the spell only protects the recipient from the first fear effect — it is then dispelled and does not provide any further protection (unless cast again).

**Cloak of Fear**

SPHERE: Cosmos RANGE: Touch DURATION: Special AREA OF EFFECT: Creature touched SAVING THROW: Neg.

The recipient of this spell receives an aura of fear. The first opponent who strikes the affected character must save vs. fear or run away in panic. Note: the spell only affects the recipient once (unless cast again).

**Condense**

SPHERE: Elemental (Earth) RANGE: 100 yards DURATION: Permanent AREA OF EFFECT: 1 target SAVING THROW: None

Condense causes a small pebble, hurled by the cleric, to attract dust and debris. This condensed matter makes the pebble the size of a large rock, causing 3–18 hit points of damage if it hits its target.

**Cure Serious Wounds**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cure serious wounds heals 3–17 hit points, up to the recipient's normal maximum hit points.

**Dehydrate**

SPHERE: Elemental (Water) RANGE: Touch DURATION: Instantaneous AREA OF EFFECT: 1 target SAVING THROW: None

Dehydrate only affects creatures with a circulatory system. The target is dehydrated for 2–12 hit points of damage plus 1 per level of the cleric.

**Dust Cloud**

SPHERE: Elemental (Earth, Air) RANGE: 60 yards DURATION: 1 turn + 1 round/level AREA OF EFFECT: 30' radius SAVING THROW: None

When a cleric creates a *dust cloud*, a swirling cloud of sand and dust obscures enemies' vision and prevents missile weapons from passing through.

**Focus Heat**

SPHERE: Elemental (Fire) RANGE: 60 yards DURATION: Instantaneous AREA OF EFFECT: 1 target SAVING THROW: 1/2

Focus heat only works outdoors during daylight. The cleric focuses the rays of the sun onto a single point, causing 2–12 hit points of damage plus 1 per level of the cleric on the target.

**Free Action**

SPHERE: Cosmos RANGE: Touch DURATION: 1 turn/level AREA OF EFFECT: Creature touched SAVING THROW: None

Free action allows the recipient to break the effects of spells such as *slow*, *hold person*, and *web*.

**Intensification of Weather**

SPHERE: Elemental (Air, Water) RANGE: Touch DURATION: 1 hour/level AREA OF EFFECT: 1 creature SAVING THROW: Neg.

Intensification of weather subjects the victim to effects more severe than the actual weather would inflict. The victim loses any possible save against magical weather spells, and those causing damage add one hit point per die inflicted. The victim gets a save to avoid the effects of this spell.

**Lungs of Water**

SPHERE: Elemental (Water) RANGE: 20 yards DURATION: Time of concentration AREA OF EFFECT: 1 creature SAVING THROW: Neg.

This magically creates water inside the victim's lungs, drowning it if it is not able to cough the water up. Nonbreathing creatures and undead are not affected by this hex. Anyone who fails a saving throw vs. spells immediately begins to drown.

**Magma Blade**

SPHERE: Elemental (Fire) RANGE: 0 DURATION: Special AREA OF EFFECT: 1 weapon SAVING THROW: None

Magma blade creates a sword with a razor edge and magically stores a burst of energy within it. The sword does +3 damage to anything it hits, and the impact releases a store of magical heat that turns the sword into molten stone. The flame bursts all over an opponent, covering him or her in magma, and causing an additional 2–12 points of heat damage.

**Neutralize Poison**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

This spell detoxifies any sort of poison or venom. However, the spell cannot return characters to life if they have already died from poisoning.

**Poison**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: Neg.

Poison causes the target to save vs. poison or die.

**Produce Fire**

SPHERE: Elemental (Fire) RANGE: 40 yards DURATION: 1 round AREA OF EFFECT: 12' square SAVING THROW: None

With *produce fire*, the cleric calls forth a sudden blaze that inflicts 2–5 hit points of damage on creatures within its area.

**Protection from Evil, 10' Radius**

SPHERE: Cosmos RANGE: Touch DURATION: 1 turn/level AREA OF EFFECT: 10'-radius sphere SAVING THROW: None

Protection from evil, 10' radius can be cast on a character or monster and improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.

**Protection from Lightning**

SPHERE: Elemental (Air) RANGE: Touch DURATION: 1 turn/level AREA OF EFFECT: Creature touched SAVING THROW: None

Protection from lightning creates a protective aura which protects the recipient from the effects of lightning. The recipient gains a +4 bonus to saves, and takes half damage from lightning.

**Protection from Weather**

SPHERE: Elemental (Air, Water) RANGE: Touch DURATION: 1 hour/level AREA OF EFFECT: 1 creature SAVING THROW: Neg.

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient, who completely ignores natural weather effects. The recipient also receives a +6 saving throw bonus to magically created weather effects.

**Quench Fire**

SPHERE: Elemental (Fire) RANGE: 40 yards DURATION: 1 round AREA OF EFFECT: 12' square SAVING THROW: None

Quench fire extinguishes any normal fire within the area of effect.

**Return to Earth**

SPHERE: Elemental (Earth) RANGE: \emptyset DURATION: 1 round/level AREA OF EFFECT: 3" radius/level SAVING THROW: None

This spell turns a dead body into dust. Corpses inhabited by spirits are allowed a save, but skeletons and other undead are not. Undead crumble and fall to the ground, becoming completely destroyed in 3 rounds.

**Soothe**

SPHERE: Elemental (Water) RANGE: \emptyset DURATION: 1 round/2 levels AREA OF EFFECT: 10' radius SAVING THROW: None

The cleric claps his hands together, making the sound of thunder, and rain begins to fall in a 10' radius. Every creature beneath the cloud regains 1 hit point per round, up to the duration of the spell.

**Thorns of Binding**

SPHERE: Elemental (Earth, Water) RANGE: 10 yards DURATION: 1 turn + 1 turn/level AREA OF EFFECT: 10 yards/level SAVING THROW: Neg.

By casting this spell, the cleric causes a magical "rope" of thorns to appear and wrap itself around an opponent. Failing the saving throw vs. spells results in 1-4 points of damage, added to the armor class of the victim.

* FIFTH-LEVEL CLERIC SPELLS *

**Cause Critical Wounds**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cause critical wounds inflicts 6-27 hit points of damage on a target.

**Conjure Elemental**

SPHERE: Elemental (All) RANGE: 80 yards DURATION: 1 turn/level AREA OF EFFECT: Special SAVING THROW: None

Conjure elemental allows the cleric to open a gate to his or her elemental plane and summon an elemental to fight for the cleric in battle. The elemental disappears at the end of the spell's duration.

**Crumble**

SPHERE: Elemental (Earth, Water) RANGE: 10 yards/level DURATION: Permanent AREA OF EFFECT: 1 item SAVING THROW: None

Crumble instantly reduces an inanimate object's water content to zero. Non-living organic material such as hide, bone, and wood splits and crumbles into dust when affected by this spell. Mindless corporeal undead like skeletons take 1-6 points of damage for every 3 levels of the caster.

**Cure Critical Wounds**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Cure critical wounds heals 6-27 hit points of damage, up to a target's normal maximum hit points.

**Deflection**

SPHERE: Elemental (Air) RANGE: \emptyset DURATION: 1 turn + 1 round/level AREA OF EFFECT: Caster SAVING THROW: None

Deflection creates a gust of wind that settles around the cleric, causing all smaller projectile weapons to miss. Boulders and other large projectiles remain unaffected by the spell. The cleric may still fire missiles while the spell is in effect.

**Dispel Evil**

SPHERE: Cosmos RANGE: Touch DURATION: 1 round/level AREA OF EFFECT: Creature touched SAVING THROW: Neg.

Dispel evil improves the target's AC by 7 against summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

**Flame Strike**

SPHERE: Elemental (Fire) RANGE: 60 yards DURATION: Instantaneous AREA OF EFFECT: 30' tall, 5' radius column SAVING THROW: 1/2

Flame strike allows the cleric to call a column of fire down from the heavens onto a target. Any creature within the area of effect must save vs. spell. Failure means the creature sustains 6-48 points of damage; otherwise, the damage is halved.

**Insect Plague**

SPHERE: Elemental (Air) RANGE: 120 yards DURATION: 2 rounds/level AREA OF EFFECT: 180' diameter, 60' high cloud SAVING THROW: None

Insect plague summons a swarming horde of insects that obscures vision, prevents spellcasting, and inflicts 1 hit point of damage per round to creatures within the cloud.

**Ironskin**

SPHERE: Elemental (Earth) RANGE: Touch DURATION: Special AREA OF EFFECT: 1 creature SAVING THROW: None

Ironskin gives the recipient immunity to physical attacks by weapons (even enchanted ones), natural animal weapons (such as fangs or claws), and hurled projectiles. Magical attacks still have their normal effect.

**Quicksand**

SPHERE: Elemental (Water, Earth) RANGE: 60 yards DURATION: 1 turn + 1 round/level AREA OF EFFECT: 30' radius SAVING THROW: None

Quicksand causes all unpaved surfaces within the area of effect to become soft and clingy. Anyone passing through the affected area sinks into the quicksand and is held there.

**Rainbow**

SPHERE: Cosmos RANGE: 120 yards DURATION: 1 round/level AREA OF EFFECT: Special SAVING THROW: None

This spell creates a shimmering, multi-layered short composite bow of rainbow hues. Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses.

**Raise Dead**

SPHERE: Cosmos RANGE: 30 yards DURATION: Permanent AREA OF EFFECT: 1 person SAVING THROW: None

Raise dead can bring one non-elf character back to life. The chances for success are based on the character's Constitution and how long the character has been dead. The raised character loses 1 point of Constitution (permanently), and is resurrected with only 1 hit point out of his or her total points.

**Sandstorm**

SPHERE: Elemental (Air) RANGE: 60 yards DURATION: 3 rounds/level AREA OF EFFECT: Special SAVING THROW: 1/2

This spell conjures a more powerful version of a dust devil. Any creature attacked by the dust storm takes 2–12 points of damage.

**Spiked Stones**

SPHERE: Elem (Earth) RANGE: 30 yds DURATION: 3-12 turns + 1 turn/lvl AREA OF EFFECT: 10' sq/lvl, 1 spike/1' sq SAVING THROW: None

The *spiked stones* spell causes rock to shape itself into long, sharp points that tend to blend into the background. Those entering the spell's area of effect suffer 1–4 points of damage per round.

**Slay Living**

SPHERE: Cosmos RANGE: 30 yards DURATION: Permanent AREA OF EFFECT: 1 person SAVING THROW: Special

Slay living is the opposite of the *raise dead* spell; it kills one target. If the target makes its saving throw, it suffers 3–17 hit points of damage.

**Wall of Fire**

SPHERE: Elemental (Fire) RANGE: 80 yards DURATION: 1 round/level AREA OF EFFECT: 10' long + 5' long/2 levels SAVING THROW: None

The *wall of fire* spell brings forth an immobile, 20-foot-tall curtain of magical fire. Creatures passing through the wall take damage from the flames.

* SIXTH-LEVEL CLERIC SPELLS *

**Blade Barrier**

SPHERE: Cosmos RANGE: 30 yards DURATION: 3 rounds/level AREA OF EFFECT: Special SAVING THROW: Special

The cleric employs this spell to set up a wall of circling, razor-sharp blades. Any creature that attempts to pass through the blade barrier suffers 8–64 points of damage.

**Fire Seeds**

SPHERE: Elemental (Fire) RANGE: Touch DURATION: Special AREA OF EFFECT: Special SAVING THROW: 1/2

The *fire seeds* spell creates four magical acorns. These grenade-like missiles can be hurled up to 40 yards. Each acorn bursts upon striking the target, causing 2–16 points of damage.

**Harm**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

The *harm* spell infects the victim with a disease and causes loss of all but 1–4 hit points.

**Heal**

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

The very potent *heal* spell enables the cleric to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury.

**Heartseeker**

SPHERE: Elemental (Earth, Water) RANGE: Touch DURATION: 6 hours AREA OF EFFECT: 1 item SAVING THROW: Special

This terrible spell creates a magical arrow which, upon penetrating human flesh (causing damage), begins to sprout as if growing. The roots and branches seek out vital organs as a source of nutrients. If a saving throw vs. death magic isn't made, the vines burst through the victim's vital organs, killing him or her instantly.



Sunstroke

SPHERE: Cosmos RANGE: 10 yards/level DURATION: Special AREA OF EFFECT: 1 creature SAVING THROW: Special

The cleric points his finger at a target and a brilliant beam of sunlight shoots outward to cause a severe case of heat exhaustion. The victim must make a saving throw vs. magic or instantly collapse into a convulsive mass until treated or dead. The victim takes 1–4 points of damage per round until healed.



Wall of Thorns

SPHERE: Cosmos RANGE: 80 yards DURATION: 1 turn/level AREA OF EFFECT: One 10' cube/level SAVING THROW: None

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns. Creatures breaking through the wall of thorns suffer 8 points of damage, plus an additional amount of damage equal to their AC.



Water of Life

SPHERE: Elemental (Water) RANGE: ∅ DURATION: Special AREA OF EFFECT: 1 creature SAVING THROW: None

This powerful spell is representative of the life-giving nature of water, and the sacrifices that the clerics of that sphere are willing to make for those they believe worthy. This spell cures the wounds of the target creature by transferring them to the cleric.

SEVENTH-LEVEL CLERIC SPELLS



Confusion

SPHERE: Cosmos RANGE: 80 yards DURATION: 1 round/level AREA OF EFFECT: 1–4 creatures within a 40' x 40' square SAVING THROW: Spec.

This spell causes confusion in one or more creatures within the area of effect, fostering indecision and the inability to take decisive action.



Conjure Greater Elemental

SPHERE: Elemental (All) RANGE: 30 yards DURATION: 1 turn/level AREA OF EFFECT: Special SAVING THROW: None

This spell allows a cleric to summon a single greater elemental to assist the cleric in combat.



Creeping Doom

SPHERE: Cosmos RANGE: ∅ DURATION: 4 rounds/level AREA OF EFFECT: Special SAVING THROW: None

When the cleric casts *creeping doom*, he or she calls forth a mass of 500–1,000 venomous, biting, and stinging arachnids, insects, and myriapods. This carpet-like mass swarms in an area 20 feet square. These insects slay any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage; up to 1,000 points of damage can be inflicted on a creature within the path of the *creeping doom*.



Energy Drain

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

Energy drain draws away one life energy level. The lost energy level can only be restored by a *restoration* spell.



Fire Storm

SPHERE: Elemental (Fire) RANGE: 160 yards DURATION: 1 round AREA OF EFFECT: 20' cube/level, min 16 10' cubes SAVING THROW: 1/2

When *fire storm* is cast, the whole area is shot through with sheets of roaring flame that resemble a *wall of fire*. Creatures within the area of fire and 1 foot or less from the edge receive 2–16 points of damage plus additional damage equal to the cleric's level (2–16 + 1 per level).



Glass Storm

SPHERE: Elemental (Earth) RANGE: ∅ DURATION: 1 round/level AREA OF EFFECT: 30' radius SAVING THROW: None

This spell lifts and separates tiny crystal shards from sand or silt, creating a terrible wind to propel them. Living creatures (and undead) take 2–16 points of damage per round until they leave the path of the storm.



Restoration

SPHERE: Cosmos RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched SAVING THROW: None

When this spell is cast, the life energy level of the recipient is raised by one. This spell cancels the effect of the *energy drain* spell.



Sirocco

SPHERE: Elemental (Air) RANGE: 10 yards/level DURATION: 1–6 turns AREA OF EFFECT: 10'/level SAVING THROW: Special

With this spell, a cleric summons up a *sirocco*, the burning desert wind of legend. All items caught in the storm are abraded by flying grit and must save vs. acid or be destroyed. Living creatures suffer 2–20 points of damage per round of exposure.



Sunray

SPHERE: Cosmos RANGE: 10 yards/level DURATION: 2–5 rounds AREA OF EFFECT: 5'-radius sphere SAVING THROW: Special

With this spell, the cleric evokes a dazzling beam of light. All creatures in the area must make a saving throw vs. spell or be blinded for 1–3 rounds. Undead caught within the area of effect receive 8–48 points of damage, reduced by half if a saving throw vs. spell is made.



Symbol

SPHERE: Cosmos RANGE: Touch DURATION: 1 turn/level AREA OF EFFECT: Special SAVING THROW: Neg.

The cleric casting this spell inscribes a glowing symbol in the air. Any creature looking at the completed symbol must make a successful saving throw vs. spell or suffer the effect of the symbol.

Hopelessness: Creatures seeing this symbol must either turn back in dejection or surrender to capture and/or attack, unless they roll a successful saving throw vs. spell.

Pain: Creatures seeing this symbol suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity scores due to wracking pains.

Persuasion: Creatures seeing this symbol become friendly to the cleric who inscribed it for 1–20 turns.

PSIONICS

Psionics Summary

For detailed psionic descriptions see “Psionics,” following the summary.

PSYCHO-KINESIS	PSYCHO-METABOLISM	<i>Cell Adjustment</i>	<i>Superior Invisibility</i>
* Psychokinetic Sciences	* Psychometabolic Sciences	<i>Displacement</i>	<i>Tower of Iron Will</i>
<i>Detonate</i>	<i>Animal Affinity</i>	<i>Enhanced Strength</i>	* Telepathy Devotions
<i>Disintegrate</i>	<i>Energy Containment</i>	<i>Flesh Armor</i>	<i>Ego Whip</i>
<i>Project Force</i>	<i>Life Drain</i>	<i>Graft Weapon</i>	<i>Id Insinuation</i>
* Psychokinetic Devotions	* Psychometabolic Devotions	<i>Lend Health</i>	<i>Intellect Fortress</i>
<i>Ballistic Attack</i>	<i>Absorb Disease</i>	<i>Share Strength</i>	<i>Mental Barrier</i>
<i>Control Body</i>	<i>Adrenalin Control</i>	TELEPATHY	<i>Mind Bar</i>
<i>Inertial Barrier</i>	<i>Biofeedback</i>	* Telepathy Sciences	<i>Mind Blank</i>
	<i>Body Weaponry</i>	<i>Domination</i>	<i>Psionic Blast</i>
		<i>Mass Domination</i>	<i>Synaptic Static</i>
		<i>Psychic Crush</i>	<i>Thought Shield</i>

Psionic Characteristics

POWER SCORE

Every psionic power is associated with one of the character's basic attributes (Strength, Wisdom, etc.). The psionic power score equals the character's score for that attribute, plus or minus a specific amount. In mathematical terms, the power score x 5% = the percent chance of successfully activating a power. A character always makes a power check when activating a power.

INITIAL COST

The number of PSPs (Psionic Strength Points) expended when the power is first used. A character failing a power check must expend half this many PSPs.

MAINTENANCE COST

The number of PSPs expended to keep a power operating from the previous round. Maintaining a power does not require a new power check. If no maintenance cost is listed, the power cannot be maintained.

RANGE

The maximum distance from the psionicist (psionics user) at which the power can have an effect. Some possibilities are:

- * Ø: Can only be used on the psionicist.
- * Touch: Must physically touch the target.

AREA OF EFFECT

The physical area or number of beings which the power affects. “Personal” means the power only affects the psionicist.

Psychokinesis

* PSYCHOKINETIC SCIENCES *



Detonate

POWER SCORE: Con -3 INITIAL COST: 18 MAINTENANCE COST: NA RANGE: 60 yards AREA OF EFFECT: 1 item, 8 cubic feet

Detonate allows a psionicist to harness the latent energy inside plants or inanimate objects, focus it, and release it explosively. This explosion inflicts 1–10 points of damage to any creature within a 10 foot radius of the blast, and may disintegrate an item on the creature.



Disintegrate

POWER SCORE: Wis -4 INITIAL COST: 40 MAINTENANCE COST: NA RANGE: 50 yards AREA OF EFFECT: 1 item, 8 cubic feet

The disintegrate science reduces a creature to microscopic pieces and scatters them. The target must save vs. death magic or be turned to ash.



Project Force

POWER SCORE: Con -2 INITIAL COST: 10 MAINTENANCE COST: NA RANGE: 200 yards AREA OF EFFECT: NA

Project force allows a psionicist to focus a psychokinetic “punch” against a target up to 200 yards away. This attack does 1–6 points of damage, plus the AC of the targeted creature.

* PSYCHOKINETIC DEVOTIONS *



Ballistic Attack

POWER SCORE: Con -2 INITIAL COST: 5 MAINTENANCE COST: NA RANGE: 30 yards AREA OF EFFECT: 1 item, 1 pound

Ballistic attack allows a character to throw a small object at extremely high (and deadly) speeds. A successful hit inflicts 1–6 points of damage.



Control Body

POWER SCORE: Con -2 INITIAL COST: 8 MAINTENANCE COST: 8/round RANGE: 80 yards AREA OF EFFECT: Individual

Control body allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. The psionicist can force the body to fight on his or her behalf, but with a -6 penalty on attack rolls (using the victim's own THACØ).



Inertial Barrier

POWER SCORE: Con -3 INITIAL COST: 7 MAINTENANCE COST: 5/round RANGE: Ø AREA OF EFFECT: 3-yard diameter sphere

The inertial barrier is a defense. The psionicist creates a barrier of “elastic” air around him or herself and anyone else within 3 yards. This barrier halves damage from breath weapons, missiles, gas, acid, and ice storms.

Psychometabolism

* PSYCHOMETABOLIC SCIENCES *



Animal Affinity

POWER SCORE: Con -4 INITIAL COST: 15 MAINTENANCE COST: 4/round RANGE: ∅ AREA OF EFFECT: Personal

Animal affinity allows the psionicist to briefly grow claws that inflict 1–10 hit points of damage.



Energy Containment

POWER SCORE: Con -2 INITIAL COST: 10 MAINTENANCE COST: NA RANGE: ∅ AREA OF EFFECT: Personal

When a psionicist is protected by energy containment, energy attacks such as electricity, cold, fire, heat, and sound have no effect.



Life Draining

POWER SCORE: Con -3 INITIAL COST: 11 MAINTENANCE COST: 5/round RANGE: Touch AREA OF EFFECT: Individual

Psionicists using the life draining science can “drain” up to 6 hit points from another creature. These hit points are temporarily added to the psionicist’s total. The bonus points disappear after combat, if they haven’t already been used.

* PSYCHOMETABOLIC DEVOTIONS *



Absorb Disease

POWER SCORE: Con -3 INITIAL COST: 12 MAINTENANCE COST: NA RANGE: Touch AREA OF EFFECT: Individual

The power of absorbing disease allows the psionicist to transfer a disease (either natural or magical) from one creature to the psionicist, who can then cure it. The power cannot absorb curses.



Adrenalin Control

POWER SCORE: Con -3 INITIAL COST: 8 MAINTENANCE COST: 4/round RANGE: ∅ AREA OF EFFECT: Personal

With adrenalin control, the psionicist temporarily boosts his or her Strength from 1–6 points. All bonuses for extra Strength apply while the power is in effect.



Biofeedback

POWER SCORE: Con -2 INITIAL COST: 6 MAINTENANCE COST: 3/round RANGE: ∅ AREA OF EFFECT: Personal

With biofeedback, the psionicist can control the flow of blood through the body. This is used to reduce damage from attacks by 2, and the psionicist also improves (reduces) his or her AC by 1.



Body Weaponry

POWER SCORE: Con -3 INITIAL COST: 9 MAINTENANCE COST: 4/round RANGE: ∅ AREA OF EFFECT: Personal

Body weaponry allows the psionicist to temporarily use one arm as if it were a weapon. The arm becomes as strong as wood or steel. However, the arm cannot imitate bows of any sort, nor can it become a weapon that the psionicist cannot normally use.



Cell Adjustment

POWER SCORE: Con -3 INITIAL COST: 5 MAINTENANCE COST: ∅ RANGE: Touch AREA OF EFFECT: Individual

Cell adjustment allows the psionicist to heal wounds and cure diseases. Cell adjustment cannot remove curses.



Displacement

POWER SCORE: Con -3 INITIAL COST: 6 MAINTENANCE COST: 3/round RANGE: ∅ AREA OF EFFECT: Personal

Displacement mimics the power of a displacer beast to project an image of itself up to three feet away. The image draws attacks that would otherwise be directed at the psionicist. The psionicist improves (reduces) his AC by 2 when displaced.



Enhanced Strength

POWER SCORE: Wis -3 INITIAL COST: Varies MAINTENANCE COST: Varies RANGE: ∅ AREA OF EFFECT: Personal

Enhanced Strength allows the psionicist to increase his or her Strength to 24. The initial PSP cost is twice the number of added points; the cost to maintain the extra points per round equals the number of new points.



Flesh Armor

POWER SCORE: Con -3 INITIAL COST: 8 MAINTENANCE COST: 4/round RANGE: ∅ AREA OF EFFECT: Personal

With flesh armor, the psionicist temporarily transforms his or her own flesh into a randomly determined type of armor. Because the armor becomes part of the body, the psionicist suffers no penalties for its use.



Graft Weapon

POWER SCORE: Con -5 INITIAL COST: 10 MAINTENANCE COST: 1/round RANGE: Touch AREA OF EFFECT: Personal

Graft weapon allows the psionicist to take a weapon and make it part of his or her body. Attacks with this weapon are at a +1 bonus to hit. The weapon, once grafted, cannot be switched with another.



Lend Health

POWER SCORE: Con -1 INITIAL COST: 4 MAINTENANCE COST: NA RANGE: Touch AREA OF EFFECT: Individual

Lend health allows the psionicist to transfer hit points to another character. The psionicist can transfer as many hit points as he or she wants, as long as the target’s maximum or his or her own minimum hit point level is not exceeded.



Share Strength

POWER SCORE: Con -4 INITIAL COST: 6 MAINTENANCE COST: 2/round RANGE: Touch AREA OF EFFECT: Individual

With share Strength, the psionicist transfers his or her own Strength points to another. Two points are taken from the psionicist for every one received.

Telepathy

A number of psychic defenses are available as telepathic sciences or devotions. When characters are attacked, the game automatically activates whichever defense it deems appropriate for the situation. Defenses such as mind blank and tower of iron will are controlled by the game.

* TELEPATHIC SCIENCES *



Domination

POWER SCORE: Wis -4 INITIAL COST: Varies MAINTENANCE COST: Varies RANGE: 30 yards AREA OF EFFECT: Individual

Domination allows a psionicist to take control of another's mind, forcing the victim to do as the psionicist wishes. The psionicist can then make use of the subject's abilities and powers. The PSP cost to establish and maintain domination depends on the subject.



Mass Domination

POWER SCORE: Wis -6 INITIAL COST: Varies MAINTENANCE COST: Varies RANGE: 40 yards AREA OF EFFECT: Up to 5 creatures

Mass domination is identical to domination except that up to 5 creatures can be controlled at once. The PSP cost to establish and maintain mass domination depends on the subjects. The psionicist must have mastered domination before he or she can learn mass domination.



Psychic Crush

POWER SCORE: Wis -4 INITIAL COST: 7 MAINTENANCE COST: NA RANGE: 50 yards AREA OF EFFECT: Individual

A psychic crush is an attack on another psionicist's mind. It can inflict up to 6 hit points of damage.



Superior Invisibility

POWER SCORE: Int -5 INITIAL COST: Varies MAINTENANCE COST: 5/round RANGE: 100 yards AREA OF EFFECT: Personal

Superior invisibility makes the psionicist nearly undetectable. The user cannot be seen, makes no sound, and has no scent. Superior invisibility is dispelled if the psionicist attacks. The initial PSP cost varies depending on the number of creatures the psionicist is protecting against.



Tower of Iron Will

POWER SCORE: Wis -2 INITIAL COST: 6 MAINTENANCE COST: NA RANGE: ∅ AREA OF EFFECT: 1 yard

Tower of iron will wards the psionicist against unwanted contact by other psionicists. A psionicist can initiate one other psionic power while thus warded.

* TELEPATHIC DEVOTIONS *



Ego Whip

POWER SCORE: Wis -3 INITIAL COST: 4 MAINTENANCE COST: NA RANGE: 40/80/120 yards AREA OF EFFECT: Individual

Ego whip is another psionic mind attack. The psionicist attacks the target's ego, leaving it with feelings of inferiority. The target is stunned for 1-4 rounds.



Id Insinuation

POWER SCORE: Wis -4 INITIAL COST: 5 MAINTENANCE COST: NA RANGE: 60/120/180 yards AREA OF EFFECT: Individual

Id insinuation is another psionic mind attack. The psionicist unleashes the target's id, pitting it in a moral struggle against the target's superego. The resulting moral dilemma paralyzes the target for 1-4 rounds.



Intellect Fortress

POWER SCORE: Wis -3 INITIAL COST: 4 MAINTENANCE COST: NA RANGE: ∅ AREA OF EFFECT: 3-yard radius sphere

Intellect fortress is a telepathic defense against psionic attacks. All minds within the area of effect are also protected.



Mental Barrier

POWER SCORE: Wis -2 INITIAL COST: 3 MAINTENANCE COST: NA RANGE: ∅ AREA OF EFFECT: Personal

Mental barrier is another telepathic defense against psionic attacks, though it only protects the psionicist. Psionicists can use other psionic powers while protected by a mental barrier.



Mind Bar

POWER SCORE: Int -2 INITIAL COST: 6 MAINTENANCE COST: 4/round RANGE: ∅ AREA OF EFFECT: Personal

Mind bar gives the psionicist 75% magic resistance to mind-affecting spells such as *charm* and *feblemind*.



Mind Blank

POWER SCORE: Wis -7 INITIAL COST: ∅ MAINTENANCE COST: ∅ RANGE: ∅ AREA OF EFFECT: Personal

Mind blank is another telepathic defense against psionic attacks. The psionicist can initiate other psionic powers while protected by mind blank. Unlike the other defensive modes, mind blank costs nothing to maintain.



Psionic Blast

POWER SCORE: Wis -5 INITIAL COST: 10 MAINTENANCE COST: NA RANGE: 20/40/60 yards AREA OF EFFECT: Individual

A psionic blast tricks an opponent into believing that it has lost 80% of its hit points. When it loses 20% of its hit points, the creature falls unconscious.



Synaptic Static

POWER SCORE: Int -4 INITIAL COST: 15 MAINTENANCE COST: 10/round RANGE: ∅ AREA OF EFFECT: 20/50/90 yards

Synaptic static interferes with psionic abilities, preventing all (including the psionicist who initiated the power) from using psionics until the effect ends.



Thought Shield

POWER SCORE: Wis -3 INITIAL COST: 1 MAINTENANCE COST: NA RANGE: ∅ AREA OF EFFECT: Personal

A thought shield protects the psionicist's mind from psionic attacks. The psionicist may initiate another psionic power while protected by a thought shield.

LEVEL ADVANCEMENT TABLES

FIGHTER

LEVEL	EXP	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+3
11	750,000	+3
12	1,000,000	+3
13	1,250,000	+3
14	1,500,000	+3
15	1,750,000	+3

GLADIATOR

LEVEL	EXP	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+3
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3
14	1,800,000	+3
15	2,100,000	+3

RANGER

LEVEL	EXP	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+3
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3
14	1,800,000	+3
15	2,100,000	+3

PRESERVER

LEVEL	EXP	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+1
12	750,000	+1
13	1,125,000	+1
14	1,500,000	+1
15	1,875,000	+1

CLERIC

LEVEL	EXP	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)
10	450,000	+2
11	675,000	+2
12	900,000	+2
13	1,125,000	+2
14	1,350,000	+2
15	1,575,000	+2

DRUID

LEVEL	EXP	HIT POINTS
1	0	1-8
2	2,000	+(1-8)
3	4,000	+(1-8)
4	7,500	+(1-8)
5	12,500	+(1-8)
6	20,000	+(1-8)
7	35,000	+(1-8)
8	60,000	+(1-8)
9	90,000	+(1-8)
10	125,000	+2
11	200,000	+2
12	300,000	+2
13	750,000	+2
14	1,500,000	+2
15	3,000,000	+2

THIEF

LEVEL	EXP	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)
10	160,000	+(1-6)
11	220,000	+2
12	440,000	+2
13	660,000	+2
14	880,000	+2
15	1,100,000	+2

PSIONICIST

LEVEL	EXP	HIT POINTS
1	0	1-6
2	2,200	+(1-6)
3	4,400	+(1-6)
4	8,800	+(1-6)
5	16,500	+(1-6)
6	30,000	+(1-6)
7	55,000	+(1-6)
8	100,000	+(1-6)
9	200,000	+(1-6)
10	400,000	+2
11	600,000	+2
12	800,000	+2
13	1,000,000	+2
14	1,200,000	+2
15	1,500,000	+2

RANGER SPELL PROGRESSION TABLE

RANGER LEVEL	CASTING LEVEL	1	2	3
8	1	1	-	-
9	2	2	-	-
10	3	2	1	-
11	4	2	2	-
12	5	2	2	1
13	6	3	2	1
14	7	3	2	2
15	8	3	3	2

PRESERVER SPELL PROGRESSION TABLE

LEVEL	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	2	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	3	3	2	1	-	-
10	4	4	3	2	2	-	-
11	4	4	4	3	3	-	-
12	4	4	4	4	4	1	-
13	5	5	5	4	4	2	-
14	5	5	5	4	4	2	1
15	5	5	5	5	5	2	1

CLERIC SPELL PROGRESSION TABLE

LEVEL	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1

CLERIC WISDOM SPELL BONUS TABLE

WISDOM SCORE	SPELL LEVEL						
	1	2	3	4	5	6	7
13	1	-	-	-	-	-	-
14	1	-	-	-	-	-	-
15	2	1	-	-	-	-	-
16	2	2	-	-	-	-	-
17	2	2	1	-	-	-	-
18	2	2	1	1	-	-	-
19	3	2	1	2	-	-	-
20	3	3	1	3	-	-	-
21	3	3	2	3	1	-	-
22	3	3	2	4	2	-	-
23	3	3	2	4	4	-	-
24	3	3	2	4	4	2	-
25	3	3	2	4	4	3	1

RACIAL ABILITY ADJUSTMENTS TABLE

RACE	ADJUSTMENTS
<i>Dwarf</i>	+2 Constitution, +1 Strength, -1 Dexterity, -2 Charisma
<i>Elf</i>	+2 Dexterity, +1 Intelligence, -1 Wisdom, -2 Constitution
<i>Half-Elf</i>	+1 Dexterity, -1 Constitution
<i>Half-Giant</i>	+4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma
<i>Halfling</i>	+2 Dexterity, +2 Wisdom, -1 Constitution, -1 Charisma, -2 Strength
<i>Mul</i>	+2 Strength, +1 Constitution, -1 Intelligence, -2 Charisma
<i>Thri-kreen</i>	+2 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma

ARMOR AND WEAPONS PERMITTED

CLASS OF CHARACTER	ARMOR	SHIELD	WEAPON
<i>Cleric</i>			
Air	any	any	bow, blowgun, sling, spear, and throwing spear
Earth	any	any	any weapon made of stone, metal, or wood
Fire	any	any	magically fired, obsidian, or fire-heated weapons
Water	any	any	bone or wood bows, club, maces, javelins, quarterstaff, spears, and warhammers — must be organic
Druid	none	none	any
<i>Fighter</i>			
Fighter	any	any	any
Gladiator	any	any	any
Ranger	any	any	any
<i>Wizard</i>			
Preserver	none	none	dagger, staff, darts, knife, and sling
<i>Psionicist</i>			
Psionicist	leather	small	short bow, hand & light crossbow, dagger, dirk, knife, club, hand axe, throwing axe, horseman mace & pick, scimitar, spear, short sword, and warhammer
<i>Rogue</i>			
Thief	leather	small	any

HOTKEYS

A	Toggles animations on/off	Tab:	Brings up Game Menu
C	Brings up Cast Spells/Use Psionics screen	Space:	Turns off computer control (in combat); from Character Options screens, brings up modify character menu
E	Brings up Current Spell/Effects screen		
G	Sets character to Guard (in combat)		
H	Centers screen on leader	1-4:	Sets corresponding character as leader
I	Brings up View Inventory screen	5:	All character icons shown when moving
N	Targets next opponent (in combat)	6:	Only leader icon shown when moving. Note: In conversations with NPCs, numbers 1-5 select the associated line from the list of possible responses
O	Brings up overhead map		
P	Targets previous opponent (in combat)	F1:	Saves game
Q	Ends character's turn (in combat)	F2:	Loads game
U	Brings up Cast Spells/Use Psionics screen	F3:	Quits game
V	Brings up View Character screen	F4:	Toggles music on/off
W	Sets character to Wait (in combat)	F5:	Toggles sound effects on/off
Y/N	Answers Yes/No questions	F6:	Toggles animations on/off
Alt-X:	Quits WAKE OF RAVAGER		
Esc:	Exits all menus; quits GAME if no menus on screen		

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Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. **If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded.** NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a self-addressed, stamped envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our **Technical Support Staff at (408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.