

Infectium Morbus et Rigidum

Diseases and Afflictions

De Principia Codiceque Physiologica Mystarae



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Diseases Compiled by Cullpoppy the Healer of the Street of Dreams, Mirros.

*"He that can smile at Death, as we know him;
Who can flourish in the midst of diseases that kill off whole peoples.
Oh, if such a one was to come from the Immortals, and not the Devil,
What a force for Good might he not be in this world of ours."*

Bram Stoker, Dracula

The base chance of having at least one common disease in an area depends on the size of the settlement, as in the next tables. The DM rolls these prior to the arrival of the characters in the region or just determines it according to these tables.

The theory is that more diseases are found in bigger settlements where more people interrelate, this due to lack of hygiene and more refuse lying around, more chances for diseases to breed and grow and much more chances for diseases to expand over a larger number of victims. This chance is dropped by 5%, if a sewer system in the community or some other way of removing refuse and garbage is used (like the Black Pudding refuse canisters in Glantri city). But then the disease will be more concentrated in the sewers.

This is why a sewer system has a 20% bonus upon the population-center lying below). Countries where the most cities are known to have such systems are Thyatis, Glantri, Alphatia, and the Five Shires. Probably Alfheim and Robrenn would also count toward these Countries because they recycle most refuse as soon as possible. Cities known to have such systems, while the surrounding villages do not have these systems, are Karamaikos (this system often breaks down, and actually having a reverse effect for at least one week, or often more), Alpha (here the system often freezes over, becoming nonfunctional at all). Perhaps some other cities use or plan to use the sewer and disposal system, but up to this date it is unknown.

Nature	0-5/24 Mls, Swamp, Battlefield.	15%
Nature	0-5/24 Mls, River, Small Lake.	8%
Nature	0-5/24 Mls, Large lake, Sea, Ocean.	2%
Nature	0-5/24 Mls, Hills, Woods.	7%
Nature	0-5/24 Mls, Dense Woods.	12%
Nature	0-5/24 Mls, Mountains, Desert.	5%
Nature	0-5/24 Mls, Fields, Badlands	9%
Graveyard, Tomb, Hangman Hill		2d12%
House	1-10	5%
Thorp,	10-50	10%
Hamlet	50-100	25%
Village,	100-500	30%
Town	500-10.000	35%
City	10.000 or more	40%
Dungeon	populated with Humanoids	25%
Dungeon	populated with Undead	50%
Carrion (and Carrion Crawlers, etc.) near		20%
Sewer	as population center	+20%

Remember that a building is not affected by surrounding territory, so a desert house will have only 5% basic chance to hold a disease. In other words these percentages don't add on. But the sort of population does add on. So if the desert house is populated by Undead it has 55% chance to hold at least one disease.

Modifiers to the base chance are by social level. The theory is that more disease are transmitted amongst the lower classes because there are dirtier and less careful. Also they live in or near refuse or other causes and transmitters of the diseases, and upper higher classes often have access to some sewer system (example Specularum/Mirros, which has a form of sewer in the stone build parts of the city from ancient underground passages, tunnels and such).

Thus, a Low Copper class citizen of a city would have a 60% chance of having a disease maybe because she sleeps around to get extra food money. In a near by hamlet, an High Gold class citizen would have a 5% chance. While in the city, a citizen of equal status has a 20% chance, maybe because he parties a lot with the rich, and more diseases and viruses live in the same region of effect. **Remember that this percentage is checked every month or each visit,** when the visitor often changes habitats. The minimum chance of having a disease in an area is always 5%. When a disease is available in the area of effect the DM must find out the disease or diseases. This is done according the disease itself, the season, weather, and other possible other circumstances.

Lowest Class	Lower Copper Class	+20
Middle Lower Class	Copper Class	+15
Upper Lower Class	Upper Copper Class	+10
Lower Middle Class	Lower Silver	+5
Middle Class	Silver Class	0
Upper Middle Class	Upper Silver Class	-5
Lower Upper Class	Lower Gold Class	-10
Middle Upper Class	Gold Class	-15
Highest Class	Upper Gold Class	-20

As with poisons, this system does not attempt a specific treatment of a subject which is beyond its scope and purpose. What is done, however, is to give general categories of disease and maladies and their game effects, as well as the chance to contract an ailment according to the surroundings. Naturally, you will often have no need for any random determination of a disease, as the affliction will be specified, but even then you will find that the random determinants for occurrence and severity might be helpful.

Contraction of Disease:

Each game month you may wish to check each character to determine whether or not he or she has contracted a disease (or disorder), where they are available. Check each week if conditions are particularly favorable, like very hot weather or hot, moist weather filthy, crowded conditions in warm weather. Check each and every Time the character is exposed to a carrier in a way which would allow the disease to be communicated. Note that disease carriers can be human, animal, insect, food, drink, vermin, dirt, filth, etc.

The percentage of having a disease in the affected area is like given above, but the chance of contracting a specific disease is given in the description of the disease itself **in red**, and is often subject to specific conditions like area, moisture, temperature, or even species.

A character becomes more susceptible to disease when he is filthy, lives in crowded circumstances, is infested with parasites, is already diseased, or the environment is hot and moist, or is shipboard over 2 weeks continuous at sea.

All these circumstances increase the chance of contracting a disease available by 2% cumulative to each other and the basic chance of contracting a disease.

This chance is lowered by 5% if the temperature drops to 35° F or less and when the character is above 2000' height. The most common diseases listed in the next table, are the most wide spread and these are mostly the ones that infect a character in cases where a disease exists like rolled according the above both tables.

Other diseases are also possible, but there must be a reason that the disease will be there. This could be a grand-scale epidemic, a visit of another species (like a Gnolls-invasion who deliver Groll Hepatitis), called forth by magic like Create Disease spells, many Undead, etc., etc.. This is up to the DM and his story line. Imagine the adventurers returning from a Dungeon Bash, unknowingly infecting themselves and the local populace.

Most Found Diseases	Contracting Chance	each...
Carrot Fever	1%	Week exposure
Cholera	1%	Week exposure
Consumption	1%	Week exposure
Dysentery	1%	Week exposure
Dwarven Bronchitis	1%	Week exposure
Fading Youthful Enthusiasm under 20% age	10%	Week exposure
Fits	1%	stressful situation
Fits (over 35% age)	2%	stressful situation
Gonorrhea	1%	round sexual contact
Gut Worms	1%	Week exposure
Heart Attack	1%	Fear attack
	1%	% age over 45%
Hin Exceme	1%	Week exposure
Influenza	25%	Day Exposure
Measles	5%	Day Exposure
Infection	5%	Turn not treated Wound
Lazar's Disease if poor personal Hygiene	25%	Week exposure
Longship Pneumonia	1%	Week exposure
Malaria	15%	Week exposure
Out of Shape	Choice	each month inactive
Pleurisy	10%	Week exposure
Poor Mental Health	5%	month over 1 month succumbed
Pneumonia	1%	Week exposure
Pox	25%	Week exposure
Rabies	1%	Week exposure
	50%	bite
Scurvy	100%	after 1 month Iron/Elven ration diet
Sheepox	10%	exposure
Stroke	1% Cumulative	year wrong food
Syphillis	1%	round sexual contact
Tetanus	10%	exposure to dirt, rust, etc.
Tuberculosis	10%	Exposure
Tuna	1%	round sexual contact
Tumor/Cancer	50%	radiation Exposure
Typhoid	10%	Week exposure

Incubation Period

Now we know if an disease is available in a specific area, and which disease or diseases, how to contract them, or how it will affect an infected creature. Only one thing we have to take in account with diseases, is the incubation period. This depends on the disease sometimes, but more on its severity, therefore use the following table. The disease becomes active after the incubation period, but this is affected by the characters Constitution and current state, if he is already sick, food/drink deprived, exhausted, seriously wounded or sleepy (i.e. Hit point affected). Adjust his Constitution accordingly and then check the table, to find the adjustment for this check.

This doesn't really lower the Constitution, but is used for this check only. When the modifiers reduce the Constitution of the character below 0 then the disease will always become active at the fastest possible way. (-con means; use the Constitution adjustment after calculation as given). When a disease according this table comes in effect faster than 0, then it will affect the patient already after 30 r – con x r. .

Current Hitpoints	Con. Adjustment
+1%	+1% (+5max)
-0 to -25%	+0
-26 to - 50%	+1
-51 to -74%	+2
-75 to 90%	+4
-91% or more	+8

The effects will always be the lowest severity in the first period, according the disease, after which it can grow further. This growth is according the disease as mentioned there.

A disease can also grow from one degree of severity to the next or even lower (often by curing), but this doesn't influence the initial incubation period, that is only determined by the initial state of severity of the disease at the moment if infection as determined by the Immortals (roll or choice of the DM).

Severity;	Disease Active after;			
	Disease Speed;			
	Slow	Normal	Fast	Rapid
Mild	1d8 Days -con x Hr	1d4 Days -con x Hr	24 Hr -con x Hr	6 Hr -con x T
Severe	1d6 Days -con x Hr	1d2 Days -con x Hr	18 Hr -con x Hr	2 Hr -con x T
Terminal	1d4 Days -con x Hr	24 Hr -con x Hr	6 Hr -con x T	6 T -con x T

During the incubation period the patient will notice nothing, but any Detect Disease will locate the disease, which can be destroyed instantly without any side-effects by any Cure Disease.

An Infection is a wound in- or externally infested with a rotting or digestion bacterial, fungal or viral process. Infections are not contagious when no wound is available.

A Disease is a malady caused by infestation of invisible extremely small Lifeforms, sometimes augmented by magic. Diseases are very contagious, by direct/indirect touch, food & water, air, etc. This depending on the Disease spreading lifeforms. Any ailment unknown will also be called a disease until more is known.

A Plague is a very contagious disease, spreading rapidly, but thus also exterminating itself, most survivors (and often even their descendants) affected will be immune for life.

Magical Diseases. It is unknown how these diseases came about. Some sages say they're from war, some say that a rip in magical fields caused them, some others say that mages with truly sick minds created them, others say that creatures having contact with certain magical beings cause weird things. Whatever the reason, they aren't pretty. Magical diseases often don't have a severity level, you just get sick, die or whatever, without gradual side-effects.

A Disorder is a corporeal malady caused by infestation of parasites. This can be a form of infection or changing the patient into a feeding/breeding ground for the parasites. Disorders can also be contagious by Food & Water but rarely by the touch. Disorders can be prevented totally by subjugating the water and food ingested to a Purify Food and Water spell effect.

An Affliction is a corporal malady caused by malfunction of one or more organic processes, caused naturally (Age or weakness caused by any other disease) or by any form of radiation or sometimes caused by misuse of the body. Afflictions are not contagious on itself.

A Malnutrition is a corporeal affliction caused by insufficiently intake of proper food, i.e. vitamins.

Severity of Diseases

Severity refers to the seriousness of the malady and determines the period of disability (recover Time or length of illness which terminates in the character's demise) and the effects of the malady. The severity is displayed in three categories: Mild, Severe and Terminal. There are no intermediate forms. When a patient passed the incubation period roll 1d8 to see how strong the malady will affect him. Some maladies however will always grow to the next stage of severity unless treated (all as per malady). When curing will bring down one or more severity stages, any effects will be gone as given in the table. Some treatments can relieve only effects and thus lessening the malady only. Druids and Hedge Wizards are well known for these kinds of treatments. Where severity is not mentioned there exist only one Strength of the disease, then do not roll for additional effects!! Any natural curing will normally lower the severity by one rank, with all its effects. The same way it increased naturally. Maladies without lower severity's cured will place the patient always in severity 1 for 1d3 days (if magical or exactly cured) or weeks if revived/regenerated/else cured.

Most Magical created diseases know no difference in severity, and have no additional effects, other than those given in the description.

Where a disease severity is not listed, that severity stage does not exist.

Mild:	unable to perform strenuous activities. Some treatment may allow a shortening of the period of illness. A normal period is 1-3 weeks.	1 additional effect.
The patient needs no magic to survive under normal circumstances.		
Severe:	hp 50% of normal. disabled for 1-2 weeks.	2 additional effects.
The patient can have need for a Cure Disease spell and/or other treatment to reduce the disease to "mild" severity. No Cure disease spell enables the patient to be cured completely. The patient will not die under normal circumstances, but could succumb to weakness and further malady, when moving, combating, spellcasting, and other strenuous behavior.		
Terminal:	Death (or loss of the body part or function) in 1-12 days (other periods as per maladies).	3 additional effects.
A Cure disease spell and/or other treatment is absolutely needed to cure the patient to the "severe" severity, and to prevent him or her from dying.		

Additional Effects		Side effects	Any Curing
1d10	Effect		Side effect;
1	Painful or other Urination problems	-	gone direct
2	Constant pain	-1d4 to attack rolls	gone in 1d4 Turns
3	Overall Headache	-1 Intelligence and -1 Wisdom	gone in 1 Hour
4	Muscle Stiffness	-2 initiative bonus	gone in 1d4 Turns
5	Loss of voice	no verbal spells, singing, etc	gone in 1d4 Turns
6	Uncontrollable vomiting	Deprivation, dehydration effects	stops vomiting directly, need food / drink to restore
7	Sluggishness	Half movement rate, +2 initiative penalty	gone in 1d4 Turns
8	Spasm 10% chance / hour	Causes dropping of held items	gone direct
9	Diarrhea	-25% movement	gone direct
10	Itching skinrash	-1 Dexterity, THAC0, and saves	gone direct

Contraction of Parasitic Infestation:

Each game month check for each character to determine if he or she has become infested with some form of parasite. check each week if conditions are particularly favorable, like filthy conditions and warm temperature hot, moist weather. check each and every Time the character is exposed to a carrier of parasites. Carriers include humans, animals, dust, earth, manure, raw (or undercooked) meat, swamp water, etc. Checks are made by using the appropriate tables shown hereafter.

Base Chance	3%
filth (garbage, manure, sewage, etc.)	+1%
improperly cooked meat	+2%
polluted water	+5%
Insect Plague	+5%
swamp or jungle environment	+5%
cool weather or climate, desert climate	-1%
cold weather, high mountains, cool desert climate	-1%

PARASITIC INFESTATION TABLE for not by the DM determined parasites.

1d100	Parasites Infestation	Severity 1d8		
		Mild	Severe	Terminal
01-10	cardiovascular system	1-2	3-5	6-8
11-35	intestines	1-2	3-7	8
36-40	muscles	1	2-3	4-8
41-45	respiratory system	1	2-4	5-8
46-75	skin/hair	1-7	8	-
76-00	stomach	1-2	3-7	8

Cardiovascular

These parasites living in the blood-veins or nervous systems will cause a loss of 1 point each of strength and constitution per week until totally cured. Thus, chronic problems here will slowly wear the character away. Terminal cases will last only 1-12 days. Rot Grubs belong to this group.

Gastro-intestinal

These parasites living in the intestines will cause the loss of 1 point each of strength and constitution per occurrence until cured, severe attacks causing such loss permanently. Terminal cases require 1-12 weeks for fatality. Lint-Worm, Gut-Worms belong to this group.

Muscular

These disorders cause the loss of 1 point each of strength and dexterity, severe attacks having a 25% chance of causing such loss permanently. Terminal cases take 1-12 months.

Respiratory

These parasites living in the lungs have a 10% chance of causing a 1 point constitution loss each Time a severe attack occurs. Respiratory disorders of chronic, severe nature are 10% likely to cause the loss of 1 point each of strength and constitution (check separately for each). Terminal cases take from 1-12 months until fatality occurs.

Skin

These parasites live in or just under the skin, or regularly visit the patient while feeding on them. A Disorder of severe nature will 10% likely to cause permanent loss of 1 point of charisma. Chronic, mild attacks are also 10% likely to cause such loss, while chronic, severe attacks will be 25% likely to cause such loss. Terminal cases will take 1-12 weeks for fatality. Flees, Lice, Hair-lice, Pubic-Lice, Ticks belong to this group.

Stomach system

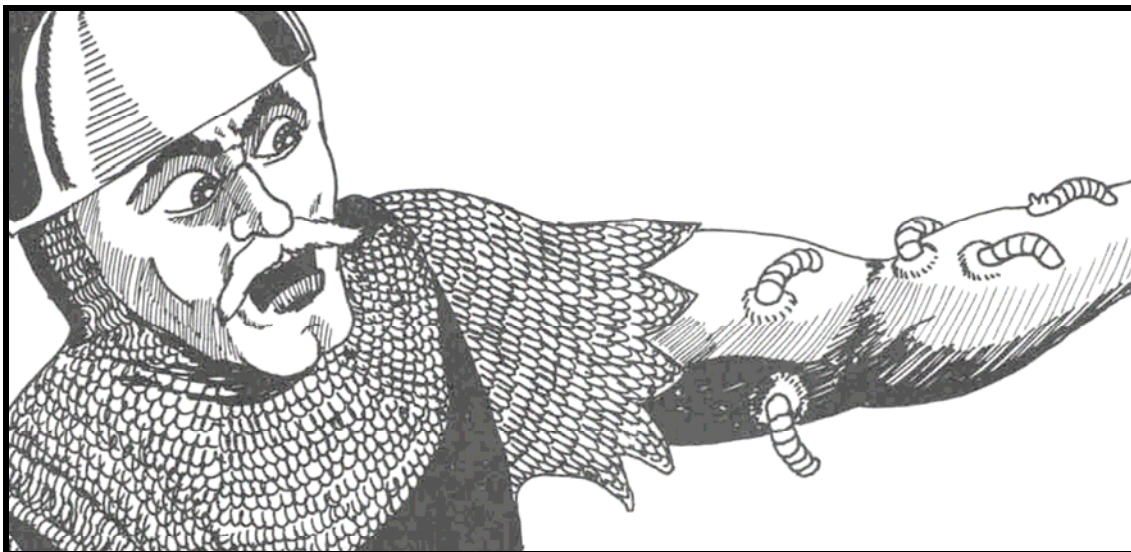
These parasites living in the stomach and throat cause disorders of chronic, severe nature are 20% likely to cause the loss of 1 point each of dexterity and constitution per occurrence. Terminal cases will take 1-12 weeks. Remember Parasites are themselves maybe not a disease, but they will often cause symptoms similar to a disease, and often they carry diseases. The mosquito is the deadliest organism on the world, as it kills more creatures than any other creature, by the diseases it injects while sucking blood, but flees, ticks, and lice are also extremely dangerous.

Afflictions and Disorders caused by Insects, Lowlife, Fungi, Creatures

A Disorder is a corporeal malady caused by infestation of parasites. This can be a form of infection or changing the patient into a feeding/breeding ground for the parasites. Disorders can also be contagious by Food & Water but rarely by the touch.

Carrot Fever:	Fast Disorder		
	Mild 1-5	Severe	6-8 Terminal
<p>A malaria-like affliction transmitted by carrot parasites. Serious digestive disorder. Parasitic infestations of larger creatures can't be cured by a Cure Disease, or Remove Curse or other magical spells. Parasites must be poisoned, and the victim can't be treated with Neutralize Poison until the parasites are dead. All ability scores are lowered by one. The character can have no annual training, character building or combat experience. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>			
Draconian Weakness:	Rapid Disease		
	Mild only		
<p>Affects only those bitten by the rare Pocket Dragon, Dinosaurs, Komodo Dragon, Xytar, Hydra, and several larger Reptiles, but not Dragons. The venomous saliva lowers the saves and attack rolls by -2 if it succeeded to enter the bloodstream. Cure Disease. Infectious only on bite wounds (or if literally injected in the flowing bloodstream of the victim) 50-100% contracting the disease per bite (depending on the save). The disease is always accompanied by an severe or terminal infection, which must be treated separately.</p>			
Ear seekers	Slow Disorder		
	Mild only		
<p>Ear seekers are small Insectoids which are found in wood. They live by eating dead cellulose, but they need warm places in which to lay their eggs, and they favor places like ears. If this creature enters a warm place, it will always lay 9-16 tiny eggs and then crawl out to die. When the eggs hatch (4-24 hours) the Larvae eat the surrounding flesh, generally burrowing inwards to where the most food and body heat is, causing 1 point of damage per hour, leaving the body after a day feeding. A cure disease spell will destroy the eggs.</p>			
Fungoid Plague:	Fast Disorder		
	Terminal only		
<p>Turns humanoid into Grey sludge. Cure Disease and Remove Curse and Giant Arachnid Blood potion. Death in 2-4 days. Highly Infectious. 10% contracting the disease per week of exposure. Found in the tunnels, caves and caverns underground where ordure and ooze are combined. Here this bacillus is often found, as it breeds upon ordure and ooze.</p>			
Fungoid Infection:	Rapid Disorder		
	Severe 1-2	Terminal	3-8
<p>Turns humanoids into feeding/breeding ground for the fungal spores. This infection includes, spores from Dusanu, Yellow and other Molds, Blast Spores and similar fungi. Cure Disease or Keoghtog Ointment on the infected spot. Death in several hours or days. Highly Infectious. 50-100% (depending on the Save) contracting the disease per exposure (often a form of attack).</p>			
Green Slime:	Super Rapid Disorder		
	Terminal only		
<p>A form of lowlife with rapid digestive and reproductive liquids. The creature senses its "prey" and tries to attach to it. Instantly it starts to digest the victim and using its organic compounds as a base to reproduce (thus is not even slowed by leather armor or cloth, and even dissolves metal and steel in 6 rounds. It eats away wood slowly, consuming but one inch thickness in an hour. The acidious digestive form of attack has no known resistance and Violent pains and burns are always in effect. When the "creature" has attached itself to the victim it can only be burned of by fire or extreme heat or cold. It can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. But than 50% of the damage will be done to the victim instead. Other forms of attack- including weapons or spell - do it no harm. The Green Slime will have digested the victim after 6+1d4 rounds (slowed by 6 more rounds if worn metal). Each round after the initial 6 (12 if worn metal armor) will destroy the 1d4 x 25% of the characters hp as if burned by acid or fire. Only a Cure disease spell will instantly destroy the "creature" without harming its victim, actually the Cure Disease spell uses the creature as a base to cure the terrible wounds brought forth by it. Thus a victim attacked by a Green Slime and damaged by it would have no wounds if treated by Cure Disease while the creature and the victim are still attached to each other. When the Slime is killed in a different manner the Cure Disease spell will only Cure any infections if any, and do nothing more. Green slimes are strange lowlife growths found in subterranean places. Although they can't move, they slowly grow, feeding on animal, vegetable and metallic substances. They are sensitive to vibrations and will often drop upon passing creatures from above. Occasionally huge slimes or colonies of dozens have been reported.</p>			
Glubfly Debility:	Fast Disorder		
Deserts only	Mild 1-5	Severe	6-8
<p>Caused by the Glubfly sting during mating season. Intelligence, Wisdom and Charisma are lowered by 1d4 each (roll separately). The disease lasts a week. It causes madness (save vs. spell). Which lasts until cured. Cure one stage by Cure Disease and both by Cure Disease and Cure Insanity, some special herbs can have the same effect as a Cure disease spell. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. The disease originates from the Sind Desert but can be found in and near all known deserts, as the fly is local to those regions. The mating season is early fall and last a full month or longer until the first rain.</p>			
Gut Worms:	Slow Disorder		
	Mild 1-5	Severe	6-8
<p>Serious digestive disorder, caused by intestine parasites known as Gut worms (7 to 27' long). Parasitic infestations of larger creatures can't be cured by a Cure Disease, or Remove Curse or other magical spells. Parasites must be poisoned, and the victim can't be treated with Neutralize Poison until the parasites are dead. The character has a 10% chance his Con. will be lowered by 1. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>			

Malaria:	Fast Disease		
Tropics/Subtropics only	Terminal only		
<p>It causes Fever, Weakness, Diarrhea, Nausea. The disease becomes deadly if not cured in a week. A Cure Disease of at least level 14th is needed to remove the disease from the patient, but must be applied for the whole duration of the disease or he or she will suffer a fallback to the growth of the disease as if no cure was given at all. All surviving victims develop permanent digestive problems. Therefore there is a 45% chance that the Constitution is lowered by 1 point permanently. 15% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease is permanent common in the tropics and subtropics, and absolutely unheard of in areas with a temperature of less than 15° longer than 3 days. Example: Common in Thanagioth Isles and the Archipelago near swamps. It is brought forth by Female Mosquitoes in need of Blood for breeding, and protection against insects will thus protect against the disease. Only creatures with a natural AV of 4 or higher will be immune, as they can't be stung. Klamboe are used severely in these regions.</p>			
Mau-Mau Fever:	Rapid Disease		
Tropics/Subtropics only	Severe	1-2	Terminal 3-8
<p>This disease is as Malaria brought forth by insects, but these attack from the ground (tiny flies/maggots) attacking every surface of exposed and/or wet skin. Protection can be by using heavy boots cleaned thoroughly daily or when become wet. Any contact with the soil must be prevented. The insect manifest themselves primarily on sand (beaches, desert, etc., but can be found in common earth as well). Heavy Sweating, Pale skin and skin rashes: Strength and Constitution and Charisma -3 each, Death if not cured in a month. Losses can be restored, after curing by Cure Disease(level 8+) and constantly refreshed wet and cold blankets, Ointments of Soothing, and at least a Cure Light Wounds each 4th Hour. When the patient survives the disease (Terminal by curing magic, or severe by him or herself) he will be fresh in about 2 hours afterwards. It is rumored an Ancient Magical Spell Mau-mau Bane did exist but it isn't rediscovered before 1015 AC. Non-terminal Strength of the disease affects the character with equal losses but which can be recovered by 1 point per week complete bedrest. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. Permanent recurrence on Aloysius (Ierendi).</p>			
Malohurr (Meat-Rot)	Slow Disease		
Beholders only	Mild 1-7	Severe	8
<p>Beholders are indiscriminate eaters and often consume species that are not good for them. When this happens, they suffer a mild poisoning normally revealed by the presence of pustules and blisters on their skins. However, they evidence no discomfort while in this condition. No cure possible, but natural healing. 10% contracting the disease by eating any magical based, planar or Entropic creature, including undead.</p>			
Rot Grub	Fast Affliction		
	Terminal Only		



Rot grubs are occasionally found in heaps of offal or dung. They are rarely found in ceilings, walls, or floors. These small creatures will viciously burrow into any living flesh (thus not armor, but will penetrate leather or cloth, even if under influence of AC/AV affecting magic) which touches them (**THACO 16**), for they greatly enjoy such fare to dine upon. **The victim must immediately apply flame to the wound (1-6 hit points damage per application) or have a cure disease spell cast upon him.** Otherwise, the rot grubs will burrow to the heart and kill their host in 1-3 turns.

Varga Sickness:	Fast Affliction		
Deep Forests/Jungles warmer than 20° C	Severe	1-5	Terminal 6-8
<p>The Varga Plants turns humanoids into Varga plants. Cure Disease and Remove Curse. Become a Varga Plant - similar to Evil Treat. Highly Infectious, 10% of contracting the disease per exposure. Found wherever the evil Varga are found as it is carried in their sap, saliva and pollen.</p>			

Yellow Musk Sickness:	Rapid Affliction
Temperate Forest or Subterranean	Terminal Only
<p>Yellow Musk Creepers turns humanoids into Yellow Musk Zombies for reproduction. Highly Infectious, Infected if within 10' of Creeper Plant, became subject to pollen spray, failing Save vs. Spells. When thus entranced to walk to the plant(resisting any preventing attempt). A green bulb from the plant will root itself in the head, burying through the skull reaching the brain in 2 rounds. The victim will then lose 1d4 Intelligence each round until 0 causes instant death. If the plant dies before reducing its prey to zombie status, 1 Intelligence is regained each day or healed instantly by a Cure All. Victim becomes, regardless of normal statistics a Yellow Musk Zombie for 2 full Lunar cycles before moving of at least 200 yard and dying, the seedling the sprouts, grows, flowers and becomes a new creeper in a year; Yellowish skin, glazed look in eyes, AC 9, AV 0, MV 90'/30' but no more than 100 yard from "mother" plant, HD 2, Hp as original, THACO 19, Att 1, by weapon or fist (1d8). SV F1, MR 12, 20 xp, AL N, any armor only increases its AV, as any magic still functions except those needing intelligence to function. They're no real Zombies and thus can't be turned. If the "mother" plant is destroyed first, a Yellow-Musk Zombie can be cured by a Neutralize Poison followed by a Cure All and 4 weeks of complete bedrest. Any man-sized humanoid (Dwarf-sized to Ogre-sized) can become Yellow Musk Zombies. One zombie is controlled for every two flowers the "mother" plant has. Found wherever Yellow Musk Creepers are found. Actually no disease but some kind of natural plantlike morphing magic, as part of their reproduction cycle.</p>	
Thrin-Atrus Fungus:	Fast Disorder
Any non-freezing wet area	Terminal Only
<p>White furry Fungal growth on limb joints, paralysis [Only affects Insectoids]. Potion made from Purple Worm eyelets. Death in 10-100 hours. Highly infectious to other Insectoids. 10% of contracting the disease per exposure. A disease of the Underground tunnels.</p>	
Violet Fungus	Very Fast Disorder
	Mild only
<p>Violet fungus growths resemble Shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence. Violet fungi favors rotted animal Matter to grow upon. Each fungus has 1 to 4 branches which it will flail out with if any animal comes within their 1' to 4' range. The excretion from these branches rots flesh in but one melee round unless a save versus poison is made or a cure disease is used. The branch length of this growth depends upon size. Violet fungi range from 4' to 7' tall, the smallest having 1' branches, the 5'sort having 2' branches, etc. Any sized growth can have 1 to 4 branches. The disease cause a sort of rotting skin rash that disables magical healing, natural healing and doubles the rotting process if the subject dies, from which 1 to 5 new Violet Fungi will sprout.</p>	
Zar's Biting Foam	Very Fast Disorder
	Mild Only
<p>A bacterial brain disorder, named after the legendary Kobold General Zar of the Broken Lands who suffered from this rare disease. The symptoms are triggered when the patient loses half or more of his Hp (Therefore it is assumed it is a variant, or base of the Lycanthropy disease strain). Rabid, the patient foams at the mouth, and attacks the closest man-like being. He locks his jaws in a terrible bite with a score of 15 or better. He will not let go until knocked unconscious, or reduced to 0 Hp or less. Treat as if he has the Fighting Frenzy skill. The bite causes 1d4+Str adjustment damage each round he maintains his bite. Victims are also infected when suffering 12 or more bite damage from an infected Demi-Human-oid. The disease can be cured by a Cure Disease of 10th level casting power.</p>	



Corporeal Afflictions

An Affliction is a corporal malady caused by malfunction of one or more organic (or sometimes mental) processes, caused naturally (Age or weakness caused by any other disease) or by any form of radiation or sometimes caused by misuse of the body. Afflictions are not contagious on itself.

Arthritis:	Slow Affliction
	Mild only
The character is permanently disabled by weak bones and a Dexterity lowering of 1 point. No Cure known. The older the character the more possible he obtains the affliction. This chance starts at 5% per 10% over 60% of natural age.	
Fading of Youthful Enthusiasm:	Slow Affliction
	Mild only.
Individuals prefers loafing around the tavern over studying or weapons practice. This form of depression causes ultimately that Constitution and Strength are lowered by -1 permanently. . However training for as many months as the combined abilities had to be resolves this. A common affliction, treatable only by imposed exercise or desperate peril. 10% of contracting the affliction per week of exposure if lower than 20% age, if not afflicted before 20% age immune for rest of life. "Epidemic" lasts 1d6 weeks.	
Fits (Seizure):	Rapid Affliction
	Mild 1-5 Severe 6-7 Terminal 8
This affliction partially paralyzes special muscle groups. All muscles of an arm, leg or such could temporary be paralyzed and become useless for the duration of 20-Constitution rounds. There is also a chance that important muscles will stop to function and can't be revived because their function is of major importance to the body of the patient (example, the heart, lungs, intestines, etc.). In these cases the affliction in effect becomes terminal, although the affliction itself is not terminal. A Cure Disease spell will stop or help the patient to recover from an attack, but the patient will be weak for 30-con days, unless Cure-All applied. 1% of contracting per stressful situations, after 35% age, double after each attack of Fits.	
Head Cold:	Slow Affliction
	Mild only
The character has been suffering from Influenza AND was exposed to a severe cold or; was victimized by severe cold. This causes the corporal functions to become somewhat unstable, which reduces the Intelligence by 1 point. Cure only by magical regeneration. 10% of contracting if infected by Influenza AND exposed to one of the above conditions.	
Heart Attack:	Special Affliction
	Mild 1-4 Severe 5-7 Terminal 8
A heart attack will come at late age (mostly Elder, but can under special circumstances even appear at young ages.) mostly and during extremely great extortion of the Mind (fear) and body. In other words, when the patient was shocked, feared, highly active, severely fatigued, or similar. This is a malfunction of the body. It can also come when the patient has survived a Stroke, and exerted himself to his limits. A terminal Heart attack causes death in 1d10 rounds. A severe one will become terminal in a Turn when not treated. Treatment consist of heart massage (Healing skill). This treatment will revive the patient but will cause the patient to lose 1d8 Hp to recover, any electrical attack spell can also be used to treat the patient, but to be used as a treatment the spell must be severely reduced in Strength (int. check by the caster) to prevent the patient to die from the treatment. No more than 8+/- Constitution bonus damage may be given to the patient in this way, or the paralysis chance is doubled and becomes permanent. A heart attack (stronger than mild) causes the patient to temporary loose (wholly or partially)consciousness, from which he will recover in 1d30 Turns. It partially halves all his statistics (as movement, THACO, damage, etc.). The patient has a 55%-5% per Constitution point to suffer from temporary partial paralysis (often one half of the body, resulting in an contorted face, useless extremities, etc.). The affliction affects especially persons with overweight, smokers, and those who continuously work strenuously more than 10 hours every day. The affliction will often reveal itself to the patient when he comes under stress, be it mentally (sadness, sorrow, grief, anger, fear, etc.) or physically (violence, accident, etc.). !% contracting it per Fear attack or each % age over 45%.	
Out of Shape:	Slow Affliction
	Mild only
Only exercise and dedication can maintain one's youthful trim and vigor. The longer you go without taking care of your body, the harder it is to chance your lazy ways. The character will increase in volume, with inches This mental affliction affects the interest in corporal development and causes a permanent reduction in Strength and dexterity of -1. His movement will be lowered by 25%. For each month out of shape 5 month of training and exercise must be done to restore the damage so self-afflicted.	
Poor Mental Health:	Slow Affliction
	Mild only
This can become about being scared silly, getting locked in a dungeon, joining a weird cult, or by several other imaginable situations. Actually a form of mental destabilization. form of depression causes ultimately a lack of intellect development and thus a permanent lowering of intelligence by 1 and wisdom by -3! . However meditation, and mental training in a cloister, are with a mentor for as many months as the combined abilities had to be, resolves this. 5% / month chance if succumbed to above mentioned conditions longer than 1 month.	
Diohurr (Spasms)	Slow Affliction
Beholders only	Severe Only
The illness most feared by beholders is the spasms—a degenerative condition that usually sets in during their elder age period. A beholder suffering from this condition will occasionally lose mental coherence and begin levitating in a random direction. During this period, its eye-stalks spasm in apparent pain, and its eyes attack any creature it comes across—including same-breed beholders and hive mothers. These fits last from ten to 15 minutes. At the initial onset, the beholder will suffer these spasms perhaps once a moon. Soon the rate progresses; within a few years, a beholder will suffer these spasms once or twice every day. Eventually, victims of this affliction will spasms continuously. Beholders fear this illness because it results in a loss of their mentality. 5% each year of elder age again to contract this mental affliction. The Illness has no known cure other than several Wishes.	

Scurby;	Special	Slow Malnutrition
Beriberi	Special	Slow Malnutrition
Pellagra	Special	Slow Malnutrition
Keratomalacia	Special	Slow Malnutrition
Rickets	Special	Slow Malnutrition
A Malnutrition is a deprivation of a basic need of a particular type of food, which will slowly but ultimately weaken and destroying the body, therefore it has no mild, severe or terminal state.		
Scurvy: A person living on a diet of Iron or Elven Rations for more than a month becomes susceptible to Scurvy (vitamin C-deficiency found in vegetables, and fruits—fresh) or other diseases of vitamin deficiency. If Scurvy strikes a crew, 10% of them are affected for each week the crew goes without fresh food. For each week a character suffers from this disease, his Strength and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A scurvy stricken character regains 3 points of Strength and Constitution each week he consumes fresh food. The character his or her bones weaken severely and many arteries close them selves. For each week the disease goes on the character will lose 1d4 teeth randomly. Any break bones check is worsened by +1 for each week. When either of the abilities reaches 6, a save must be made for each of the extremities to begin with the toes and fingers, then the feet and hands, then the legs and arms (in total 14 saves), and this must be repeated for each further week until the character dies or get fresh food to eat. When the save fails the extremity (and all lower extremities if any) dies and becomes blackened. The extremity must be amputated or it rots away and the character will get an infection, that slowly infects the whole character.		
Rickets, which affects the character in the same way as Scurvy, but is based on the lack of vitamin D- found in milk, butter, cod liver oil, big snap fungi and from direct sunlight =>lack is caused by long periods of darkness around the character, without eating enough of the above products (children will not lose extremities, but their bones will deform. For each week a character suffers from this disease, his Strength, Charisma and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A Rickets stricken character regains 3 points of Strength and Constitution each week he consumes fresh food. Charisma will take much longer to restore, as it takes 1 month per lost point.		
Beriberi and Pellagra which are based on vitamin B- found in rice or grain coverings or even in milk => lack also ages the person by about 10 years. Red and painful eyes to bright light. For each week a character suffers from this disease, his Strength, Charisma and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A Beriberi or Pellagra stricken character regains 3 points of Strength and Constitution each month he consumes fresh food, Charisma will take much longer to restore, as it takes 6 month per lost point.		
Keratomalacia (vitamin A- found in butter, egg yolk, fish liver oil, carrots, spinach, beans =>lack also causes night blindness and disappearance of Infravision, and breathing troubles). Clever characters (often captains) buy stocks of onions and potatoes to supplement iron rations, since these perishables last for a month or two and provide vitamins. For each 2 weeks a character suffers from this disease, his Strength, Dexterity and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A Keratomalacia stricken character regains 3 points (divide over abilities evenly) each week he consumes fresh food.		
Sea Sickness / Motion Sickness	Normal Affliction	
	Mild only	
Sea or motion sickness is an affliction that every character has a chance of 15% to have. When the subject is moving at sea on a ship, on a Flying Carpet, ship or Mount, on a carriage of any sort. The Dwarven Train and magical flying ships double the chance of becoming affected by this affliction. The disease will cause loss of interest in food, vomiting, a dexterity affection dexterity will cause the target to make a Dexterity check at the beginning of every round when he moves or attack. Failure means the character falls down. Another Dexterity check is required to stand up. Even when the character doesn't move will this spell have an unusual effect: the caster will feel very sick and almost unable to orientate. Also he will have great difficulties to keep his food inside, even the general idea of food requires a Constitution check to be made with a penalty of 4, if this fails he will regurgitate all inside his stomach negating all benefits of eating food. A Sea Legs spell will cure the Disease for 1 Hour per level of the caster, there does not seem to be other Curing possible. Some creatures affected feel a bit better when moving forward, or being seated looking forward, but no proof of this is given.		
Stroke:	Fast Affliction	
	Minor	1-3 Major 4-5 Terminal 6-8
The bursting of one or more arteries in the brain of the afflicted. It will cause whole (0-23%) or partially paralysis (24-99%), mostly in one half of the body, troubles with speech, movement, and such. The patient will only recover the malady by massive treatment, and possibly never recover completely (50%). The paralysis disables the patient from casting spells, using magical or common tools, running, climbing, use most abilities and non-Intelligence based skills. The disease can be caused by long term wrong food and often lack of activity (mostly fat or sweet, smoking, or Zzongha use at 1% cumulative / year living like that), at which it will become suddenly apparent at the age of about 40+2d20 years, 1d12 for the month, 1d30 (reroll 29 and 30) for the day, and 2d12 for the hour, 1d6 for the Turn in which the affliction finally appears (a Divination spell can divine this very moment). Or it can be caused by a massive blow on the head which could have caused unconsciousness. The patient will then stay dizzy and fumbles from that moment on and has entered the Terminal stage. A Death Ray save indicates if he becomes paralyzed, but must be made each round, until failed. If not helped, he will die in 3d4 hours. A minor or major stroke always results in partial, especially facial paralysis. Cure Disease or Cure Paralysis can remove the paralysis, but can't remove or prevent the stroke, if caused by bad way of living. A skilled surgeon can restore those succumbed to an impact-caused stroke, this will take 6+1d2 hours.		

Venereal / Sexual Diseases

Chance of contracting a Sexual Disease

To contract a sexual disease, the character must be having sex with somebody who already is inflicted with a disease. The chance for contracting a disease is 1% per round of sexual activity, halved if using a protection. Thus if someone with a Constitution of 14 becomes intimate with a person that has a sexual disease unfortunately he prefers not to use protection (like a sheep-skin condom). He participates in 3 minutes=18 rounds of sex. His chance of getting a disease is 32% (18-2(con) x 2). He rolls a 28 on the percentile dice. Thus, our hero now is infected with a sexual disease. If only he used protection, his chance of contracting a disease would have been a mere 14%. A lesson to be learned. There do exist magical spells that especially protect against venereal diseases, but like in the real world, you must be willing to use them, and have them near and able to use.

Con.	Modifier
1-3	+4
4-6	+2
9-12	0
13-15	-2
16-17	-4
18+	-8

An important word to the DM and gamers.

The sexual diseases are placed here to resemble a realistic fact in real fantasy life, and not to enable players or DM's to act inappropriate. Humans and humanoids alike, are creatures with a natural inborn need to procreate, and therefore can also succumb to realistic diseases connected with this natural behavior. In real life more examples could be found, in a fantasy world, magical variations would probably exist, but this list is extensive enough to educate the players and characters.

This is a handy way to correct players with a sexual overactive character to bring him back to game and suffer realistic consequences for his inappropriate sexual behavior. Through history have sexual diseases, like Syphilis and Gonorrhea, made very many victims. Common people and even presidents, artist, kings, and heroes died ultimately by these diseases. They were a fact of real life as is Aids today.

A true risk, which is best learned in a game, when characters behave in a wrong and risky way, and thus must suffer the consequences, than having it to learn it in real life and suffer real consequences.

This way characters and Players alike learn to think before they act.

Acidic Secretion: Magical Fast Disease

The patient suffers from acidic secretion, and suffers 1d4 damage each day unless flushed with water, the partner not only becomes infected but initially receives 2 damage during the sexual encounter, this is one sexual disease that is instantly noticed upon contracting it. [Cure Disease + Dispel Magic](#). [Sexual Disease](#).

Enlarged Scrotum Syndrome (ESS): Fast Disease

Males only Mild 1-3 Severe 4-5 Terminal 6-8

This disease is that the male's testicles become quite enlarged a (1d4 inches in diameter each). The victim's movement is quartered. Constitution is halved. The pain is awful and its really embarrassing to be seen. [Cure Disease](#). [Sexual Disease](#).

Gonorrhea ; Fast Disease

Mild 1-5 Severe 6-7 Terminal 8

An infectious disease of the genitourinary tract, rectum, and cervix, caused by the gonococcus, transmitted by sexual intercourse, and characterized by acute purulent urethritis with dysuria. There is a 50% chance each month that chronic victims experience the disease again. Females are more susceptible to the disease, they have a 2% chance/round sex to contract it, they have a 40% chance to become infertile permanently, [which can't be cured except by a Wish](#). [Cure Disease](#). [Sexual Disease](#).

Prurire - "The Itch"; Normal Disease

Mild 1-6 Severe 7-8

This is quite an uncomfortable but not lethal experience. The period of affliction is 1d4 weeks. A severe patient has a chance of 100-(quadruple his or her Constitution) of becoming a chronic patient. There is a 50% chance each month that chronic victims experience the disease again. A person will feel an unbearable itch in his or genitals and anus. [Cure Disease](#). [Sexual Disease](#).

Segmen Neus ; Fast Disease

Mild 1-3 Severe 4-5 Terminal 6-8

This disease is named after a disgusting perverse Ogre who was always pestering female species. The effects of the disease are as followed for 3d4 days: -2 to comeliness/day (gradual disfigurement), -1 to Charisma per comeliness penalty. -1 to Intelligence each day (gradual stupidity), one leg goes bad, movement decrease by 90%, unable to participate in any sexual activity. A Terminal Patient doesn't die, but becomes chronic and has a 75% chance each month that it experiences the disease again. [Cure Disease](#). [Sexual Disease](#).

Syphilis ; Fast Disease

Mild 1-5 Severe 6-7 Terminal 8

A chronic (if stronger than Mild) infectious venereal disease caused by a spirochete. There is a 50% chance each month that chronic victims experience the disease again. [Cure Disease will cure until it resurfaces again, a Wish will cure permanently](#). [Sexual Disease](#).

Tuna ; Slow Disease

Females only Mild Only

This disease causes the victim to reek of the smell of fish. Going unnoticed is quite impossible. In fact, if cats are around they will follow the victim. There is a 50% chance/month that victims experience the disease again. [Cure Disease](#). [Sexual Disease](#).

(Magical) Radiation Diseases

Magical Diseases, It is unknown how these diseases came about. Some sages say they're from war, some say that a rip in magical fields caused them, others say that creatures having sex with certain magical beings cause weird things. Whatever the reason, they aren't pretty. Magical diseases often don't have a severity level, you just get sick, die or whatever, without gradual side-effects

Brainburn:	Magic Normal Affliction
	Severe 1 Terminal 7-8

Some say this is a Curse or potent spell rather than a disease. Brainburn affects only wizards, somehow recognizing individuals who work with magic. It attacks the brain directly, causing chronic pain and swelling. **No known cure, beyond the Severe stage (reached after the 1st day), but a Dispel or Anti-magic will probably function, together with Cure Disease and remove Curse.** Those afflicted lose the ability to cast one spell per day (starting with the higher level spells). When they can no longer cast spells, their heads literally explodes (spreading an area of 1d4'). This spell doesn't seem to affect magic-using monsters, and Frost Mages. The reason for this is unknown. The first case of this disease was in Glantri City, from a Mage who claimed to be a Shepherd of Rad (1016AC), and user of a Crystal, the first case of Plague effect was in Aengmor (1012AC) under Shadow Elves. Communication with the Immortals revealed that the Immortal Thanatos the Grim Reaper, was responsible for the creation of this disease as a result of some major mishap placed on him at the end of the Great War (1004-1009AC). **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.**

Ghoul/Wraith/Wight/Spectre (Undeath); Magic Disease
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Return after death. **None known.** Undeath akin to being a Thinking Zombie. Infectious. This disease not only kills the character, but enables the infecting undead to bind its soul to the corpse to become like itself, in alignment and behavior. The original infecting Undead is in control which spirit is called forth. The character originally inhabiting the body may be hunted in Limbo by the original Undead. **5% of contracting the disease per exposure (Mummies or similar Undead), but will only become active after death of the patient (whenever). Also contracted by physical attacks of the Ghoul/Wight or Wraith.** Prevented by an active Bless spell.

Invirmentitis:	Fast Affliction
	Mild 1 Severe 2-5 Terminal 6-8

Eyebrows become white, Voice deepens, Extreme paranoia. **Ovason's Mixture (unique potion).** Permanent insanity if untreated. **Highly Infectious. 5% of contracting the disease per day of exposure. This disease is unknown, save amongst the sky sailors who attempted to break the Known World records for high altitude flight. It has a 5% chance of contracting per 1000' above 20.000. It is still not known where this peculiar infection originated. A Cure Disease spell will heal the patient only if he or she is brought back to an altitude of no more than 5000 above sea-level. But this doesn't imply that the patient will not again fall victim to this disease or ailment.**

Lightwave Sickness:	Magic Fast Affliction
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Permanent loss of Strength [caused by prolonged periods of invisibility for creatures not naturally invisible]. **Special Salve of Coin Wyrn. or a Wish.** Loss of 1-2 points of Str. Permanently. Non-infectious. Lightwave Sickness is rare, virtually unknown outside spellcasting communities. **5% of contracting the disease per Hour exposure of invisibility beyond 2 turns.**

Metallitis:	Magic Rapid Disease
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Destroys all metal it contacts in 2-4 rounds. **No Cure.** Destroys Metal Objects. Infectious. This disease was first encountered following an earthquake in Wendar. After the tremor, a pocket of foul air was released from underground carrying the spores of this fungal infection.

Movellitis:	Magic Slow Disease
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Yellow foam forms on surface of Golem [only affects Golems and other animates]. **None known.** Disintegration in 30hrs. Highly Infectious. **10% of contracting the disease per week of exposure.** Movellitis is believed to originate in Sind. It spread from the cities along the river systems westwards before emerging into the Known World.

Muto Plague:	Magic Rapid Disease
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Turns humanoids into Lesser Broken Ones. **None known. 5% of contracting the disease per exposure.** Permanent shapechange to Broken One. Infectious. This infection originated in Klantyre, and is almost unknown beyond that principality, but when found more victims will exist there.

Mysterionitis (Undeath);	Magic Disease
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Return after death. **None known.** Undeath akin to being a Thinking Zombie. Infectious. Mysterionitis is very rare but known throughout the world. **5% of contracting the disease per exposure (Mummies or similar Undead), but will only become active after death of the patient (whenever).**

Orkinson's Disease	Magic Disease
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This weak affliction (similar to influenza, initially will always affect muscular control (Dex -1) permanently. **None known.** Orkinson's disease can only be found where humanoids live, and as such it is thought to be a by-effect of their genetic structure. Only Humanoids (Orc, Goblinoid, Ogre, Troll, Caninioids) are affected and it is known throughout the world where humanoids live. **5% of contracting the disease per exposure (Humanoids unsanitized living areas).**

Radiance Poisoning:	Slow Affliction
	Terminal Only

Weakness, nausea, lesions on the skin. **Heal/Cure all, or Cure Disease and Neutralize Poison.** Save vs. spells or lose 1d4 hp/hour until death occurs. [Double normal probability of Cancer if saved.]Non-infectious. **5% of contracting the disease per exposure of radiance.** Almost unknown except for some mysterious cases around Glantri City, in the Broken Lands, former Blackmoor and strangely the World Mountain in Ethengar.

Rising of the Lights:	Slow Disease Mild 1-5 Severe 6-8
This disease affects the skin and eyes of the patient, and makes it extremely vulnerable to light and especially sunlight. In effect it will cause the patient pain and hp loss when he or she is exposed for more than 1 hour to normal (day)light and for more than 1 Turn in bright sunlight. In effect, the patient can almost not even endure the light of torches, or open fire, only weak candlelight can be endured without pain or damage. Even Vampires can have this disease, which lets them die even in candle light. The disease was magically created as an attempt to destroy all Undead, but it failed miserably, as it affected even the living Demi-humanoids. Cure Disease and Remove Curse and Dispel Magic. 5% of contracting the disease per exposure.	
Rheumatism:	Very Slow Disease Mild 1-5 Severe 6-8
This disease affects the bones and muscles of the patient, and makes it extremely difficult to move and handle items. The cause of the disease is unknown, but it is known that the older you are the greater the chance to contract the disease. The disease is very slow in its advance, and increases by 1 step from severity 1 for each 10% of the patient's maximum age. Mild Severity 3 to 5 causes Strength to be lowered, Severe severity doubles this and adds a -1 to dexterity for each step of severity. Cure Disease and Cure All/Heal. 5% of contracting the disease per exposure per age category over Young Adult (ie; Adult 10%, Mature 15%, Elder 20%	
Spectrox Toxaemia:	Slow Disease Severe 1-5 Terminal 6-8
High Fever for 24-48 hrs, Purple blotches, Vomiting. Potion made from milk of a Queen Mobat, or Cure Disease and 24 Hours rest. Death in 48-72 hrs. Non-infectious. Uncommon but known worldwide. 5% of contracting the disease per day exposure of Continual Light/Darkness, or other magical light longer than the Constitution the patient has.	
Tumor/Cancer:	Slow Disease Mild 1 Severe 2-5 Terminal 6-8

This disease is a cancerous growth of living tissue somewhere in the body. Several variations are possible. In the breasts, stomach, brain, heart, intestines, or even other body parts, like the skin. The disease is found in creatures of all kinds, even plants (although they mostly won't die by it) when subjected to radiation of any kind (This includes massive amounts of magic). **50% of contracting the disease per exposure.** It is most common in Glantrian Mages, the reason for this is as yet unknown. The disease can also be caused by transplanar voyages, and is known to exist in the Inner and Outer Planes of Energy and Fire. A mild severe tumor can last for several months or even years before becoming severe. It can be found by extensive study of the body of the patient. **In this stage of the disease it can be cured by a Cure Disease spell cast after the operation and cutting out the infected tissue.** There is a 25% chance that the Tumor will reappear some months later, growing anew. A severe Tumor will cause a lot of pain, can easily be found and identified (a large solid lump of fleshy tissue). **But can only be cured by several operations, Cure Disease spells, Cure All spells, and probably even Dispel Evil spells.** A severe Tumor will become apparent in 2 days to three weeks maximum. Internal Tissues Tumor's will become Terminal after this period. External Tissues Tumor will not become terminal, but will destroy the tissue infected totally. As thus it will affect the Charisma of the patient, reducing it with 1d12 points (never lower than 3). The patient will often die by heart or brain failure when the disease is at its summit. The flesh of a creature infected by Tumor can't be subject to a Clone spell without also transferring the disease. Raise Dead will not remove the disease but brings the patient back to the brim of dead or at the beginning of the Terminal stage (if cast Raise Dead Fully). Only a Reincarnation could supply the patient with a new and unaffected body. **The disease can't be cured in any way when it entered the Terminal stage except by a Wish, a special designed artifact, or Healers with a surgery skill. They can cure the disease even in this stage, but the patient will remain severe ill for twice the normal duration, and has to be operated several times, must succumb to strange magical radiances and liquids, which will weaken the body until all statistics have become 3+1d3. This treatment (the Healers call Chemotherapy) will also remove all corporeal hair-growth, and will often mark the patient for live with strange mottled skin pigmentation and overall weakness. This will lower his or her Charisma, Strength, and Dexterity by 1 permanently (if Cured).**



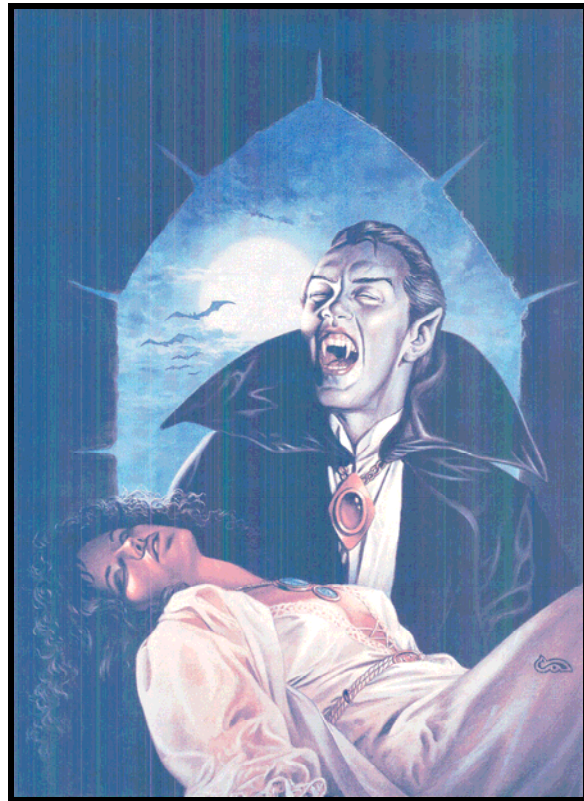
Some diseases can only be determined after death.

Vampirism (Undeath); Magic Disease

Return after death as a Vampire. **The disease is transmitted by enough saliva or level draining from a Vampire. This can be after 3 consecutive bites from the same Vampire in a row in the same moon. When a Cure Disease is applied before the 3rd bite the patient is saved, and will not suffer any other consequences than maybe level draining (depends on the intentions of the Vampire). Any other can only be survived as long the patient will not be slain by Vampire attacks (level Draining, bite/blood wounds).** When the patient dies, he will return from death in 3 days, as a Vampire under the unlimited (in distance) mental control of the final slayer Vampire. This will last until that Vampire is destroyed.

He will then be a Vampire of 7** but can improve 1 HD by controlling at least 2 Vampires, another improvement is granted when all controlling Vampires control at least 2 Vampires. The DM will have more information. At this stage no Mortal Magic can cure the patient. Vampires don't gain levels in their former or current character class, but are able to cast magic if they normally could when still alive, and at the same level. Check alignment, Immortal restrictions, etc.

The "Gift" of vampirism is a magical disease created by an Immortal of Entropy (Night, Hell or Thanatos are suspected) and brought to the Prime Plane in an attempt to spread sorrow and destruction. Mortal Magic or Medicine can't Cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also give the Vampire its special powers (Immunity to Charm, Sleep, Hold Magic, nonmagical weapons/ Shapechanging in Dire Wolf, Giant Bat, or Gaseous Cloud at will in 1 round / Regeneration 3 hp/round until forced gaseous to restore in chest / Level Draining on touch (2Lvl or HD)+1d10 damage / Summon rats, Giant Rats, Bats, Giant Bats, Wolves, and/or Dire Wolves / Charm anyone (unless sv sp-2 to avoid) / Spread Vampirism and seemingly restores the corpse to its youthful vigor. Special weaknesses are; within 10' Holy Symbol (or on consecrated ground)of non Entropic Immortal it causes tremendous pain, thus it can't come within 10'. Garlic has a similar effect (Sv Poison/round or stay away). They can't cross running water(except bridges), no reflection and suffer 2d6 damage per day not rested in coffin. Destroyed by stake through heart, 1 Turn immersion in running water or exposure to sunlight (sv DR/r or disintegrate)—a clouded sky gives no damaging sunlight. When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Vampires do not always begin as evil creatures, but the agonizing need for fresh Humanoid blood eventually turns each of them evil or insane (according to living creatures) at the rate of 1/HD it has.

**Nosferati-Vampirism (Undeath); Magic Disease**

Return after death as a Nosferat-Vampire. **The disease is transmitted by enough saliva from a Nosferati-Vampire. This can be after three consecutive bites from the same Nosferat-Vampire in a row in the same moon. When a Cure Disease is applied before the 3rd bite the patient is saved, and will not suffer any other consequences than maybe level draining (depends on the intentions of the Nosferat-Vampire). Any other can only be survived as long the patient will not be slain by Vampire attacks (level Draining, bite/blood wounds).** When the patient dies, he will return from death in 3 days, as a Nosferat-Vampire under the unlimited (in distance) mental control of the final slayer Nosferat-Vampire. This will last until that Nosferat is destroyed, or when it willingly releases the controlled one, this can't be enforced.

The character will become a Nosferat-Vampire, which is able to still gain levels at almost the normal rate of experience. They are able to cast magic if they normally could when still alive, and still gain levels. Check alignment, Immortal restrictions, etc. however.

The "Gift" of Nosferati-vampirism is a magical disease created by the Immortal of Entropy Night and brought to the Prime Plane in an attempt to create a new race, as they are not necessarily evil. Mortal Magic or Medicine can't Cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also give the Vampire its special powers (Immunity to Charm, Sleep, Hold Magic, nonmagical weapons/ Shapechanging in either Dire Wolf, Giant Bat, or Gaseous Cloud at will in 1 round / Regeneration 3 hp/round until forced gaseous to restore in chest /1d10 damage on touch and will / Restore lost hp by drinking blood for 1d4/bite / Summon rats, Giant Rats, Bats, Giant Bats, Wolves, and/or Dire Wolves / Charm anyone (unless sv sp-2 to avoid) / Spread Nosferati-Vampirism and seemingly restores the corpse to its youthful vigor. Special weaknesses are; within 10' Holy Symbol (or on consecrated ground) of non Entropic Immortal it causes tremendous pain, thus it can't come within 10'. Garlic has a similar effect (Sv Poison/round or stay away). They can't cross running water (except bridges), have no reflection. Destroyed by stake through heart, 1 Turn immersion in running water or exposure to sunlight (sv DR/r or disintegrate)—a clouded sky gives no damaging sunlight (A Nosferati slowly becomes more and more resistant to the damaging effects of Sunlight, the are able to stay 1Hr in sunlight for each 10 years existing as a Nosferati. When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Nosferati do not need the blood of Humanoids, and may feed on blood of other creatures and thus they are able to refrain from evil behavior or becoming insane.

Large Dreaded Dire Disease (Shome papilloma Radiensis virus)
Severe Only

Rapid Disease

This disease (actually a affliction of a virus altered genetic by radiance) originates due the radiation of both the Chamber of the Radiance, Chamber of Spheres but also of the radiation remnants from the RCC reactor (destroyed in 1700 BC) in Trollhattan, OGREMOOR, ORCUS REX, BUGBURBIA, Valley of Khyr, Underground Broken Lands, and partially in Soth Kabree, Erewan, and the western part of Red Orcland and High Gobliny. As the reason for this disease is a genetic alteration, it maybe assumed that the region of ancient Blackmoor on North Skothar also has been affected, but to what extent is unknown. There are no other places where this dreaded disease comes to be.

Creatures that can be afflicted are; All rodents like Rats, Rabbits, Mice, any Reptiles like Lizards or Snakes, Bear (all versions), Wolf (all versions), Lion (any version), Bat (Common and Giant bat only), Boar (all versions including swine, pig), Apes, Ogre, Orc, Kobold, Bugbear, Lizardmen (all versions), Weasel, and Humans, can be affected, but thus far this did not happen yet (merchants that regularly travel through the broken lands are at risk to become a bearer).

Birds, Fish, other humanoids including Gnoll, Rakasta, Lupin, and Faenare are immune, as are creatures that did not live a minimum of three unbroken generations within the affected regions, or that have natural magical abilities (like Demihumans, Fairy, Fairykin, Undead, Lycanthropes, Drakes, Dragons, and most Monsters).

The disease can actually only come forth in creatures that have been exposed to the minute amounts of radiation for several generations, or by insertion from an afflicted individual. For each generation beyond the first an individual lives in the affected area there is a 5% to become a bearer of this disease. If the individual leaves the affected area, it will be cured of the affliction after a period of 10 full lunar cycles when it is only a bearer. Bearers will have no outward effects, or any behavioural effects, but a Detect Disease spell can reveal the affliction.

If a bearer creates offspring, the offspring has a 5% chance to become truly afflicted, if also living in the affected region, but none if outside the region. If both parents are bearers this percentage is 8%. Bearers do NOT spread the affliction in any other way.

A bearer can be cured by Cure Disease magic; an afflicted creature can wander far, and thus can be encountered in Glantri, Darokin, Ethengar, and even Alfheim and the Shadowlands,



Afflicted Rabbits



Afflicted and non afflicted Wolves in a pack together.



Violently afflicted Lizardmen



Afflicted Ogre

Afflicted individuals become infertile, may grow somewhat, their alignment changes to Chaotic Evil, and their disposition becomes violent and aggressive to any other creature than their own due to the continuous pain.(as thus an affected Orc will be violent to all non-Orcs, but not to Orcs, boars and swine. They also act reasonably normal against bearers and other afflicted, as if they sense the disease within. Small creatures like rodents will still not regularly attack larger creatures.

Their skin will become tougher, and give the creature an Armor Value of +50% (round UP) to the natural Armor value with a minimum of +1. (For those gamers using no Armor Value rules; each of these points resists 1 point of damage per attack (1/2 if missile or non- physical magic).

Afflicted creatures can further infect other creatures to make them bearers by insertion of saliva (through a bite, blood-brother rituals, blood transfusion, being eaten, or such).

It will also cause chaotic shaped horn-like bony growths to appear on the creatures back, face, or paws. Any existing horns will increase in size as will teeth. Mostly this will only give the creatures a more violent and gruesome appearance, but it also does increase the damage to the next die (1d4 becomes 1d6, 2d6 becomes 2d8, etc) the creature can do with only its afflicted parts (claws, bite, bear hug) . The creature is somehow also affected by the lunar rays of Matera the visible moon. Each full moon these growths will slowly increase in number, size and mass. **In game statistics this will be reflected in a +1 higher Armor Class as the creature is more resistant to pain, and a 10% reduced speed for each lunar cycle passed., each two moons the Armor Value increases by +1, to a maximum of -50% movement and an AC bonus of +10, and an Armor Value of +6 at most.**

When the creature has a charisma of 3, he must make a saving throw vs. magic each full moon, or die.

They are further affected as having a biological maximum to constitution (and hence extra hit points), but natural biological limits apply. An affected Orc will never have a constitution higher than 18, but there are creatures where constitution could be 19, 20 or even higher. They lose a charisma point for each month affected. Strength will also increase by 1d3; Dexterity lowers by 1d3 natural limits do apply. Intelligence and Wisdom are not affected.

Prolific creatures like Rodents or Boars will be more commonly encountered being afflicted (about 90% is bearer and 5% is afflicted). Predators will be rare (about 50% is bearer, less than 10% is afflicted), Humanoids will be very rare (about 25% is bearer but only 2% is afflicted).

Afflicted creatures cannot be cured by most magic of any sort. In fact healing magic does not work on the creature anymore. Only a Wish or an Immortal Cure all/Heal (this may be from an Artifact or actual Immortal) will cure the individual.



Afflicted Bear & Polar Bear (seen in North Skothar only), Glantrian Large Ape, Broken Lands Boar, and -Rat.

Wasting Disease:	Very Rapid magical Disease	
	Mild 1-5	Severe 6-8

This disease, infects the victim with a hideous wasting disease unless he successfully makes a saving throw vs. spells. It is in effect a direct affection of magical radiation poisoning. The same disease did apply to the survivors of the Great Rain of Fire disaster of 3000BC and lasted up to 1500 BC.

A diseased victim has a -2 penalty on all attack rolls. In addition, the victim's wounds cannot be magically cured, and natural healing takes twice as long as usual. The disease is fatal in 2d12 (2-24) days unless removed by a cure *disease* spell.

A Cure Disease spell will remove the disease in 1 hour+ 1d8 Turns.

The Debilitating, Infection, and Fatal versions of the reversed Cure Disease spel (Cause disease) belong to this magical disease. See more under that spell below!!

Infections

An Infection is a wound in- or externally infested with a rotting or digestion process. Infections are not contagious, when no wound is available

Hin Eczema and Acne:	Rapid Infection Mild Only
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Large pustules all over the face, skin rashes, and lots of dandruff, ugly by harmless affliction. Charisma -1d6 until cured, followed by a period of 1 month where Charisma is lowered by only the half (round up). **This disease has no treatment, except maybe incidental, with removal of individual pustules (a Greusome task, which increases the infection chance by 5%).** When the patient tires to press out the pustules, he can get an infection (see Infection) and has the chance to be permanently scarred, which will lower his Charisma by 1d3. **1% of contracting the disease per week of exposure.** The disease originates from the Five Shires and can be found everywhere where Halflings live or come regularly. The recurrence of the disease is every 1d10 years.

Infection (common):	Fast Infection	Most common encountered infection
And therefore the best way to introduce characters to the risks of disease. A good way is to let a wound contracted in a battle become infected. (bite wound of animal, monster or undead or weapon of undead or humanoids). Mild 1-5 Severe 6-7 Terminal 8		

Infected corporeal area. At least an inflammation (reddening and swelling) is visible. The affected area is sensitive to touch, painful on itself, affects dexterity (-1/ severity) and AC (-1/grade severity) of at least the infected limb or body part. Mostly the body will be able to fight the affects of the viral and/or bacterial intruders in the body, but this "battle" will cause fever and 1 additional effect to the affected person per grade of severity. **Infection; An common infection can only be caused on an existing external or internal wound. Most wounds will become infected when they aren't cleaned thoroughly. A severe or Terminal infection has spread far beyond the wound and thus affects the body on much greater parts.** When the wound is infected, no Cure Wound spell can be applied before a Cure Disease spell has been applied to the patient. When the infection has become severe (automatically after a week of not being cured), or when it became severe from the beginning, it needs slightly cutting away the infected tissue (this can be done by maggots, Leeches, Insects like ants, or even the rough tongue of the Goat), after which it is treated with a Cure Disease spell. And sometimes the complete limb is cut away when no healing magic is available. When the new wound is properly ended, the affected person will normally heal-though handicapped. This is a common treatment where magic is not available, (especially on ships).

Longship Pneumonia:	Normal Infection
Mild 1-6 Severe 7-8	

Coughing, loss of balance, memory and direction loss, Sea sickness, cures itself after a mild fever in a month. The severe variant completely disables the person, while the mild he or she can still walk (although with trouble)and the disease will last 1d4 weeks longer. **A Cure Disease will stop a Mild severe disease, and lower the Strength of a severe disease to mild stage. 1% of contracting the disease/week exposure, the epidemic lasts 1d6 weeks.**

Mouth and Claw Disease	Normal Infection
Hoofed Creatures only	Terminal Only

This disease affects only Horses, Cows, Giraffes, Camel, Goat, Elephant, Sheep, Faun, Minotaur. Other species are immune against it but can easily become carriers as the disease attaches itself to the faeces of the patient animal, and thus to the feet of other species. The disease causes a rapid degeneration of the muscular and nervous system resulting in a permanent loss of 1 point of strength each 3rd day, several uncontrollable spasms, until death occurs in convulsions and spasms. **A Cure Disease will kill the disease in the patient, but not around it. the patient will easily be reinfected unless a Sterilize spell is used on the living area in combination. 15% of contracting the disease / week exposure (only visitation of infected areas), the epidemic lasts 3d6 weeks.**

Mummy Rot:	Slow Infection active after 1d4 Days -con x Hr24
Terminal Only; Death (or loss of the body part or function) in 1-12 days, 3 additional effects.	

A Cure disease spell and/or other treatment is absolutely needed to cure the patient to the "severe" severity, and to prevent him or her from dying.
Caused by contact with old relics taken from infested graves, or by mummies themselves. Rotting skin, death in a few days if not cured. The Charisma of the patient will be lowered by the Broken Bones Table with half effect as the rotting can affect specific body parts. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.** This disease is common in Nithia, Ylaruam, Isle of dread, Karamaikos, Thyatis, and all other places where ancient tombs exist and are visited irregularly (by adventurers, or Humanoids, for example). It also comes forth on the religious Holidays in Surra-Men-Raa. **The disease is also brought forth by the attacks of a Mummy, and contracted on touch by a Mummy, it's winds, sacrificial items, it's tomb, or even other items touched by it, and in this case it can be treated by a single Cure disease spell, except when caused by a Greater Mummy, or by the contact of old relics, entering ancient tombs, or the Curse of the Mummy. In these cases a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all.**

Pleurisy:	Fast Infection
Mild 1-2 Severe 3-4 Terminal 5-8	

This lung disease affects only the front of the chest, where moisture has infected the front parts of the lungs. This disease lowers all abilities by 1d4+1 per severity degree rolled, lowered 1 each day. When Strength or Constitution reaches 0 he dies. **Cure Disease**. The disease is highly contagious, as it spreads by the coughing the patient does constantly. When the disease is not permanent, then the patient will become comatose and lose the rest of the points from his original amounts permanently. When it is mild, the patient will lose only 1 point permanently if he fails a save vs. death ray. **10% of contracting the disease per exposure. Epidemic lasts 1d4 Months.**

Pneumonia: **Normal Infection**
Mild 1-3 Severe 4-8 Terminal special

This lung disease affects the whole lung, where infected moisture has infected the whole and especially the lower parts of the lungs. But the amount is lower than with Pleurisy, the character will show overall weakness (all statistics halved for the first week). When the patient fails three Saves vs. death ray in a row, all his statistics will lower by one each day after the initial week, until his Strength or Constitution reaches 0 and the patient dies. **1% of contracting the disease per week of exposure. Cure Disease . Epidemic lasts 1d6 weeks.**

Purulent Cataract: **Fast Infection**
Mild 1-5 Severe 6-8

Caused by rare Alphatian Dust affecting the eyes. Causes searing eye pains and permanent blindness if not cured in a week. **Cure Disease.** The patient is in effect already blinded, due pain, tearshot, and so on. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.** Originating From Southern Alphatia recurring in the Drought years. The disease is common in the original dimension or Plane where the Alphatians originated from, and can also be found in Zzongha caves, or Silk Spider farms.

Rabies:	Normal Infection	(remember to add additional effect by severity –See Pages of Virtue)
roll 1d8 (+2 if wounded by critical attack)		Incubation Time;
1-3	Severe infection	1d2 days –(con adj. x Hr)
5-8+	Terminal Infection	24 Hr –(con adj. x Hr)

This disease spread by infected Foxes, Dogs, Gnolls, Lupins, Wolves or Lycantropes. It is transmitted like Lycanthropy, by a bite-wound. In these hosts the disease is violent and usually fatal. Bats, Rats (even Were-Bats and Were-Rats) can also carry Rabies, but will not die by it, but transmit them as normal. A characteristic behavior of rabid creatures (be it animal or demi-humanoid) shows in the mild stage of the disease general malaise of the wound and a spasm of the muscles of the throat, especially at the sight of water, so that the patient is unable to drink, and generalized convulsions. Foam will show at the mouth and/or nose of the patient. The pupils will be small and unfocused. It is one of the most terrible diseases. The affected creature becomes Chaotic evil, and berserk at all creatures (even reflections, pictures, shadows, or even thoughts of a creature). **The disease spreads along the neurons, and this reveals the reason why the disease can be halted by amputation of the infected area.**



The brain becomes blackened by the disease in the severe stage. The duration of the stages last as long as normal, and follow each other, but the disease can't be halted easily. **This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20 + Con. patient = % chance to be successful).** The disease ends in a massive heart failure, or just passes away at the end of the severe stage, if not Terminal. The total Time to cure will be about 3 months. **1% of contracting the disease per week of exposure, but 50% if bitten by an affected creature. Epidemic lasts 1d6 weeks.**

Tetanus: **Fast Infection**
Mild 1-5 Severe 6-7 Terminal 8

This disease will weaken the patient (Strength and Constitution) by 3 points each. **10% of contracting the disease to any wound per exposure of rusty metal, ground, dirt (especially ground whereupon a dead or wounded person has lain, battle fields, hospital- or cemetery ground) etc.. The lost points can only be regained by a Wish or restore spell, the disease must be cured by hygiene and a Cure Disease. When only the wound is cleared, Leeches, small Fish or other small flesh eating vermin may be used instead of the spell.** The disease will always start mildly, then becoming severe, and when not cured at that moment even becoming Terminal (when a Save vs. Death Ray is failed).

Rats Disease: **Fast Infection**
Mild 1-5 Severe 6-8

Anyone bitten by a rat has a 1 in 20 chance of being infected. (This chance should be checked each time a rat successfully hits. If a rat is diseased, its XP award is 6.) The victim may still avoid the disease by making a saving throw vs. poison. If failed, the victim may die in 1d6 days (1 in 4 chance) or may be sick in bed for 1 month, unable to adventure. **10% of contracting the disease to any wound per exposure of ground or dirt (especially ground whereupon rats have defecated or lived etc).. The disease must be cured by hygiene and a Cure Disease. When only the wound is cleared, Leeches, small Fish or other small flesh eating vermin may be used instead of the spell.** The disease will always start mildly, then becoming severe within a day or two, but after half the duration the intensity will drop to mild again.

Highly Infectious Diseases (Plagues)

Bargdar Disease(Minotaur Plague):	Rapid Disease
Equatorial or Minotaur regions	Severe 1-5 Terminal 6-8

Affects all bitten by a Bargda, Minotaur Vampire or Zombie. All muscles and reflexes are slowed (automatic loss of initiative), loss of 1 point of Dexterity each hour (not lower than 3) Minotaurs (often found on the Islands Cathos and Vacros on the Thanagioth island-chain) are affected in full by this disease created by the Immortal Thanatos especially to work against the Minotaur race. They must save against spells or become an Evil carnivorous Bargda in (Constitution x days).



Those who don't save lose 1 point of Constitution per week, as their flesh starts to rot away. The only way to prevent this is to consume 1 Demi-Human-oid of any race within a week. This way they become the so-called Minotaur vampires and later on even zombies. When their Constitution reaches 3 they lose all Intelligence and Wisdom and are no longer able to think how to act, and thus to prevent further decay. They no longer hunt Demi-Human-oids, but rot much slower, as normal, about 1 point each month normally or much slower in cooler circumstances. When they reach a Constitution of 1 they have become a Minotaur Skeleton, which will fall to bits and dust if exposed to Holy Water, destroying Turning, direct sunlight, or flowing water, otherwise they will exist for about 100 year, under the control of any Undead, Evil Cleric willing or under minute control of Thanatos himself (this means no attention given to it, more than one simple task like guard this spot etc.). **Cure Disease to Demi-Human-oid of any race except Minotaurs, for them there is no known cure if affected. Ogres, Trolls, and Hill Giants are immune to this disease. Highly Infectious. 10% contracting the disease per touch exposure, or 50-100% per bite (depends on save), luckily the disease reveals itself by a strong pungent odor, unknown to any natural smell, and thus precautions can be made.**

What does the disease actually do to a Minotaur, how does it change them.

It makes them stronger and far more disgusting. Their bodies grow and become bend and twisted, their horns become more like twisted ram horns. They get sickly green eyes and their ears sometimes split in to another extra ear (often one side of the body only). Their speech becomes so slurred and garbled that only other Barghda can understand it. They instantly become Chaotic Evil, with most of its memories intact, but corrupting their former ideals, relations, friends, jobs, and alliances to the utmost of their new abilities. See the table for further changes. It also greatly improves the weaker lower level Minotaur, by growing it into a 12HD creature with additional HP for new HD and greater constitution. Those of higher level get only the extra HD, and lose all higher hit points. They also lose all class abilities like spellcasting, weapon mastery, thief abilities, mystic abilities, and normal skills. The hair on their back, shoulders, and chest and hips is accompanied wit 5"-8" black long rigid hair. They'll lose their wings in a few days, rotting it away, to an eternal open wound. Their feet are the only way to determine what Minotaur it was prior. Human feet are War Minotaurs or winged Minotaurs, two toed feet are either Common or Northern Minotaurs and pure hooves are Barghda born from Barghdas.

Age	Bargda	HD/HP
Youth		
0-3	Baby	2d8
4-8	Youngster	5d8
9-15	Teenager	9d8
Adulthood		
16-21	Young Adult	10d8
Seniority		
22-30	Adult	12d8
Veneration		
31-40	Mature	12d6
4+	Elder	12d4
45+2d6	Death	

The disease carried by the Barghdas sustains them, but it also takes its toll. Eventually it wears them down., weakening the mighty humanoid as they approach the age of 40/50 years, as a Barghda's own reflexes are worn away by the disease, its days are numbered; soon they'll be killed by a younger Barghda or resentful humanoid. Those Minotaurs of older age transformed in a Barghda will instantly be weakened as per normal age rules.

When a young Minotaur becomes infected he transforms into a Minotaur Barghda with statistics as per age and Barghda infection. Its HD are affected and thus increased to what is given in the age table. As soon as it becomes an adult it grows into a 12 HD example. As can be seen these seem to be growth spurts. These growths take place prior to the week before the characters birthday. It will be fully grown at this birthday into what it should be according to the age table. Older Barghda's lose their strength and hit points, and must reroll these as per table. If the roll was higher than the amount the Barghda already had, he does not lose any hit points, but when the new roll is lower, these will be the hit points the creature has to do with.

Bloodfire:	Fast Disease
	Severe 1 Terminal 2-8

Inflammation of the Brain [fever], Coma within 10 hours. **No Cure.** Constitution check or die, then half-Constitution check or die. Highly Infectious. Bloodfire was originally a disease of the Broken Lands but in the last generation it has migrated to the increasingly fetid waterways of Giantri City. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.**


Brain Fever:	Normal Disease
	Mild 1-7 Severe 8


The Intelligence and Wisdom and Charisma of the patient are each lowered for 1d4 points due to the severe pain. The patient becomes bedridden for 3 weeks or 10 weeks if severe. The patient will also lose 1d10x5% of all memory if it becomes severe. **The Disease can't be cured, and must be needs triple amounts of water when attempted to cure, or the disease will become severe.** He can't eat solid food, and can only be kept well fed with brews and soup. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.**

Brain Rot:	Fast Disease
	Severe Only
<p>Sleeping disease which exhibits no symptoms until the victim keels over without warning. Affects the brain and nervous system. The Victim is bedridden for 1d4 months and never fully recovers, he becomes uncouth and careless. All ability scores are lowered by one. The character can have no annual training, character building or combat experience. In effect he is stuck at his current level during the periods that the disease affects the patient. His Intelligence is lowered by 1 permanent until cured, (a hefty process since this is not a disease but a malfunction, sometimes caused by a disease). The Disease can't be cured completely, but the duration can be shortened by a Cure Disease spell, and thus preventing the Intelligence loss. The disease which causes it originates from Soderfjord city and has a recurrence of every 1d10 years, it appears to be no more than a common flu in the beginning, but after 2d4 days the victim becomes drowsy. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>	
Bubonic Catarrh:	Normal Disease
	Mild 1-5 Severe 6-8
<p>Purulent coughing affecting <u>solely</u> Humans. Must be cured within a month to avoid choking with lung buboes. A Cure Disease spell reduces the severity to Mild, or cures it, if already Mild. 10% of contracting the disease per week of exposure. Epidemic lasts 1d4 months. The disease originates from Southern Ethengar, and can be found especially in grasslands during famine years. The disease has no effect at all on Humanoids, Demi-Humans and Half-breeds.</p>	
Bugbear Typhus:	Rapid Disease
	Terminal Only
<p>High fever, stupor alternating with delirium causing unpredictable berserk rages. Death if not cured in a week. Cure by Cure Disease and Cure All. 15% chance to be cured by usage of daily sweat baths, and a special Potion of Typhoidismal (Created by Bugbear Shaman RHAghardrr of Darokin—near Corunglain). Constitution and Charisma -3, Strength +2d4(species other than Bugbear+2) (even beyond 18) Highly infectious. 10% of contracting the disease per exposure. The disease is common under Bugbears, and this is one of the reasons they do not exist so much. Epidemic lasts 1d4 months. Those cured will become immune, but their offspring not! The disease is more common in the Altan Tepes mountains than anywhere else. Its recurrence is each winter. It does affect all Bears species, Dwarfs, Humans, and other Humanoids, but not other animal or Demihumans species, but can be transmitted by <u>any</u> Carnivore or Omnivore carrier.</p>	
Cholera:	Normal Disease
	Temperate / Tropic / Subtropics regions Severe 1-2 Terminal 3-8
<p>This disease is common in Sind and Ashnapur, and therefore also known as Sindi Cholera. The disease is spread through contaminated water (a Detect Poison spell will reveal that the water is undrinkable). The patient needs up to 1d8 times the normal amount of water. The patient becomes namely so dehydrated that he dies in 75% of all untreated cases. Cured by a daily Cure Disease spell(as long as sick). If treated he must succeed a Save vs. spells or lose 8 points of Constitution, 4 of Strength, 3 of Dexterity, and 2 of Charisma due to the yellowish sickly skin. If the save is successful the effects will disappear in the double amount of Time the patient was sick, and the patient will only lose 1 Constitution point. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>	
Consumption:	Fast Disease
	Mild 1-5 Severe 6-8
<p>In effect the same as Tuberculosis, but instead of water, the patient is in need of 1d6 times his or her normal amount of nutrition (Food). The body severely weakens, and the weight of the patient will fall to about 20+2d10% of the original weight. Even when he recovers, the weight will very difficult restore itself again without the use of magic. Cure Disease spell. The rate will be about 5% recovery in the first three months, 10% in the second and 25% in the third three months period. The rest of the original weight is lost forever, in effect it is very difficult for the patient to gain mass, even magically (an additional bonus of +2 is added to the Save), and virtually impossible to increase beyond his natural basis according to his or her height and age. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>	
Desert Meningitis:	Fast Disease
	Terminal Only
<p>Regular loss of temporary consciousness, head aches. Must be cured in a week to avoid death. Intelligence is lowered by 1 each day (not permanent). Recovery lasts at last twice as long. No known permanent cure, a Cure Disease spell will halt an "attack" of the disease, so a patient will recover. The disease will resurface again when the patient will be exposed to any heat stroke or deprivation of water. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease originates from the Ylaruam Coast and has a recurrence during the drought years.</p>	
Dodo "Flu":	Fast Disease
	Mild 1-5 Severe 6-8
<p>Sneezing, Runny nose, Aches & Pains, Headache. Potion made from Alphantian oranges, or a Cure Disease. Fever & stunned for 1-6 days, half if cured. Mildly infectious. This complaint is mentioned in the fanciful tales of Travellers entering a "World Within". Supposedly the Travellers entered into a Hollow World, where this 'Flu' strain had killed all of the local people on a floating landmass. For this reason that landmass was shunned. 1% of contracting the disease per week of exposure, constant available on the Hollow World Floating Island Ashmorian. Epidemic lasts 1d6 weeks. Easily reinfected, always terminal due weakness, malnutrition on Ashmorian.</p>	
Dysentery:	Rapid Disease
	Mild 1-6 Severe 7-8 Terminal Special
<p>An unpleasant but general minor Ailment. Fever, Weakness, Diarrhea, Nausea. The severe variant can even become deadly if not cured in a week. A Cure Disease spell will cure the disease. All severe victims develop permanent digestive problems. Therefore there is a 25% chance that the Constitution is lowered by 1 point permanently. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease is permanent common in the tropics and subtropics, as: Thanagioth Isles and Archipelago. (effecting the whole tropical area), and at sea.</p>	

Dumdum Fever:	Slow Disease					
	Mild	1-5	Severe	6-7	Terminal	8
<p>The character is affected by a drooling, runny nose or snout, and a gaping mouth. His Intelligence is lowered by 2d6 until cured. Mild severity lasts 2d6 weeks, Severe lasts 2d4 Months and Terminal doesn't cause death but lasts for a full year and his Intelligence is permanently lowered (recoverable by a Wish only) by 2. A Cure Disease spell will lower the Severity, and a potion made from Eggnog and Castor Beans and Wyvern Blood will do this also. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. Its recurrence is unpredictable, but it originates in the Dwarfgate Mountains, or anywhere else where Dwarves live. It can also be found under the Shadow Elves, where the disease can have great social side effects on the patient.</p>						
Draconian Flu:	Slow Disease					
	Mild	1-5	Severe	6-8		
<p>This disease affects only Dragons in full (all other species will feel as if affected by a normal Influenza) and acts exactly like a common influenza will only show itself by side-effects as in the table, but with 1 extra effect/grade of severity. And this causes the Dragon to sneeze once every 1d4 minutes (unless saved vs. Death Ray) at least with double his normal range, effects and power. The dragon will be unable to read, sleep, fly, concentrate for the 2 rounds preceding a sneeze and those directly after it. Although himself immune to his own breath, items or creatures will suffer full (thus double) effect from it unless the successfully take cover (save vs. dragon breath), They will all also succumb to common influenza (25% chance). The Disease has no known cure, other than sitting it out. The duration is never more than 30-the Dragon's Constitution in days. For every symptom there are several herbs, ointments, baths, tee's, spices, potions, and more, which could lessen 1 or more symptoms temporarily (1d12 Hours, maximum). Remember that Dragons have a different metabolic system and require great quantities of these substances to be helpful. Some Dragon Clerics have made use of the Cure Disease spell to remove no more than 1d3 side effects, but were never been able to remove the sneeze-blast. The patient will feel an overall cold/stiffness in all his muscles. 25% contracting the disease/ day exposure. Epidemic lasts 1d6 weeks, but widespread.</p>						
Dwarven Bronchitis:	Slow Disease					
	Mild	1-4	Severe	5-8		
<p>High fever, coughing, Constitution -1d4. Each character must save vs. spells to avoid a berserk (and greedy) rage at the sight of gold, Gems and such. This disease can last a life Time. The patient must throw a save each 3rd month (if mild each week), and remains sick until the save succeeds, at which Time he will slowly heal in a period of about 1d3 weeks. Daily Sauna's and Steam baths (at least every 4 hours if severe and every 12 hours if mild) with medicinal herbs, will lower the severity, and can even cure the disease if in mild severity if treated for at least 1 day per Constitution point, A Cure Disease spell will also do this. 1% of contracting the disease per week of exposure, and the epidemic lasts 1d6 week. The disease is originating from all Dwarven (and probable all other unnatural and natural caverns also) in years of warfare or when digging through Coal.</p>						
Ghol Chiem Infection:	Rapid Disease					
	Mild	1	Severe	2-5	Terminal	6-8
<p>Not a real infection but hides itself and spreads through the tiniest of wounds. Skin turns bright green, Coma in 12 hrs, Death in 24 hrs. Non-infectious. Red Lilly Flowers. This disease is a creation of the lesser Immortal Kyuss, originally released in Thyatian territories it was later spread to the Savage Coast and Davania where locals had no resistance to it at all and it caused widespread depopulation. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>						
Gnoll Hepatitis:	Fast Disease					
	Mild	1-5	Severe	6-8	Terminal	Special
<p>Violent abdominal pains, nausea and convulsions. Constitution -1 per day until cured (not permanent). Only Liquid food and a daily treatment of Cure Disease spells and special Herbs (Tee, Baths, Ointments, and Roots) will cure the disease, else the patient must ride out the whole disease. This can become deadly, although the disease is normally not terminal. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. The disease originates from the Soderfjord Marsh or most other marshes and has a recurrence of each summer.</p>						
Goblin Measles:	Normal Disease					
	Severe	1	Terminal	2-8		
<p>Small red pustules all over body. Larvae grow in the pus, death if not cured in a week. This disease will even infect wolves, dogs and Werewolves. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. The disease originates in the Crutch Mountains and is recurrent each mid winter. The larvae are from tiny insects normally living on dead flesh, but the disease attracts them. The Healer must actually fight the disease and the insects. So a Cure Disease and Repel Insect is needed, to recover from a Terminal severity. When the disease is no longer terminal the patient will totally recover after the severity degree in weeks, but will become a major target for bugs and flies for an additional 1d4 -Constitution bonus weeks.</p>						
Great Brunian Plague:	Normal Disease					
	Mild	1	Severe	2-5	Terminal	6-8
<p>Buboes, Rashes. Lancing boils, feeding patient rotting Fruit, or herbal tee. Magical cures will only increase the severity by 1 step (if 9 is reached, even kill the patient). Crippling weakness. 25% Fatality. Highly Infectious. This legendary disease has never returned again with the ferocity it once possessed but there at least a handful of fatalities from it a year in the Known World and occasional pandemic outbreaks within a realm. 10% of contracting the disease per week of exposure. Epidemic lasts 10d6 weeks, but this rarely happens, since every Cleric or Healer knows how to treat this ancient disease.</p>						
Griffin Pox:	Normal Disease					
	Mild	1-5	Severe	6-8		
<p>Yellowish skin with red pimples, high fever, Charisma -4(10 % chance -1 Charisma permanent due to pimple scars) highly contagious. A Cure Disease will prevent the permanent disfigurement, butt will not remove the disease. 1% of contracting the disease per week of exposure and 25% on contact. Epidemic lasts 1d6 weeks. The disease is common in dirty surroundings like the "Black Eagle Barony" or the city of Landfall. Its recurrence is every 1d10 years.</p>						

Horsemouth:	Rapid Disease
	Mild 1 Severe 2-3 Terminal 4-8
<p>This pestilence causes victims to burn with an incredible fever and froth at the mouth (hence the name). The body literally burns itself out trying to fight the disease, and most victims die in less than a week (Constitution -1d8 days). Hallucinations are a common side effect. Those with a Constitution of 13 or higher have a slight chance (5% per Constitution bonus) of surviving the disease. This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20+Constitution% chance to be successful), The only known way to recover is remain stable and rest without food and drink for the disease to run out its course through the body. Those unlucky to fall victim to the Terminal severity can only survive by a Raise Dead spell cast prematurely to the Death, in which case they will only lose 1d3 HD and their hp (remember that the patient can still die by the treatment itself). 1% of contracting the disease per week of exposure, but the disease is so rare that it can only be found in or near apocalyptic circumstances.</p>	
Influenza (The Grippe):	Rapid Disease
	Mild 1 Severe 2-7 Terminal 8
<p>Some say the disease is attracted by weather changes, but this is not proven, although most patients will become sick during periods of bad weather after a period of good weather. Will only show itself by side-effects as in the table, but with 1 extra effect/grade of severity. The Disease has no known cure, other than sitting it out Magical or Druidic cures however are able to prevent death in the terminal stage, but not remove any of its symptoms. For every symptom there are several herbs, ointments, baths, tee's, spices, potions, and more, which could lessen 1 or more symptoms temporarily (1d12 Hours, maximum).The patient will feel an overall cold/stiffness in all his muscles. 25% contracting the disease/ day exposure. Epidemic lasts 1d6 weeks, but widespread.</p> <p>DO NOT FORGET TO TOLL FOR ADDITIONAL EFFECTS!!</p>	
Klenda Virus:	Rapid Disease
	Mild 1 Severe 2-5 Terminal 6-8
<p>Flesh rots in 2-4 minutes, Agony. Cure Disease at Level 5 or above. Death in 2-4 minutes. Infectious. 5% of contracting the disease per exposure. This "super-leprosy" strain is confined to some of the Isles in the Dread Archipelago. This disease is never found in cold regions, and a victim could survive from a terminal stage its surroundings are kept cool, this can be done magically or naturally, the symptoms are lessened and the stage will fall back 1 stage in (3 weeks-Constitutions days), the patient will slowly recover in about 1d8 days.</p>	
Kobold Flu:	Rapid Disease
	Mild 1-5 Severe 6-8 -
<p>Coughing, loud sneezing, runny nose. Strength, Constitution and Charisma are lowered by 2, Dexterity is lowered by 1d6 until cured. No known cure as per 1010AC, but a Cure Disease will prevent the loss of Charisma or Dexterity (either one, not both). Can last a month if mild and 2 months if severe. 10% of contracting the disease per week of exposure Epidemic lasts 1d4 months. Originates from the Hardanger Mountain range and has an unpredictable recurrence.</p>	
<p>This is an advertisement Brought to you by the DDC.</p>	
<p>A natural cure for the Kobold Flu, which ran rampant in the Hardanger Mountains 1014AC, is now available at Fordson's Herbs and Spices in Soderfjord. If you are coughing, sneezing and have a runny nose [as well as overall muscle weakness] and you or someone around you has been in the Hardangers recently, then you have it. Why sit around and look feeble for the month or two it takes to get over it? Come to Fordson's Herbs and Spices, where a cure is only 5 gold markkas. Guaranteed to work within a week and completely non-magical.</p>	
Lazar's Disease "Is this the face they rejoiced to see?":	Normal Disease
	Mild 1 Severe 2-5 Terminal 6-8
<p>Rotting Skin, Blindness, Stench. Cure Disease, Cure Blindness, Remove Curse, a good bath combined with a delousing effect will cure a mild stage of this disease. Debilitation, Death in 2 years if not treated. Each stage lasts 8 months, until death. Non-infectious. Lazar's Disease is uncommon but known throughout Mystara, especially under beggars and other people living poorly in the cities. Contraction of the disease is directly linked to poor personal hygiene, and has as thus a contracting chance of 25%.</p>	
Measles:	Fast Disease
	Mild 1 Severe 2-7 Terminal 8
<p>Heavy symbols like a common flu, overall weakness, (Strength -1d4), but further the patient will have moments in which he or she doesn't feel ill. These moments will last about 1d8 hours. Cure Disease. The disease will else show all the side effects variable by each case independently, but the patient will also get small red dots and pimples all over his or her body, but they do not itch, and leave no marks. The terminal side of the disease severely weakens the body, so its becomes vulnerable for other diseases like Pneumonia, and eventually kills the patient by a combination of the Measles and the other diseases. 15% of contracting the disease per day of the epidemic, and exposure.</p>	
Neurotrope X:	Slow Disease
	Terminal Only
<p>Parkinsonian jitters, Forgetfulness, Black inflamed veins, Swollen glands Golem Dust. Death in 1-2 days, Permanent nerve damage even if patient survives. Non-infectious. This virus was released deliberately after its creation by the Cleric Fangolior of Vanya from Darokin, in an attempt to destroy "Blasphemers", but affected himself directly. 5% of contracting the disease per exposure.</p>	
Pox (small):	Fast Disease
	Mild 1-3 Severe 5-6 Terminal 7-8 (to hillgiants always terminal)
<p>This disease spreads through the population like a wildfire. 25% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. It reveals itself in large pustules all over the body, which dry out and so spreads itself with the flakes of the pustules. The Charisma of the character will be lowered by half the severity roll (round up), a 4+ will be a permanent Charisma reduction of 2 by scars of the pustules. Cure Disease.</p>	

Scum Variola:	Normal Disease Terminal Only
Pale skin, pustular eruptions, nausea, scummy attitude, death if not cured in one week. Cure Disease. 1% of contracting the disease per week of exposure Epidemic lasts 1d6 weeks. Originating basically in the Black Peak Mountains, and its recurrence is each spring.	
Sewers Typhoid:	Rapid Disease Mild 1-3 Severe 4-6 Terminal 7-8
Violent headaches and intestinal pains. Death occurs in two weeks if not cured. Madness occurs in a week. The madness stays even if the disease is cured, Cure Disease, the Madness must be cured separately (Cure Insanity). 10% of contracting the disease per exposure (50% if wandering in sewers or alike areas). Epidemic lasts 1d4 months. This disease is originating from all the great cities, like Thyatis, Glantri, Sundsvall, etc. and is a result from overcrowding (which can also happen in the smaller cities).	
Sheepox:	Fast Disease Mild 1-5 Severe 6-8
A common, Highly contagious affliction. Once infected and recovered, the victim is immune from further infection. Cure Disease. The Charisma (Comeliness) is permanently lowered by 1 point, There is a 25% chance that the Strength and the Constitution are lowered by 1 point also (roll separately). 10% of contracting the disease per exposure. Epidemic lasts 1d4 months.	
Tanagoro Pox:	Fast Disease Mild 1 Severe 2-5 Terminal 6-8
Fatal blood clots. Potion made from Marigolds and Honey, or Honey from Giant Bees. Each Hour save (vs. Death+8 - severity degree bonus) or die in 3-10 minutes. Infectious. Restricted to Skothar, but spreading as contact with the rest of the world increases. Tanagoro Pox seems to strike only in wet Monsoonal conditions, and thus stays restricted to Tropical regions. 10% of contracting the disease per exposure.	
The Black Plague:	Fast Disease Severe 1 Terminal 2-8
Pale Skin, heavy sweating, black swollen tongue, oozing buboes, all statistics -1d6 permanent, death in 1d6 days if not cured. The Disease can be prevented by destroying all insects and vermin in the area and encircling the area with a ring of continuous fire for at least 2 weeks, or to be completely save for the whole duration of the epidemic in the affected area. Cure Disease. Some quacks have spread rumors of insane cures, like placing life fogs on the buboes, if the frog would explode the patient would be cured, or similar nonsense. If Cured the patient will recover after 2d4 days, but all remaining statistics halved (for only another 1d4 days). Originates often from the Heldann Freeholds. 10% contracting the disease if exposed to it. It is said rats and Wererats spread the disease, without being affected by it. In Glantri they even say the Dwarves spread the disease, but actually it are the flees living on them. This disease can become an epidemic, which lasts 1d4 months. Those recovered without Cure Disease become immune to both the Black and Brown Plague.	
The Brown Plague:	Rapid Disease Mild 1 Severe 2-7 Terminal 8
This disease is almost equal to the Black Plague but the onset of this illness is so rapid that the victim is often desperately ill before treatment can be obtained. Cure Disease. If Cured the patient will recover after 2d4 days, but all remaining statistics halved (for only another 1d4 days). Only good Fortune can prevent a serious reduction of one's overall Health. The Constitution is lowered by 1d6 points permanently. 10% of contracting the disease per exposure. Epidemic lasts 1d4 months. It is said rats and Wererats spread the disease, without being affected by it. In Glantri they even say the Dwarves spread the disease, but actually it are the flees living on them. This disease can become an epidemic, which lasts 1d4 months. Those recovered without Cure Disease become immune to both the Black and Brown Plague.	

The Sickness:	Rapid Disease Terminal Only
<p>This deadly wasting Disease is so uncommon that it has no other name than "The Sickness". It is extremely contagious. Victims lose 1 Constitution point per day as their flesh melts away. Worse they remain lucid during the process. When Constitution reaches 0, the afflicted person dies. Cure Disease has a 2% chance to cure the patient per level of the caster higher than needed to memorize the spell, but -5% per day the disease already lasts. There is a 5% chance per Constitution points that the corpse will become a Ghoul-like Skeletal creature, that is as Ghouls somehow intelligent (no better or worse than the former victim). 25% of contracting the disease per exposure to an infected person. This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20+Constitution% chance to be successful).</p>	
Troll's Cholera:	Normal Disease Mild 1-5 Severe 6-8 Terminal special
<p>Gray-greenish Skin with warts, pain, extreme weakness Strength and Constitution each with -1d6[severe-2d4],<roll each separately>). Cures itself in 1d4 days, after a violent fever. Roll 1d20 under Constitution or die in convulsions. 10% of contracting the disease per exposure. Epidemic lasts 1d4 months. Spread through flies, water, rats or pigs/swine.</p>	
Tuberculosis (Captain of the Men of Death):	Slow Disease Mild 1-2 Severe 3-4 Terminal 5-8
<p>This disease is spread by infected persons spit, coughing and sneezing and cow milk. The disease spreads by inhalation, Swallowing and even through the sweating skin. Spread from the infection can be prevented by careful disposal of the sputum and by guarding the coughing and spitting. The disease can live outside the body as long as it has food and moisture and is protected from direct sunlight. This disease is a chronic, destructive inflammation, and is one of the most widespread of all diseases. It is particularly prevalent among people who live under crowded conditions in which droplet infection is facilitated, and in people who are debilitated through malnutrition or other causes. Under normal circumstances the body is strong enough to resist the disease, but even a Influenza can weaken the body thus far to start the infection of the body. The Severe version causes 1 permanent Constitution loss. The Terminal causes death. This is one of the disease on which the Cure Disease spell was invented, and thus the spell is strong enough to destroy the disease, even if it reached the severe stage (instead of only the mild stage). The Cure disease spell if cast in the terminal stage will turn the disease back to the mild stage. Only the disease is not cured it will enter the next stage automatically if the preceding stage ended, along the normal stage severity Time periods. 10% of contracting the disease per exposure.</p>	
<p>Typhoid: Fast Disease Mild 1-2 Severe 3-6 Terminal 7-8</p> <p>This living disease has a 10% of contracting chance per week of exposure. Epidemic lasts 1d6 weeks. There is a 25% chance that the infected person becomes a carrier, and doesn't become sick from the disease, but enables it to spread on drinks or food touched or coughed upon. This "carrier" will feel as if he has a influenza at most). Cure Disease. Within 1 week the patient is covered by Ulcers which heal by the end of the 3rd. When the disease is of terminal severity it affects the spleen, and perforates the abdominal cavity, thus infecting the internals of the patient as per infection causing death finally.</p>	
Unknown Disease:	Variable Incubation Period Mild 1-3 Severe 4-6 Terminal 7-8
<p>This disease can have any effect as it is virtually unknown. In effect it is a collection of many diseases not know as yet, and therefore not listed in this already extensive list of diseases and afflictions. Cure Disease will often at least remove one of the symptoms or lower the severity. Some can be very deadly, some are merely a nuisance. Any severity roll is actually another disease. Leprosy is one of these new deadly diseases, the results are as yet unknown. 10% of contracting the disease per exposure, is taken as an average, but can be even higher or lower.</p>	
Venom Plague:	Fast Disease Mild 1 Severe 2-5 Terminal 6-8
<p>Bright green veinous lesions on upper body and face, skin becomes snake-like. Terminal afflicted victims even succumb to partially (one extremity only) morphing in one or more snakes. Remove Curse AND Cure Disease with Jimson Root potions regularly. Death in 10-20 hours 10% chance of dead rising as a Zombie. A creation of Kyuss, lesser Immortal of corruption and Entropy. Worldwide distribution but very rare. 10% of contracting the disease per exposure.</p>	
Yellow Orc Plague/Yellow Fever:	Fast Disease Severe 1-2 Terminal 3-8
<p>Yellowish skin, violent hiccup and coughing with blood. Brown buboes all over. Causes death by choking in a week. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. Cure Disease. Those surviving the disease become immune to it. But they and those with a Sever infection will cause a permanent regular cough for the rest of their lives. This disables a move silent ability. The disease originates from the Broken lands and can even infect pigs, boars, swine and Devilswine Lycantropes. Its recurrence are the famine years.</p>	

Mental Afflictions-Insanity's

Phobia / Philia / Mania:

A **Phobia** is a strong, irrational aversion to some being, object, or process. In effect it is a mental disease.

A **Philia** is a strong, irrational attraction to some being, object, or process. This affliction is often placed on the patient as a curse of the Immortals for mistakes according to his alignment or Faith. Therefore it is rarely removed. Even A Cure Insanity has only 50% chance.

A **Mania** (-ism, or -thia) is a special mental disorder that locks the patient in some special strange behavior.

The affliction has several ways of reaction. Each Time the character is confronted with the cause of Phobia or Philia he or she must roll 1d6 to see how the reaction will be.

1 The patient will have Nausea and Cold Sweat This lowers his Dexterity by 1 for as long as the reaction lasts.

2 The patient's conversations take twice as long because he falls into stutter, Cha. -1 point as long as there is contact with those conversed with (even if this conversation was long ago). If Caster; casting Time of any spell using somatic components is doubled and that there is a 10% per spell level failure.

3 The patient succumbs to Hives and scratching. Due to this his Dex/Cha/THAC0 -1 point as is weapon Mastery reduced one level. If Caster; casting Time of any spell using somatic components is doubled and that there is a 10% per spell level of failure.

4 The patient succumbs to Shakes and shivers. Due to this his Dex.-2 points and Cha./THAC0 -1 point as is weapon Mastery reduced one level. If Caster; casting Time of any spell using somatic or components is doubled and that there is a 10% per spell level of failure.

5 The patient succumbs to hiccups and sneezes. Due to this his Dex. -2 points and Cha./THAC0 -1 point as is weapon Mastery reduced one level. If Caster; casting Time doubled and that there is a 10% per spell level spell failure.

6 The patient becomes dizzy. Str./Cha./Dex./THAC0/initiative -2 points as is his weapon Mastery level. There is a 10% chance that patient will faint for 1d20 rounds. When he is a Caster he will find that the casting Time doubled and that there is a 25% per spell level of failure.

There exist a lot of Phobias, some naturally some induced by the Immortals. When naturally they are the result of things happened in the youth of the character or as some sages say even in there former lives. What follows is a list of all existing Phobias.

Condition or event triggered

The character has suffered horrific treatment or injuries during or due to one of these conditions or events, or the character has suffered such a horrific condition or event to occur. A character who is tortured while bound may gain Merinthophobia, while a character who is carried off by a flying Dragon may gain Aerophobia. A Lawful good character who pushed another person to their doom may gain Acrophobia as a divine punishment. Most Vampires suffer from Phengophobia because it will kill them.

Beast or Folks Triggered

The Character is horrifically attacked by a person or creature, or by something which looks like that person or creature; some traumatic event or loss is caused by or associated with that type of creature. A character who is tortured by Gnolls may gain Cynophobia (Gnolls look like dogs), While a character who is kidnapped as a child by a female might gain Gynophobia, Most Females suffer from Musophobia, Entomophobia, Ophiophobia, Amphibiophobia, Arachnophobia and Helminthophobia due some unknown reasons

Injuries and Feeling Triggered

Some terrible event or wound was caused by one of the following feelings, actions, or courses of injuries. A character who was tortured may gain Algraphobia, while a character who was carried of by a Dragon while he fell asleep on guard duty may gain Hypegiaphobia.

Places or Things Triggered

The character suffers some grievous injury or loss while in a particular place or because of some specific thing. A character who sees his Groll torturers cutting his friends into steaks might gain Carnophobia, while a character who was snatched of a cliff by a Dragon might get Cremnophobia (manifested as a compulsion to tempt fate over and over again).

Sex Related Insanity's

The character will behave strangely according to the sort of insanity, or having sex only under the mentioned situations. An example;

Nymphomania - sex! sex! sex! this insanity manifests itself in an ardent desire, in this case an uncontrollable urge to have sex (lots of sex). the afflicted will furtively attempt to seduce a person of the opposite sex, whenever the opportunity presents itself, and he/she will usually seek out such opportunities. the afflicted must have sex a minimum of 1d10+10 times per week. not getting the minimum weekly requirement causes the person to gain an accumulative +1 to Constitution, but lose an accumulative -1 to Intelligence and an accumulative -1 to Wisdom until relief presents itself. other problems could be continuous dissatisfaction, inability to prioritize, egotistic view that everyone wants it, patronizing view that all need to be defiled by sex because they are naturally evil, or that he/she is doing people a "favor". he/she will not go to the extent of rape or molesting, but hiring prostitutes is not above the insanity.

A Word of Warning to the Players and especially the DM.

These insanities are all real, and actually not fun to have a character affected by it. It can only be used as a way of background for NPC's. It is not advised to give any NPC any insanity. But they can get a temporary insanity as brought force by a Curse. But these can as always be removed, and this removal gives the character (and therefore the Player) a reason to keep playing with an insane character. Insanity is not fun, and making fun (or worse) of these poor individuals is not fun and in no way a Lawful act. They can be used however, as a way represented in the game to learn to cope with discrimination, or to work with these individuals. A great background for a character could be that he or she takes care for an insane family member, ashamed of it, yet still loving that individual, or an insane character that becomes an enemy for the characters, but actually is victim to its own (though sick) urges, or an adventure in a horrifying Madhouse. See how characters and players (and DM's alike play with these themes. But don't overuse them or they will quickly lose their fragile flavor, and spoil the game.

Fobias, Philiias, Manias							
Condition or Event Triggered							
Name		about		Name		about	
Acro-	Heights	Claustro-	Enclosed Spaces	Nycto-	Darkness		
Aero-	Flying	Cumulo-	Clouds	Ochlo-	Crowds		
Agora-	Open Spaces	Harpaxo-	Theft	Oneiro-	Dreams		
Anemo-	Drafts	Homiclo-	Fog	Phengo-	Sunlight		
Anthro-	Society	Hygro-	Dampness	Psychro-	Cold		
Astra-	Storms	Merintho-	Being Bound	Thermo-	Heat		
Ataxio-	Mess	Mono-	Being Alone	Thundra-	Thunderstorms		
Baro-	Loss of Gravity	Nimbus-	Lightning				
Batho-	Depth	Numa-	Rain				
Beast or Folk Triggered							
Ailuro-	Cats	Entomo-	Insects	Nanas-	Dwarves		
Andro-	Men	Giant-	Giants	Nequam-	Rogues		
Arachno-	Spiders	Gnome-	Gnomes	Ogra-	Ogres		
Amphibio-	Frogs, etc.	Gobla-	Goblinoids	Ormitho-	Birds		
Bates-	Bards	Gole-	Golems	Ophio-	Snakes		
Batracho-	Reptiles	Hinas-	Halfings	Pedio-	Children		
Blenno-	Slimes	Helmintho-	Worms	Phasmo-	Ghosts		
Botano-	Plants	Hippo-	Horses	Pugnas-	Fighters		
Cyno-	Dogs	Homo-	Humans	Sacerdos-	Clerics		
Demono-	Demons	Ichthyo-	Fish	Terato-	Monsters		
Dimidiuse- selfe-	Half-Elves	Lycanthrope-	Lycanthrope	Xeno-	Foreigners		
Divus-	Immortals	Lupo-	Wolves	Zoo-	Animals		
Draco-	Dragons	Magus-	Mages				
Druidae-	Druids	Muso-	Mice				
Injuries or Feelings Triggered							
Algo-	Pain	Eleuthro-	Freedom	Paralipo-	Neglect of Duty		
Auto-	Pride	Hemato-	Blood	Peccato-	Sinful Acts		
Bacterio-	Germs	Hypegia-	Responsibility	Pharmaco-	Drugs		
Ballisto-	Missiles	Infidelithia-	Expecting Unfaithful Relations	Pnigo-	Choking		
Beleno-	Sharp Objects	Kakarraphia-	Failure	Pono-	Fatigue		
Chero-	Gaiety	Mania-	Insanity	Scopo-	Being Stared At		
Dike-	Justice	Matrimonia-	Being Married	Toxio-	Poison		
Dipso-	Drinking	Mytho-	Making False Statements	Zelo-	Jealousy		
Dysmorpho-	Deformity	Noso-	Disease				
Places or Things Triggered							
Aquarama-	Running Water	Dormato-	Home	Metallo-	Machines		
Carno-	Meat	Ecclesia-	Churches	Necro-	Death/Dead Things		
Chrometo-	Money	Electro-	Electricity	Pyro-	Fire		
Cremno-	Precipices	Hiero-	Sacred Things	Scio-	Shadows		
Cryo-	Frost	Hydro-	Water	Tapho-	Places of Burial		
Crystallo-	Crystals	Limno-	Lakes	Thalasso-	The Ocean/Sea		
Dora-	Fur	Mechano-	Machines	Vestio-	Clothing		
Corporeal or Sexual Related							
Agara-	Sexual Abuse	Hedono-	Pleasure	Pedo-	Children		
Algo-	Sexual Pain	Hetero-	Heterosexuals	Phallo-	Male Genitalia		
Andro-	Men	Fetish-	Specific Object	Penis Captiva-	Penis held by Vaginal Muscles		
Anupto-	Being Single	Gyno-	Women	Periculu-	Dangerous Places		
Aphen-	Physical contact	Homo-	Homosexuals	Pigmalion-	Statues		
Coito-	Sex	Innecro-	Undead	Primeisodo-	Losing One's Virginity		
Coitus More Ferarum-	Doggy-style sex	Ithyphallo-	Erect Penises	Procto-	Rectal intercourse		
Copro-	Secretion	Maieusio-	Childbirth	Sado-	Giving Pain		
Cypriano-	Prostitutes	Masoch-	Pain	Sarmasso-	Foreplay		
Coitus Oral-	Oral Sex	Malaxo-	Flirting	Sexo-	Opposite Sex		
Cyprido-	Venereal Diseases	Medecto-	Visible Contour Penis	Sexa-	Having Sex		
Ejacu-	Ejaculation	Meniabia-	Menstruation	Spermo-	Semen		
Bitcha-	Tantrums	Medomalaco-	Losing an Erection	Venusta-	Beautiful Women		
Dyspareunia	Painful Vaginal Sex	Merintho-	Being Bound	Terato-	Bearing a Monster		
Esodo-	Virginity	Mirus-	Weird Sex	Virgiviti-	Rape		
Euroto-	Female Genitalia	Necro-	Sex with the Dead	Voyeur-	Looking		
Exhibition-	Being Observed	Nypho-	Not Having Sex	Unus-	Cursing		
Gamo-	Marriage	Oneirogmo-	Wet Dreams	Zoo-	Animals		
Geronio-	Elderly	Para-	Sexual Perversions				
Gymno-	Naked Bodies	Parenteno-	Young Girls (Virgins)				

Stuttering: This mental affliction causes an speech impediment, preventing spellcasting on a failed ability check (IN magic/ WI clerical), and reduces the overall use of Charisma to any other creature/race by a-1 for reactions.

Shell Shock(PTSD): This mental affliction causes ST, CO, DX to be lowered by 1, CH, IN, by -2, and WI by -3, it also disrupts sleeping and thus natural healing (25% chance to awake due nightmares).

INSANITY

When a character is struck by insanity due to mental attack, curse, or whatever, you may assign the type of madness according to the seriousness of the affliction or determine the affliction randomly using the table below. Each type of insanity listed thereon is described in game terms. As DM you will have to assume the role of the insane character whenever the madness strikes, for most players will not be willing to go so far.

Dipsomania:

This mild insanity form manifests itself periodically. About once per week, or whenever near large quantities of alcoholic beverages, the afflicted will begin drinking excessive quantities of ale, beer, wine, or like spirituous liquors. Such drinking will continue until the character passes out. It is 50% likely that the dipsomania will continue when he or she awakens if anywhere near alcohol, 10% likely otherwise (in which case the individual will seek to find drink and become violent if denied).

Kleptomania:

This is another mild insanity form which manifests itself in an ardent desire, in this case an uncontrollable urge to steal any small object available. The afflicted will furtively pocket small items, regardless of their worth, whenever the opportunity presents itself, and he or she will usually seek out such opportunities. There is a 90% probability of being seen stealing if the character is being observed. This desire to take things is absolutely uncontrollable, and the individual will lie to avoid being prevented the opportunity, or when caught. Kleptomaniac thieves or assassins have a -10% on their stealing ability due to the overpowering urge to immediately steal an item.

Schizoid:

This rather mild insanity form manifests its effects in a personality loss. The afflicted has no personality of his or her own, so he or she will select a role model and make every attempt possible to become like that character. Selection will be based upon as different a person as is possible with regard to the insane character. Thus an insane magic-user will begin to follow the habits of a fighter, for example, dressing and speaking like that character and seeking to be like him or her in all ways.

Pathological Liar:

This form of insanity is evident after conversing with the individual for a short period of Time. The afflicted character will begin making outrageous statements regarding his or her abilities, possessions, experiences, or events. Whenever anything important or meaningful is discussed or in question, the afflicted can not tell the truth, and not only will he or she lie, but do so with the utmost conviction, absolutely convinced that the prevarication is truth.

Monomania:

This character will seem absolutely normal until presented with an idea, goal, or similar project which seems promising or purposeful to him or her. As of then, the character will become obsessed with the accomplishment of the purpose. He or she will think of nothing else, talk of nothing else, plan and act to accomplish nothing save the fixed end. The monomaniac will brook no swerving from any friend or associate, and he or she will insist that such individuals serve the "cause" with the same devotion that the afflicted character shows. (Hostility and violence could result, and certainly not a little suspicion and mistrust if co-operation is not heartfelt. . .) Once the desired end has been accomplished, the insane character will manifest symptoms of dementia praecox (6., below) until a new purpose is found.

Dementia Praecox:

The afflicted character will be quite uninterested in any undertaking when suffering from this form of madness. Nothing will seem worthwhile, and the individual will be continually filled with lassitude and a tremendous feeling of ennui. No matter how important the situation, it is 25% probable that the afflicted will choose to ignore it as meaningless to him or her.

Melancholia:

Similar to dementia praecox, this malady makes the afflicted given to black moods, fits of brooding, and feelings of hopelessness. The afflicted will be 50% likely to ignore any given situation due to a fit of melancholia coming upon him or her.

Megalomania:

With this condition, the insane character will be absolutely convinced that he or she is the best at everything the smartest, wisest, strongest, fastest, handsomest, and most powerful character of his or her profession. The afflicted will take immediate umbrage at any suggestion to the contrary, and he or she will demand the right to lead, perform any important act, make all decisions, etc. (This one is VERY dangerous.)

Delusional Insanity:

Similar to megalomania, in this state the deluded will be convinced that he or she is a famous figure or monarch, demi-Immortal, or similar personage. Those who "fail" to recognize the afflicted as such will incur great hostility. In normal affairs, this individual will seem quite sane, but the afflicted will act appropriate to a station which he or she does not actually have and tend to order around actual and imaginary creatures, draw upon money and items which do not exist, and so on.

Schizophrenia:

This form of insanity has the well-known "split personality" trait. From 1 to 4 separate and distinct personalities can exist in the afflicted- base the number upon the severity of the insanity. Likewise, the difference from one personality to the next should reflect the severity of the affliction. Each "new" personality will be different in alignment, goals, and preferences. (A very severe case might have a different class also but without coincidental possession, the new personality emerging will not have the actual abilities he or she may think that he or she possesses.) The onset of schizophrenia is random, 1 in 6 per day, with a like chance of a new (or return to the old) personality emerging. However, whenever a stress situation (like making a decision, attack, etc.) arises, the 1 in 6 chance of schizophrenia striking must be checked every round in which the stress continues.

Mania:

Somewhat like schizophrenia, this form of insanity strikes suddenly (1 in 6 chance per turn, lasts 2-12 turns, then 1 in 6 chance/turn of return to normalcy) and violently. The afflicted will become hysterical, enraged, or completely maniacal (d6 for determination, equal chances). The insane character will shriek, rave, and behave in a violent manner, possessing an +3 in strength according to the state he or she is in. The maniac is unreasoning when spoken to, but he or she will possess great cunning. The afflicted will desire to avoid or to do something according, but not necessarily appropriate, to the situation at hand. When the maniacal state passes, the afflicted will not remember his or her insane actions and will not believe that he or she is insane.

Lunacy:

This violent and often homicidal state occurs whenever the moon is full, or nearly full. The afflicted character will generally behave as one in a maniacal state, with paranoid (q.v.), hallucinatory (q.v.), or homicidal (q.v.) tendencies. When the moon is absent or in its first or last quarters, the afflicted will be melancholic. At other times, he or she will be relatively normal - perhaps a bit suspicious and irascible.

Paranoia:

At the onset of this derangement, the afflicted becomes convinced that "they" are plotting against him or her, spying, listening, and always nearby. As the affliction develops over several days, the insane character will become convinced that everyone around is part of this plot. Conversations are about him or her, laughter is directed at him or her, and every action of former friends is aimed at deluding him or her so as to fulfill the "plot". The paranoid will be principally concerned about position or goods first, but as the insanity advances, he or she will "realize" that the plotters are actually after his or her life. The paranoid will evidence signs of increasing suspicion, take elaborate precautions with locks, guards, devices, and food and drink. In the later stages of the affliction, he or she will evidence highly irrational behavior, hire assassins to do away with "plotters", and even become homicidal in order to "protect" his or her life. Paranoids will trust absolutely no one when the affliction has advanced, regarding their former close associates and friends as their worst enemies.

Manic-Depressive:

This alternating insanity form causes the afflicted to swing from one state to the other in 1 to 4 day intervals. When excited, the afflicted is 90% likely to become maniacal (11, above), and when disappointed or frustrated is 90% likely to become highly melancholic. Thus, in addition to the usual 1 to 4 day cycle of mania-depression, he or she can jump from one state to the other depending on outside stimuli.

Hallucinatory Insanity:

This form of malady causes the afflicted to see, hear, and otherwise sense things which do not exist. The more exciting or stressful the situation, the more likely the individual is to hallucinate. Common delusions are: ordinary objects which do not exist, people nearby or passing when there are none, voices giving the afflicted information or instructions, abilities or farm which the character does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, etc. It is 50% likely that the insane individual will behave normally until stimulated or under stress. Hallucinations will then commence and continue for 1 to 20 turns after the excitement/stress passes.

Sado-Masochism:

This form of insanity is coupled with maniacal urges and behavior. The afflicted individual is equally likely to be in a sadistic or masochistic phase. In the former, he or she will have an obsessive desire to inflict pain (and probably death) upon any living thing encountered. However, after so doing, the insane character will return to a relatively normal state for 1 to 3 days. Likewise, when in a masochistic state the afflicted individual will have an overwhelming urge to be hurt and will act accordingly. After so doing, normalcy returns for 1 to 3 days. Note that friends and associates do not matter to the afflicted individual, nor do enemies.

Homicidal Mania:

The individual afflicted with this form of insanity appears absolutely normal. He or she will behave with what seems to be complete rationality, and nothing unusual will be noted regarding the individual-except that he or she will occasionally manifest an unique interest in weapons, poisons, and other lethal devices. The insanity form causes the afflicted to be obsessed with the desire to kill. This desire must be fulfilled periodically-1 to 4 day intervals. The victim must be human (or of the same race as the character if non-human). If prevented from killing, the frustrated individual will become uncontrollably maniacal and attack the first person he or she encounters, wildly seeking to slay. After such an occurrence, however, the afflicted will fall into a fit of melancholia for 1-6 days before returning to a homicidal state once again.

Hebephrenia:

When afflicted by this form of insanity, the character will evidence a withdrawal from the real world. He or she will wander aimlessly, talk to himself or herself, giggle and mutter, and act childish-sometimes even reverting to such a state as to desire to play childish games with others. This insanity is constant, but if sufficiently irritated by someone nearby, the afflicted is 75% likely to become enraged and maniacal, attacking the defender fiercely. If the insane individual does not become so enraged, he or she will become catatonic for 1-6 hours and then revert to hebephrenic behavior once again.

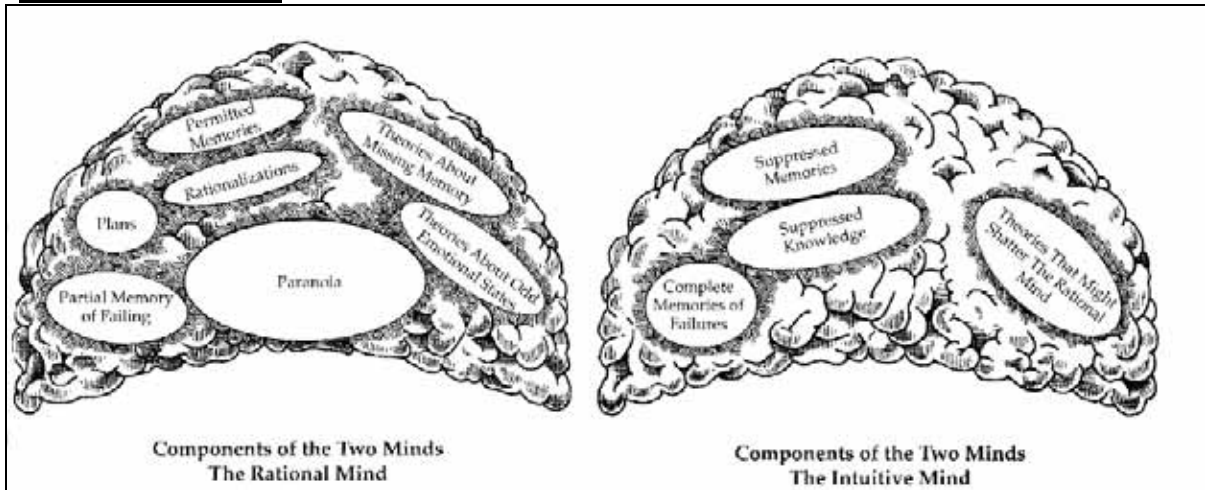
Suicidal Mania:

This form of insanity causes the afflicted character to have overwhelming urges to destroy himself or herself whenever means is presented - a perilous situation, a weapon, or anything else. The more dangerous the situation or item, the more likely the individual is to react self-destructively. Use a scale of 10% to 80% probability, and if the afflicted does not react suicidally, then he or she will become melancholic for 1 to 6 days. If he or she is frustrated in suicidal attempts, then the character will become maniacal for 2 to 8 turns, and then fall into melancholy for 2 to 12 days.

Catatonia:

When struck with this form of insanity, the character completely withdraws from reality. He or she will sit staring and unmoving, will not react to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic individual can be moved, led around, fed, and so forth; but he or she will do nothing personally. If continually provoked and irritated in order to get a response, there is a 1% cumulative chance per round that the insane individual will react with homicidal mania. Once provocation ceases, catatonia returns.

Edorakk (Beholder Mania)



Not much is known about this condition, but from comments overheard by Ronassic of Sigil it appears to infrequently manifest itself in all beholders until their first birthing. Some beholders, however, suffer this condition well after their first birthing. During periods of mania, a beholder experiences bewildering mood changes and an apparent inability to distinguish between itself and other species. It might address an Elf in Beholder-tongue, save the life of an endangered human, or even flirt outrageously with a giraffe. However, the beholder retains its basic intellect during this attack, any attempt to trick the beholder into some action not in its best interest will probably (Int check) snap the beholder out of its current period of mania. Any attack will automatically snap it out its manic state. Fits of mania tend to last from 5 to 10 minutes, and victims either forget about the manic attack, or deny it completely out of shame.

Naturally, the description of these forms of insanity are not clinically correct. They are designed to conform to game terms and situations. Their inclusion is to fill in an area of the game where a condition exists and no adequate explanation is otherwise given.

A word on Lycanthropes

Lycanthropy is a dreadful disease. Originally a natural viral infection brought by the fleeing Alphatian from the Old Alphatian Dimension onto the world of Mystara, changed by magic, and genetically mutated variations (see history) to its today its victims gain the ability to transform into beasts, but at a terrible cost! They find themselves the enemies of mankind, tracked by hunters and feared by all. Even devoutly lawful humans succumb to the urge to hunt and kill when the cure of Lycanthropy falls upon them.

Lycanthropes are humans who can change into beasts (or in the case of wererat, beasts who can change into humans). They normally wear no armor, since it would interfere with their shape changing. Any lycanthrope can summon 1d2 normal animals of its type: were bears can summon normal bears, werewolves can summon normal wolves, and so forth. Summoned animals will arrive in 1d4 rounds. Some animals (such as horses) do not like the smell of lycanthropes and will react with fear. If a lycanthrope is hit by wolfsbane, it must make a saving throw vs. poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. A lycanthrope returns to its "normal" form when killed.

Animal Form: In animal form, a lycanthrope can be harmed only by magical weapons, silvered weapons, or spells. The lycanthrope cannot speak normal languages, though it can speak with normal animals of its weretype.

Human Form: In human form, a lycanthrope often looks somewhat like its wereform. Wererats have longer noses, werebears are hairy, werebats have long arms, werefoxes are sly and nimble, and so forth. In this form, they can be attacked with normal weapons, and they may speak any known languages.

Lycanthropy: Lycanthropy is a disease. Any human character that loses more than half of his hit points in battle with a lycanthrope becomes a lycanthrope of the same type in 2d12 days. The disease kills demihumans. The victim begins to show signs of the disease in half that time. The condition can be cured only by a cleric of 11th level or greater, who will do so for a suitable price or service. Any character who becomes a full lycanthrope will become an NPC, to be run by the DM only.

The Visible Moon: Matera

This moon, well known to anyone living on the outer surface of Mystara, is a silvery, lifeless, crater-marked satellite. Like the moon of our Earth, it waxes and wanes in a predictable pattern, controlling the tides and lycanthropy, but it isn't very interesting to Mystaran adventurers--unless, of course, they know of the gateway to the Immortal City of Pandius located in one of Matera's large craters. As of AC 1013, the moon has remained unexplored. Matera has a diameter of 2160 miles and orbits 238,600 miles above Mystara's surface.



Matera controls Lycanthropic were-changes





The History of Lycanthropy

- Unknown The Moon and Mystara bounce against each other, leaving a part of moon matter floating within the Hollow Planet. Its magical innards escape invisibly into space coalescing somewhere unseen, becoming Patera the invisible second moon.
- Unknown The Hollow world comes into existence, under design of several immortals, and is slowly made into a rescue area for creatures and races threatened with extinction. The magic of the moon still resides on its floating chunk greatly influencing life on Mystara.
- 4000 BC The Blackmoor civilization on the northern half of the planet begins a meteoric rise due its great success in developing powerful sciences and technologies. It conquers and assimilates all surrounding Human tribes and quickly grows powerful. (Many of the today spells are invented now).
- 3500 BC The Blackmoor civilization is flourishing. It conducts trade and intermittent war with the southern Elves, at the other end of the world. The Elven culture Imports Blackmoor's technology. Four Clans colonize in the region near Blackmoor. Both the colonial and the southern Elves embrace Blackmoor's technology. Blackmoor's priests demand he extermination of the "unnatural" Beastmen in the Borean Valley, and promote holy wars to hunt down and destroy these creatures.
- 3000 BC Some Blackmoor devices explode, shifting the axis of the planet in an even called the Great Rain of Fire. Blackmoor becomes the North Pole and its civilization completely disappears. The Elven civilization becomes the South Pole; the Elves are able to migrate to the area called Grunland (which now begins centuries of volcanic upheaval which lead to its being renamed Vulcania). These southern-continent Elves, though suffer hardship, are not in immediate danger of extinction. Survivors of the Elven colony near Blackmoor flee to the area now known as the Broken Lands; they burrow deep into the ground to survive the aftereffects of the Great Rain of Fire. These become the ancestors of the Shadow Elves. One of the most dangerous Blackmoor devices is left untouched in the same area, but remains as yet hidden. The Shark-kin return to the sea. The Followers of Air and the Followers of Flame (Air Mages versus Fire Mages) start battling each other in the faraway dimension of Alphatia. Many of their pure-blooded families bear the power to take on beast forms—without concern of the cycles of the moon, Wolfsbane or silver handicaps. They did not bear any immunities to injury, but were neither hounded by were-hunters. They were honored for their abilities, rather than reviled. The immortals start changing the openings to the Hollow World.
- 1000 BC The Nithian Empire Flourishes. The Followers of Air, Padfoot (with Tiger Shapechange ability) and Woodwarder families (with Wolf Shapechange ability), fleeing the wars and destruction of a far away dimension called Alphatia, settle on Mystara (location; today continent of Alphatia). They bring the natural strains of Tiger and Wolf Lycanthropy with them.
- 0 AC First Emperor of Thyatis is crowned setting the Date. Thyatians Trade with Minrothad islanders.
- 395 AC The Radiance is discovered in Glantri, by the Followers of Flame, now called the Flaemish, also from the destroyed Dimension of Old Alphatia, are attracted by the power of the Radiance and settle near it on Mystara (today Glantri), and establish themselves—and the natural strains of Bear and Boar Lycanthropy are brought with them.
- 400 AC Toward the end of the forth century, a group of Alphatian wizards began experimenting with their shapechanging abilities, in an attempt of creating a hardier, more powerful Alphatian race. One experiment resulted in children who could heal themselves of injury when transforming from human to beast form, or back again. This feat, alas, has been apparently lost to shapeshifters in the centuries since. Yet their ultimate goal, to grant shapeshifting powers to non-shapeshifting adults, eluded them for decades. The mage Kyvan Whitehair finally developed the idea of using a magical altered virus which passed shape-shifting abilities on to subjects infected with it. But some mistake in the engineering process resulted in undesirable side-effects. Mystara's moon gained mysterious powers over the recipients' transformations. Victims of the magical Lycanthropy also succumbed to bestial impulses while in animal form—a problem not encountered by the natural werereatures. And then the virus escaped the labs. Why the researchers weren't able to halt its spread before reaching epidemic proportions is unknown. Perhaps they didn't realize the virus could be carried in the animal population. They almost certainly didn't anticipate that mutations would replace the original tiger-shifting information with the forms of a variety of new animal hosts. As predators and prey infected one another, continued transmission of the virus was assured. The contact with the Flaems of Glantri and their viruses further changed the course of the disease, with their natural strains of the disease.
- 401 AC A two-month epidemic of Lycanthropy in Alphatia results in thousands of werereatures and dozens of weretypes. People throughout Alphatia began transforming into all manner of beasts. As Lycanthropy spread to domestic animals, entire families found themselves grazing in their fields with their beef cattle. Weredogs appeared in the cities, while weredeer fled from Werewolves in the forests. Nearly five thousand people succumbed to the initial epidemic. Had Kevin Whitehair and his colleagues not weakened the virus with powerful spells, the indiscriminate spread of Lycanthropy would have proved disastrous. Yet even the mightiest magics of these Alphatians failed to do more than slow the spread of the disease. At Kevin Whitehair's suggestion, the Emperor of Alphatia established the Alphatian Center for Disease Control (ACDC)—wizard's laboratories dedicated to researching Lycanthropy and searching for a cure. These laboratories received the latest in magical supplements and equipment, and Kyvan himself was appointed Supreme Controller. They set about researching ways to destroy the disease. The Center acts quickly to limit the effects of the epidemic. Apparently, the organization's efforts to eradicate Lycanthropy were not unopposed. Renegade researchers, led by Kaladan, clung to the idea of creating a new race of injury-resistant

- shapeshifters. Historical records indicate an intricate and convoluted struggle between those wishing to spread Lycanthropy and those wishing to stop it. Viruses and counter-viruses were loosed upon the Alphatian population, each one altering the nature of Lycanthropy.
- 406 AC In the end, the ACDC managed to stabilize the disease—a much-weakened form, as it now appeared, with victims' vulnerability to Wolfsbane and silver apparently the result of yet another magic-induced mutation. Only aggressive animal carriers and human Lycanthropes continued to spread Lycanthropy. Gradually, dominant weretypes emerged; wolf, boar, tiger, bear, bat, fox, and giant hawk.
- 410 AC Traders from Minrothad inadvertently spread the Curse of Lycanthropy to the kingdoms of Minrothad and Undersea and to every port of call.
- 411 AC The first Wererat awakens in Thyatis city to intelligence and the stunning revelation that he can take human form. How this variant came to existence poses a true mystery. He calls himself Mrikitat.
- 415 AC Weresharks first appear in Undersea, triggering an epidemic of Lycanthropy among the Sea People (Marrow and Triton). Werecrocodiles appear in the river's of Eдайро (isle of Dawn).
- 419 AC Normal Seals carry Lycanthropy to the sub-polar regions of Mystara, but as yet don't infect humans.
- 440 AC The Minrothad Isles were home to a substantial number of werereatures. The Elven communities—to whom Lycanthropy proved fatal—became increasingly alarmed.
- 443-445 AC Expeditions of Elves and Humans led by an Elven adventurer Ruaidhri fell upon the Lycanthropes of Trader island in the Minrothad decimating the human population in the process, in an attempt to purge the islands of Lycanthropes in what they call the Silver Purge. Similar events take place in Undersea, underwater with the Tritons and Aquarendi as the Night of the Long Knives. Many Weresharks flee to deeper waters. Werereatures know this time as the Great Persecution.
- 445-450AC A few Lycanthropes remained in Minrothad, living in fear of discovery. The rest fled, following the shipping lanes to foreign ports. Some settled in coastal cities, establishing new identities, while others migrated to the interiors. Scattered groups braved the unknown waters, searching for new land where they could live in peace. In the decades following the Great Persecution Lycanthropes established themselves with colonies on every continent.
- 447 AC Alphatia slowly recovered from its losses during the Thyatian Revolt, and in time it initiated new colonies. Alphatian activity inadvertently caused reaving to take hold in the culture of the Northern Reaches and, to a lesser extent, Qeodhar. Norwolders were a prime target as these actors went a-viking.
- With so many ships bearing trouble, few noticed the arrival of Alphatian refugees. These individuals bore two of the rarest strains of lycanthropy that had been created in Alphatia: dog and deer. These carriers of dog and deer lycanthropy settled in the Tranquil Coast. Internal divisions caused by the were-forms proved too strong to hold the refugee community together. Weredogs stayed on the Isle of Dogs, while weredeer took to the forests of the mainland. Unlike other strains of lycanthropy, Weredogs and deer never posed an epidemic risk and quietly persisted since their introduction.
- 451 AC Mrikitat establishes a nation of Wererats in the sewers beneath the City of Thyatis.
- 455 AC A young Seal-hunter, named Quoedhar, was attacked by a seal, but symptoms of his Lycanthropy did not appear until he reached maturity, a few years later. Whether he is solely responsible for the spread of Seal and Sea-lion Lycanthropy remains to be determined.
- 460 AC Wereseals join the list of persistent weretypes.
- 491 AC Mrikitat attains Immortality in the Sphere of Time. Werelions join the list of persistent weretypes.
- 467 AC Scavenging Raven become infected by eating dead lycanthropes on the Western side of Brun, and later infect several farmers in self-defense with Wereraven lycanthropy.
- 500 AC Traders bearing Wolf, Bear, and Boar Lycanthropy settle in Traladara's deep woods and flourish.
- 582 AC It is difficult to determine what became of the Giant Wrehawk. Every other weretype of the time has since managed to reestablish itself. No were hawk sightings were recorded since, when a "hero" known as the Silver Hunter purged a tiny island in the Sea of Dread of its resident hawkmen.
- 593 AC The last Wrehawk was exterminated and extinguished the last of these magnificent creatures, removing hawk Lycanthropy from the world.
- 623 AC Further experimentation by the Center (or perhaps some renegade researcher) somehow lead to a new strain of Lycanthropy, for Swine Lycanthropy differs from that of other weretypes in a great and many ways.
- 625 AC The first recorded sighting of a Devil Swine. A Lycanthrope known as Lord Ingram ruled a small island nation in the Sea of Dread, terrorizing the native villages with the help of a dozen lesser were-hogs (Boar). His victims called him the Devil Swine.
- 728 AC The d'Ambrevilles and their vassals arrive from the Plane Old Averoigne, fleeing persecutions due their magical powers and heritage, attracted by the power of the Radiance, establishing a French-like culture in the wooded valleys of northwestern Glantri.
- 731 AC A Weretiger guided by Thanatos through the fogbound border of the Hollow World, infects a sabretoothtiger.
- 735 AC The infected sabretooth infects a brutemen, and the first weresabretoothtiger is coming into existence.
- 784-788 AC The Followers of Flame (the Flaemish) war with other settlers in Glantri. With defeat come the executions of Flaemish Lycanthropes who fought against the Elven and Thyatian settlers. Were lions die out, by cultural deprivation hunting, and lack of food.
- 788 AC Alphatia assumes dominion over Glantri. Many Flaemish Lycanthropes fight and die in the ensuing rebellion.
- 802 AC Dwarves and Plague come to Glantri. Lycanthropes seem peculiarly susceptible to the plague—few werereatures survive.





- Were crocodile dies out on the Outer World. The Immortal Sebek places a single example in the Hollow World region of Nithia.
- 809 AC Werejaguars appear in Azca in the Hollow World. They are the result of the Weretiger Thanatos has send infecting jaguars on Davania, later infecting the local Tanagoro population. At the end of the year the Weretiger is killed by shadow elves, further halting its spreading of the disease southwards.
- 896 AC Château d'Ambreville disappears from New Averoigne without a trace, taking the d'Ambrevilles with it, and a single Werewolf.
- 979 AC The d'Ambrevilles and their estate return to New Averoigne. Château d'Ambreville is destroyed and the House of Sylaire erected in its place. Sire Malachie du Marais and Dame Geneviève de Sephora enter Glantri from Old Averoigne. An epidemic of Wolf Lycanthropy begins.
- 980 AC Lycanthropes are again discovered in Minrothad. Devil Swine and Wererats seem particularly numerous. Weresharks reappear in Undersea.
- 982 AC Sire Malachie du Marais wins control of the Barony of Morlay deep within the Valley of wolves.
- 985 AC Founding of the Canine Protection Society (CPS) in Glantri.
- 1000 AC In Glantri, the Brotherhood of Free Wolves is pressing hard for their own Principality under the leadership of Sire Malachie du Marais, Baron of Morlay. Werereatures in the southern waters of Undersea grow in number and strength. Outbreaks of Lycanthropy are generally dealt with locally. Few official seem to have noticed the general increase in the incidence of Lycanthropic infection. The ACDC its continuous efforts constrained, at least in part the further appearance of new weretypes. Only the Greater Wererat, has come into existence, and variation of Werefoxes and Werebear (now including the polar variations), further seems the disease to have become fairly stable. Evidence suggests that Kyvan Whitehair and his colleagues left the inheritance factor intact when they developed the means to transmit shape=changing abilities. As the number of carriers in the human population grows, incidences of Lycanthropy inherited from one's parents will increase. Further mutations within the population are also likely. Further study will reveal this. The Immortals have some major disagreement, resulting in elevated tension between the Followers of each Immortal.
- 1004 AC Wrath of the Immortals begun, the Immortals Rafiel and Rad are deeply drawn into this. Thyatis City suffers an enormous riot by the poorer citizens, who have seen a steady decline in the quality and quantity of free bread passed out by the city officials. This has little effect on anyone not in—or under—Thyatis City. Some Wererats of Thyatis participate in the riot, as they depend on the free bread almost as much as Thyatis' poor do. Relations between Glantri and the Empire of Alphatia become strained, as the Alphatian Council of Wizards accuses the Glantrian Great Scholl of Magic of harboring followers of Entropic Immortals and using forbidden, evil magics. Spies and counter-spies make matters worse. Prince Ettiene d'Ambreville is swept up in the politics and espionage between the two magocracies, and drags Sire Malachie and his Werewolves into the intrigue. Glantri insults the Alphatians by saying that according to them, there aren't allowed Immortals of any Sphere, nor their followers, allowed in Glantri, let alone Entropic Immortals. And no magic research could ever be forbidden, especially not by a nation born from refugees fleeing the early Air-Flame wars of Alphatia.
- 1005 AC Empress Eriadna of Alphatia issues a proclamation of war against Glantri. In return, Glantri, backed by the Empire of Thyatis and the Heldann Freeholds, declares war on Alphatia. Alphatian wizards travel secretly to Glantri, where they conjure and set loose hordes of monsters—many from other Planes. Meanwhile, the Master of the Desert Nomads takes advantage of the war and invades Darokin from the west. A substantial amount of weretypes live secretly in Darokin—merchants and adventurers who contracted Lycanthropy while abroad—and they're not likely to stand by while their home world is overrun by nomadic barbarians.
- 1006 AC The forces of Karameikos—including dome werereatures, although they try to keep that secret—march to the defense of the City of Darokin. A devastating meteor sent by the Master of the Desert Nomads impacts on the Darokin/Glantri border, destroys a mountain range, and raises an impenetrable cloud above the two nations. Crops fail, causing famine and economic collapse. The Dwarves of Rockhome, dismayed at the events of the surface world, retreat into their subterranean communities—taking most of Sire Malachi's Dwarven support with them. Sire Malachie has not yet attained the title of Prince, and this seriously harmed his plans.
- 1007 AC King Thar of the Broken Lands leads his humanoids in raids on southern Glantri, finally besieging Glantri City itself. Shadow Elves invade Alfheim from below, transmuting the forest and forcing the Alfheim Elves to flee. Plague erupts in the Heldann Freeholds.
- 1008 AC Plague spreads throughout the north, reaching Glantri through Ethengar. With little Clerical magic to combat it, Glantri's population is devastated. Lycanthropes seem just as susceptible as normal folk, and the Valley of Wolves loses many Werewolves.
- 1009 AC Thyatis, hard-pressed by the Alphatian military juggernaut, sues Empress Eriadna for peace. A storm of tremendous force deluges the Alphatian city of Sundsvall with rain, hail, and lightning—and drains the world of all magic. For an entire week, no magic works, either on Mystara or in the Hollow World (except Fairies, etc). Lycanthropes can no longer transform, and are stuck in whatever form they were in when the storm struck. When the magic returns, so does Lycanthropy and its effects. The storm and its after effects were caused by an immortal artifact, somehow connected to the magical Radiance, a magical power unique to Glantri, and the envious cause of the war between the nations and immortals. The thousand wizards of Alphatia teleport to the skies of Glantri City and begin a magical bombardment. Glantri is devastated. Immediately afterward, earthquakes rock Alphatia, and the continent sinks deep beneath the see, killing millions.

1010 AC

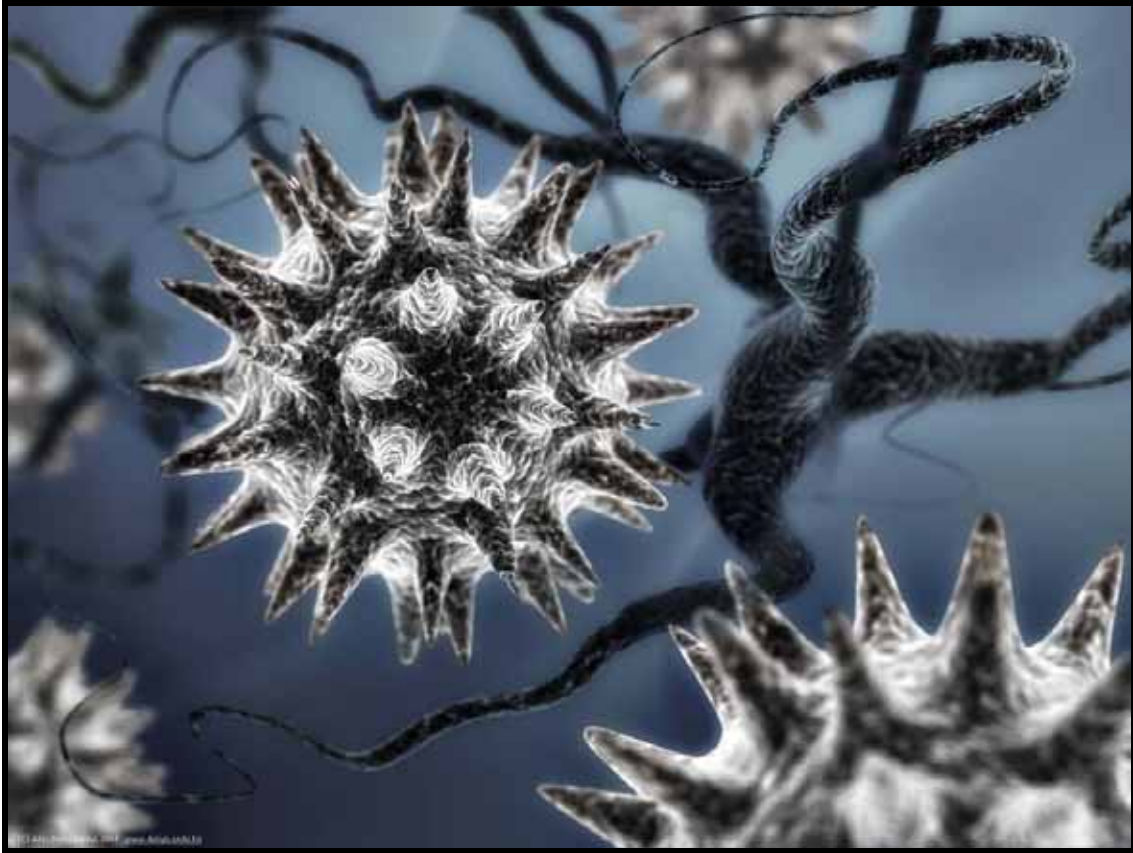
The nations begin the long, and difficult process of rebuilding. Wherever Lycanthropes took active roles in defense of their nations—in Glantri, particularly—they may find themselves honored as heroes rather than reviled as evil monsters. But the animal urges, and aggressive tendencies of most Lycanthropes are they controlled by them good enough to keep up this respect, or will it turn to fear and hatred again?



The Disease

Infection

Lycanthropy is transmitted through Werereature's saliva, and through a poison secreted onto the claws of some weretypes. Simple contact isn't enough—the virus must get into the bloodstream. It infects victims wounded by a werereature's natural attacks—teeth, tusk, and claws—of its beast form only. Any creature that can be infected by the variant of the virus (see tables of werereatures) and who loses 50% or more of his current hit points to a



Lycanthrope's or carrier's natural attack becomes infected with the virus of the same type. Creatures of any other type either cure normally and are thus resistant to the virus (this includes most animals and monsters existing) or becomes a carrier of the virus (mostly related creatures to the weretype), able to infect other creatures as normal. Certain unscrupulous researchers search for other ways to spread Lycanthropy. While some pursue alchemy, hoping to create a Cause Lycanthropy potion, mothers research magical items and spells to duplicate the effects of the viral disease. Carriers were originally the base of spreading the disease but the many mutation removed the susceptibility to the virus from most carrier creatures. Only a few remain in existent, but even they will disappear, as these creatures, with their own immunity systems, and mostly neutral way of life will stop the way of spreading Lycanthropy this way in no more than 500 years.

Demihumans and most humanoids, must roll a save vs. poison with each attack or become infected.

A victim killed by the virus prior to the incubation, will no longer keep the virus alive, and can be eaten or raised later without staying infected.

Lycanthropy can also be inherited from Lycanthropic parents. A child born by a pair of Lycanthropes will always become a Lycanthrope at reaching 15 years age. The infection seems to remain suppressed until that moment. Lycanthropes of one non-Lycanthrope parent will also succumb to the disease, if it has the same sex as the Lycanthrope parent. Lycanthropes will only mate with other Lycanthropes if they are of the same type, they can't keep this hidden during intercourse. The disease will keep existing no more than seven generations, from the first infection/birth—this means that a Lycanthrope can get a child which becomes a Lycanthrope, as its grandchild, great-grandchild, and 4 further generations—human generations are averagely 21 years apart from each other. A chaotic female Lycanthrope will often kill the male mate after wards, while a chaotic male Lycanthrope will often kill the mother (and any daughters) after birth of a son and raise the child himself. Neutral Lycanthropes often break the relation instead of killing, but will keep the infected child.

Incubation

The body becomes hot and flushed after 3 rounds, the skin of face and hands and feet itches, many joints ache as though with fever, body temperature raises to 38-39°C. Aching joints, elongated teeth, sudden hair growth are common symptoms, restlessness, strange cravings, clumsiness, and stranger dreams inevitably plague the victim.

Demihumans and most humanoids become very feverish; body temperature rising to 41-42°C., an overall weakness causes a -2 penalty on THAC0 and Saves.

Affection

After the incubation period of 2d12 days or when the first full moon appears (whichever happens first) the victim becomes a cub of the Werereature's type infected with. This change is slow, taking at first 1 turn minimal and several hours maximal. Teeth and ear grow long, hair sprouts from the body and face, claws extended from the fingertips.



Bones stretch, bend and change shape affecting the muscle matter with it. Until the victim is changed into the whole new shape of the weretype. His bestial nature will seize the creature, with the only thoughts are of hunger, and anger, and maybe fright. When enclosed it will try to escape to the best of its abilities, often causing great devastation to the place locked in (it knows not how to use a door or window). Anger and frustration of its not-understanding its surroundings is let out at anyone or anything it can.

Demihumans and most humanoids will lose 1 constitution every day (watch hit point total) and 10% of his current hit points each day, which can't be cured by curing spells. His heart will pound like a drum, and stops working in 1d6+constitution adjustment days, causing the character to die.

There exist curing spells that can cure a Demihuman or humanoid completely in several hours, if cast prior to death. If died and raised he'll lose double constitution by the great effect the affliction had upon the corpus of the patient. To Lycanthropes, these spells have a slightly different effect. See here.

Cure Disease

This spell if cast by a Cleric of 11th or greater, will cure Lycanthropy in the infection, incubation or affection period of the disease. This must be cast before the victim's first transformation to beast form. After the first transformation, reversing the condition is extremely difficult, requiring powerful magics or complex curative procedures. There is no quick fix known. Symptoms can be reduced or controlled. A potion of Moonflowers can stave off an involuntary transformation: Remove Curse can temporarily restore a werecreature's alignment (but not the Human Form). Not all diseases can be cured by this spell and sometimes specialized versions of this spell must be cast to have the effect wanted. The caster places his or her hands on the diseases character and casts this spell. Thereafter, whatever affliction torments the character rapidly disappears, depending of the course upon the type of the disease and the state of advancement when the Cure Disease spell is cast.



Cure Lycanthropy

This spell will cure any living creature from the disease Lycanthropy. The process will only function on those who have not killed a Demi-Human-oid in it Lycanthropic state and are kept somehow restrained. The spell is different than the normal Cure disease in it that even can cure a Lycanthrope who is one already for several Years, and even advanced to the man-beast form, but never murdered one of the Demi-Human-Oids, instead it fed on pure animals. The Normal patient must be willing or the spell will fail, even when the Lycanthrope is unwilling (which is mostly the case). The spell must be cast in the week around the Full Moon Patera or other natural trigger date of the Lycanthropy (i.e. the Hollow World does it by he influence of the Floating Island Ashmorian). There must be enough silver and Moonflowers available to the caster to be used in the spell. The amount of silverdust (Purest Quality) must be at least 1 pound per Hit Dice of the Lycanthrope (double this if the Silver is less pure), and 1 bush of fresh (dried won't do) Moonflowers per Hit point of the Lycanthrope.



The Lycanthrope must be restrained in silver chains, unable to move to much (thus unable to attack the caster who must continuously touch the head of the Lycanthrope), but able to transform several times during the treatment. Since it is impossible to know how much Hit Dice a Creature has the caster must have enough handy during the casting of the spell. The caster may only remove its hands from the Lycanthrope during its human stages. During transformations and during the Lycanthropic stages the caster must continuously try to suppress the disease and its effects. All components used in the spell are eaten by the Lycanthrope during it transformed stages, and the caster must have special magic prepared, or have help to perform this at the same time as he must keep the Beast under "control". It is of no use to give the creature all components at once, or in his human state, as all must be spread evenly throughout the whole procedure, and only in the beast state. After the spell is ended the victim is a human (currently seriously fatigued, as the caster, with all statistics at half normal). When the creature is later affected by Lycanthropy again, he will always resume its original beast state, even when he was infected as by another beast-Lycanthrope. When the Human is cured he has a chance that during the full moon (or other trigger event) he resumes its Lycanthropic behavior without becoming one. This must be cured by the spell Cure Insanity. This minor side-effect of the spell will appear by victims who have spent a lot of their life as a Lycanthrope (at the chance of 5% per year the victim lived as such). There is a small chance that the character will not be cured, by this spell. The circumstances to these situations are a riddle of nature and are never revealed to the caster (only the Immortals (and the DM) will know of this, and they must have their own reasons to keep that secret).

There is no simple fix of curing Lycanthropy, but symptoms can be reduced or controlled. A potion of moonflowers can stave off an involuntary change, and a Remove Curse can change the Lycanthropes alignment to its human original for as long as the spell works.

Rest

When the moon sets, the character will become more and more drowsy, until he will change back to its original self. He will be bruised and shaken, and fatigued to the bones, for a full hour. (Fatigue rules!!).

Recurring

Depending upon Level, see at weretype listings.

How the change affects the body

From the victim's original statistics are calculated the weretypes statistics. These can't bring the victim's statistics higher than 18 or lower than 3, even when they originally were.

- Strength Applies to open door rolls and strength checks, and to THAC0 and Damage
- Intelligence No longer applied for any intellectual pursuits, but more used to avoid capture and trapping prey.
- Wisdom Reflects the weretypes "common Sense" and affects saving vs. spells.
- Dexterity Measures agility instead. DM gives enforced checks on many abilities.
- Constitution As normal
- Charisma Applies to reaction checks only.
- Comeliness Applies to reaction like fear and revulsion.
- Languages Lycanthropes understand the languages they know as humans, but can neither speak nor write them while in beast form. With a little practice they can learn to speak with animals of their weretype. Only a Lycanthrope in beast-man form can speak with all languages known.

Alignment

- Chaotic While in Weretype form, a Lycanthrope changes alignment to that of its weretype, this is either Chaotic or Neutral. Driven by the same impulses that affect normal animals of their weretype. During full moon days, however, they hunger for blood, especially human blood. In the throes of this bloodlust, chaotic weretypes will roam the countryside, attacking and feasting on anything in their path.
- Neutral Driven to hunt to assuage their hunger, they don't crave human flesh. They forage for their food as normal animals of their weretype would, even when the moon is full. Weresharks are the exception as they feed upon all prey naturally. Some Lycanthropes learn to overcome the inherent changes of their beast forms. When transforming, a Lycanthrope may save vs. spells adjusted by levels below NM to avoid an alignment change (use weretype saves). On success, the character retains its intellect and interests. Failure means the character is far more interested in things like hunting, pack running, or seeking out others like them than in human concerns. This save may be used by chaotic Lycanthropes to maintain control over their beastly urges.

- Armor All Lycanthropes have a natural AC due their skin, agility, and inherent fighting abilities. Normal Dex adjustments do apply.
- THAC0 Calculated from the Lycanthropes HD, instead the characters level. Remember that only natural attacks can be made available to that weretype. After 8th level, their THAC0 is calculated as; each two HD after this stage count as 1 for determining THAC0 only.
- Morale This is used as a guide for role-playing the weretypes form, when lost they usually run away like any normal animal of their type.
- Saves Lycanthropes in beast form saves according the following table. This is calculated from its beast HD, not it's level, nor human statistics. Even in Beastman shape they use the HD of their Lycanthropic level they possess.
- Hit Points Keep track of both hit points lists, one for the normal character, and one for the Lycanthrope. A Beastman form uses the Lycanthropic hit points. Damage received is subtracted from both forms, and remains constant between forms. Any injuries sustained in one form also affect the other. It is possible for a Lycanthrope to be reduced to 0 hit points in one form, yet have hit points remaining in the other form. In this case, the Lycanthrope makes a forced transformation (1 r), to the form with the most hit points. When the form with the most hit points is reduced to 0, the Lycanthrope is dead in 1d3 rounds (not at -10), and transforms to its natural form upon death. Characters gain hit points by gaining experience levels, as with any normal character. This gain is only added to the Lycanthrope hit points total, as the other normal class its hit points gained are only added to that form only.
- Experience This is gained as normal, but as gained hit points, experience gained in one form counts only for that form. A Lycanthrope also gains 5xp for each change, as it is retaining the character's alignment. Successfully resisting an involuntary change is worth 10xp. The DM may ignore these bonuses if players abuse them—by transforming solely to gain experience, for instance.

Action	Dex penalty
Grabbing an item	0
Draw ing in dirt	-1
Handling a common item	-2
Turning Doorknob	-3
Using an Average Key	-4
Untying Knot	-5
Handling an uncommon item	-6
Using a Small Key	-7
Tying a Knot	-8
Handling a Rare item	-9
Using a Tiny Key	-10

HD	DR	MW	TS	DB	SF
Cub	14	15	16	17	17
Whelp	13	14	15	16	16
Scamp	12	13	14	15	16
4	11	12	13	14	15
5	10	11	12	13	14
6	8	9	10	11	12
7	6	7	8	9	10
8	6	6	7	8	9
9	5	6	6	7	8
10	5	5	6	6	7
11	4	5	5	5	6
12	4	4	5	4	5
13	3	4	4	3	4
14	3	3	3	2	3
15	2	2	2	2	2



Healing and rest Lycanthropes regain hit points with either magical/natural healing or rest. A full night and day of complete rest restores them 1d4+con adjustment x hit points. A night of rest restores only 1 point +con adjustment x hit points. At 3rd level, Lycanthropes gain the natural ability to recover more hit points, if they remain in their were-forms. See table here. Constitution adjustments still apply. With a negative constitution adjustment, which lowers the curing to 0 or lower it takes an equal period of rest extra for each point below 1, to heal. Always use the longer period of a day+night rest healing method when a night rest needs more time to heal.

Were Level	Rest Day+Night	Rest Night
<1	1d4	1
1-3	1d4+1	1
4-6	1d4+2	2
7-9	1d4+3	2
10-12	1d4+4	3
13-15	1d4+5	3
16-18	1d4+6	4
19-21	1d4+7	4
22-24	1d4+8	5
25-27	1d4+9	5
28-30	1d4+10	6
31-33	1d4+11	6
34-36	1d4+12	7

Special Abilities

A Forced Beast form

Must take Beast Form when at night the Full moon is up, as well with the preceding and following nights. He can take beast form any night the moon is visible. Must come to a Lycanthrope summon I heard in range. (DM may give a save vs. spells to resist if more Lycanthropes than the limit of the calling Lycanthrope can summon).

B Half Damage

Normal Weapons do half damage (round up). Can transform at any night, even when the moon isn't visible.

C Beast tongue

Can speak with other creatures and Lycanthropes of its type while in beast form. In beast form, they can make the same sounds as normal animals of their weretype make, but can't make human languages.

D Free Change

Can take beast form at any time, including daytime, when the moon isn't visible.

E Quart Damage

Normal weapons do only ¼ damage (round up).

F Immune to normal weapons.

Like Ability B and E are only in effect in weretype shape, not in natural shape. This does not include massive damage, or many multiple attacks. Any single attack that inflicts more than 15 points of real damage in a single round, injures the Werecreature by 1 point for each point over 15. Many multiple attacks totally inflicting more than 30 points of damage in a single round—even if no single attack does more than 15 damage, will also injure the Lycanthrope for 1 damage for each point over 30. A Lycanthrope hit by a volley of arrows, or a powerful Thorn spray spell won't escape unscathed. If falling from greater heights the same rule applies, with a limit of 15 damage, the falling saves and breaks shift 3 steps. This means that a Lycanthrope doesn't roll for broken bones and instant death the first 30' and checks further distances as if 30' less fallen. Broken bones resulting from massive damage impacts have a normal chance to come into existence (giant boulder attacks, avalanches, flattening, etc.) while immune to normal weapon attacks, they are affected fully by attacks from exceptionally large or massive opponents. Attacks from creatures with a base natural HD (thus at Normal Monster level) of 8 HD or greater fall in this category. These attacks always do normal damage. Any poison on an attack will only affect the Lycanthrope if it bypasses the immunity either by magic, silver, Wolfsbane, or massive or multiple attacks above the given limit. Bolas, nets, whips, etc. will affect a Lycanthrope, while they may inflict no damage, they still can entangle, slow or delay a Werecreature in any form. Werecreatures are subject to knock-out and stun effects as normally, even if they don't receive any damage. Likewise, they may be grabbed, taken down and pinned with wrestling as normal, but the pin damage will be negated as any other damage below the normal limits. All other natural forms of damage affect a Lycanthrope as normal, they suffocate/drown if not able to breath, they burn by fire and acid as normal, can be intoxicated as normal by ingested, or breathed and even contact poisons (an injected poison must first break the damage limit barrier).

G Beast Summoning

Can summon 1d2 animals of its weretype, by vocally calling them, provided some are in the area his call can be heard. They come as fast as they can, and obey any commands they can understand. Unless they are in the immediate vicinity (their running speed x 4), responding animals take 1 to 4 turns to arrive. Animals farther away than these 40 minutes/4 turns are most likely out of hearing range, or the forgot the call, due personal interests, during the travel. The number of creatures summoned depends on the Lycanthropes level and the vibration of it's power in his call. This increases upon gaining levels after gaining this ability according to table given. Creatures respond by calling back, and then see if there are others more near to be summoned. These creatures can't be summoned in natural form, unless trained to respond. Lycanthropes require successful intimidation skill or a charisma skill (at -2) check to summon and control animals they don't already know. A bonus of +1 is given for each 5 were-levels above 10th level.

Levels	summon
+0	1d2
+3	1d4
+6	1d6
+9	1d8
+12	1d10
+15	2d10
+18	3d10
+21	4d10
+24	5d10
+27	6d10

H Healing increase, see under Healing and rest. Broken bones heal naturally in half normal time, but need the same magical healing to be cured rapidly.

I Werebeast Summoning

Can summon Lycanthropes of own weretype, with the same call as from ability G, but these are deduced from the summon amount as given in the table. Lycanthropes always take precedence, unless there are much more normal animals summoned that are closer to the caller. A PC may always choose to investigate, even when he is not summoned, or too far away, or other (creatures or other Lycanthropes) are closer to the caller. Lycanthropes of higher levels than the caller may simply negate the call, as if not heard. A deaf or silenced Lycanthrope can't summon in any way, as it can't hear any responses, or bring it strength in the call, they can't be summoned either, of coarse.

J Type ability, special to weretype.



Other Abilities

Immune to Lycanthropy

A Lycanthrope can't be infected by any other Lycanthropy.

Immune to Charm Person magic

A Charm Monster is needed to charm them, even in their natural form. A Charm Person works normally in natural form, but is broken instantly upon shape-changing. Charm Monster, however, works on any Lycanthrope in any form (unless saved of course), and continues to work upon any shape-changing. Neither the Werefox, nor Devilswine Charm abilities will work on other Lycanthropes.

Senses

Senses (Always Round up)	High	Medium	Low	None (as Human)
Visual (Int. based)	Scavenger	Other	Predator	
Detect Invisible/Ethereal/Faraway Beings:	+1	0	-2	-4
Farsight (Werehawk only)	1mile=100'	500yard=100'	100yard=100'	100'=100'
Tracking:	½ Int	1/3 Int	¼ Int	Only with skill
Scent (Wis. Based)	Predator	Other		
Detect Invisible & Ethereal Beings:	+2	+1	+4 bonus	not
Tracking:	½ Wis	1/3 Wis	¼ Wis	Only with skill
Recognize Known Smell Race:	Int. at +4	Int. at +2	Int	not
Recognize a Known person:	Int.	Int -2	Int -4	not
Sound	Predator	Other	Scavenger	
Detect Emotion	Wis -1	Wis-3	Wis-5	not
Empathy	Int-2	Int -4	Int -8	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7% +/-Dex adjust
Weakness , Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	Any	Any	Any	Any
	-2	-1	No weakness	none

Depending upon the species, a predator Lycanthrope will have high Sound and Scent senses, a scavenger will have high Visual and Scent senses, all other senses will be low. All other Lycanthropes will have medium senses all over, unless noted differently (like with the Werebears). Senses will be affected by lack of usage one step, as will be when affected by its weakness. This can go as low as completely losing the affected sense (DM!!). Some magical effects can increase the senses by one step, but this never goes higher than High.

Special disabilities

Lycanthropy inflicts many social problems on its victims—especially the threat of death sentence most cultures impose on werereatures. In most areas, Lycanthropes are so feared; citizens don't bother with such things as trials or evidence before executing suspected werereatures.

Wolfsbane Aconitum napellus, or Aconitum lycoctonum

Wolfsbane, known as Aconite in Nouvelle Averoine Glantri, and as Monkshood in other nations, is a poisonous plant related to Buttercups. According to legends it comes into existence from the saliva of hellhounds or the hellhound guardian Cerberus. There exist a few variants, of which the best two known and wide spread are given here. A. napellus, its flowers are helmet-shaped, and come in blue, yellow, white, and occasionally a mixture of two colors, reach a height between 3' and 7'. A. lycoctonum is lighter smaller (1'-4'), and yellow, the flower is more helmet shaped. Both flowers in Spring to Autumn, and recedes mostly in the ground in winter. A. napellus is a bulb-shaped root; A. lycoctonum is a root stick. Both are 2-year plants, flowering in the second year only. However, it is a very active plant growing on all but rocky and wet ground, preferring sand or earthen ground, in full sun or half shadow. Seeds don't flower if growing in a permanent shadow (like a thick forest). It grows in temperate or cold climates only.



Aconite, the active crystalline poison within the plant, may be extracted from the roots or flowers. Weapons coated with Aconite do +1 damage, whether or not the opponent is a Lycanthrope, as Aconite is also poisonous to any demi-human, human or humanoid creature and many other creatures. On touch, it causes warmth, burning sensation, itching, followed by loss of touch (local anesthetic—therefore use by healers through tinctures, with an operation skill). It is the most poisonous poison of all alkaloids. A horse can be killed by ingesting it with 3mg only. The poison effects by ingestion are; increased saliva flow, regurgitating, cramps, colic, lack of breath, icterus, heightened diuresis, muscle weakness (Str -4), cold sweat, deliria, collapse, and death by asphyxiation.

It is one of the best known poisonous plants, yet also has a medical healing power against rheumatism, neurologies, beginning fever, ear sores, and recently heart failure, for example. The





roots are being used to poison wolves in Thyatis (real world Rome during Dioscorides), hence the name (lycoctonum=lykos=>wolf, kteino=>die off).

Lycanthropes hit with an Aconite-coated weapon, Wolfsbane (dried less than 3 month ago or fresh) must save vs. poison (use w/e saves even in human form) or become affected by a terrible fear (terror), and flee in full panic for two full turns as far away as possible. Any forced contact, causes insanity (actually panic, and terror), and the loss of 1 hp each round, and a constitution check each round or die by heart-failure (death by fear). Dried Wolfsbane older than three months loses all its powers, and just becomes a very awful smelling bush to a Lycanthrope. Simply brushing against Wolfsbane has no effect other than by scent which causes disgust and an initial fear/cautiousness that can be overcome by a successful save vs. poison. Wolfsbane pollen causes a sneezing fit in any Lycanthrope who misses its save vs. poison at +4, this lasts for 2 Turns, and causes all abilities, skill checks, saves and THAC0 to succumb to a -2 penalty. This stays good for several years, but isn't a foolproof test against Lycanthropes, as anyone prone to hay fever suffers the same effects. Although Wolfsbane is poisonous to Lycanthropes in either form, its saves against it are based upon the lycanthrope's saves.

There is a kelp-like variant of wolfsbane, a temperate to warm-water plant, of 25' long thin strains wit tiny underwater flowers, reproducing by breakage, or by fish, with exact the same effect. The name of this plant is sharkbane, Aconitum aquaticus, in response, to Wolfsbane, named by the Merrow. It loses all its powers if ever taken more than 1 turn out of the water, or more than 1 month out of enclosed water.

Silver

Lycanthropes react allergic to silver—it acts as a poison. The silver bypasses the immunities of the Lycanthrope in any form. If touching silver for more than 1 turn (=10 minutes=60 rounds) must make a save vs. poison or break out in a painful rash. Any forced contact, causes terrible pain, greater painful rash (flaking, blisters, painful itch, hair-loss, etc.), lowers the dexterity to 3, due muscle cramps, and causes further handicaps by keeping the Lycanthrope from sleeping and/or healing. While handling silver a Lycanthrope will regurgitate any food, or drinks consumed in less than 3 hours (in either form), further weakening the Lycanthrope in continuous contact with silver. This will go on until death by overall weakness.

Magic

Any magic will be able to affect a Lycanthrope in either form as normal, unless made immune by other means than Lycanthropy.

Animal Reactions

Many normal animals (especially horses, dogs, and cats, but also felines, Lupins and Rakastas) can tell a Lycanthrope by his smell, no matter what form he takes. Horses react with fear, usually shying away, rearing, or snorting, like with a predator approaching. Dogs bark at Lycanthropes, even if they knew and loved him for years prior the infection, or may slink away with their tail between their legs, or treat the Lycanthrope as a rival. Cats may hiss and arch their backs, or in the case of feline Lycanthropes become very affectionate, or are curious at a distance. Lupins and Rakasta just run away for reinforcement or attack right away. In all cases, devoting time and patience to an individual,



may overcome its fear, hatred or territorial drift. An animal can learn this, as if learning a new trick (see animal training skill), but must make the check at half normal chance of success, and at double the normal time, if trained continuously by the Lycanthrope. In the meantime, the Lycanthrope might have a hard time explaining why he can't ride a horse or play with his dogs anymore! Gestures of friendship such as a riding or animal training skill or a calm animal effect imposes a +2 to the roll. Rolling a 20 on a skill check further imposes a permanent -2 penalty to this animal's reaction. When three reaction meetings in a row result in a 10-12 the animal has grown accustomed to this Werecreature. A

frightened horse is difficult to ride, requiring a -6 on riding skill checks every time the Lycanthrope gives a command. Frightened horses can't be ridden in combat regardless of the rider's skill. Once a Lycanthrope overcomes a horse's fear, he can ride that horse reasonable normally. It may still be a little unease with other Lycanthropes, but all reactions are permanently at +2 to Lycanthropes, until attacked, then all work is for naught, as with all animals.

2d6	Animal reaction	Further actions
2-3	animal attack or flees	-
4-6	animal is aggressive or nervous	roll again at -4
7-9	animal is unsure and cautious	roll again at -2
10-12	animal is unaffected by the lycanthropes smell	-

Enchanted creature

Although Lycanthropes are classified as 'enchanted creatures', they suffer the combat penalties caused by a Protection from... spell, they may, however, touch the Spellcaster, and Dispel Evil/Good does not work on them. On the other hand, Lycanthropes do qualify as 'enchanted' when using their were form's natural attacks against creatures immune to normal weapons—including other Lycanthropes. A Lycanthrope's natural attacks do normal damage to a creature immune to normal weapons attack, and minimal damage to a creature invulnerable to weapons of +1 enchantment.

Anti-magic

Anti-magic attacks (the central eye ray of a beholder for example, or a will prevent any Lycanthropic transformations or the use of a were form's unique abilities. The day('s) of dread at the end of the year, or upon entering a wild magic zone, will lock a Lycanthrope in whatever form he is right in until magic normally resumes. None of these attacks do reverse Lycanthropic changes, but can be helpful in a Cure Lycanthropy spell.

Energy Draining

A Lycanthrope hit by an energy drain attack loses experience, from the form they're in. When reduced below cub stage, it not only transforms to its other form, the disease becomes dormant for 2d12 days, or until the first full moon, as if just if in the incubation period. When a Lycanthrope is drained of all levels, it dies and can't be raised or resurrected.

The Transformation



Matera, the moon which shines over Mystara, rules the live of Lycanthropes (in the hollow world it is the magical floating continent of Ashmorian, which is actually a piece of Matera). A full moon causes involuntary transformations to beast form. The moon's influence is also strong on the nights immediately preceding and following the full moon. Voluntary changes are possible, as well. This influence, penetrates all clouds and even most matter (inside buildings—5 yard of solid matter blocks the change completely, a Lycanthrope enclosed in a dungeon will thus mostly not change unless affected by the lunar light.), but affects Lycanthropes only when it the moon is up, at the place they are located. Any change wipes the mind of a Spellcaster from any spells memorized as if cast the spells, except the change from man to Beastman or back. A Lycanthrope failing to undress before transforming becomes caught in his clothing or armor halfway through the transformation. Clothing; tearing free requires a Str check at -1 or squirming a Dex check at -1 from the were form's statistics. He can attempt to free himself once each round in either one way (tearing or squirming). Unless the clothing is made of exceptional durable material (an Elven Mithril shirt for example), the Lycanthrope will be able to tear himself out of it without harm to himself. Lycanthropes learn rapidly not to wear armor, as it interferes with their shapechanging. They will become stuck in any armor, giving them AV x damage, each round. The penalty to free oneself from any armor on its strength or Dex check is 2+AV. They can be donned an armor by assistants with hands. A Lycanthrope in special armor changing to human shape will become stuck also, but can free himself on a successful Dex check-AV.





During the transformation a Lycanthrope is unable to do anything—move, fight, or even speak. If action becomes vital, a Transformation (or Con at -5) check is allowed. Use the statistics of whichever form the character is transforming to. If successful, he can move and act while transforming. Movement will be at half current speed, and -4 penalty to all abilities, skill checks, damage, and THACO.

Changing involuntary

All Lycanthropes are subject to involuntary changes around the time of the full moon, although they get a chance to resist the change with experience. When changed however they can't change back until the moon is no more up. At sunrise, or when the moon is down, the character involuntary changes back to its natural form. Unusual stress may trigger an involuntary change at other times. Any involuntary change takes 1 round (except the initial first change—see affection).

Resisting the change.

A Lycanthrope of normal monster level or greater can try to resist an involuntary change, with a save vs. spells using the were type's saves, with a -4 full moon penalty, -2 preceding/following night penalty, -0 sunrise penalty, +1 stress penalty. The transformation caused by the reduction of a form's hit points to 0, and any involuntary change to the natural shape can't be resisted.

Changing voluntary

Newly-infected Lycanthropes are able to change form monthly at night with the moon shining. Cloud cover does interfere with voluntary changes. A voluntary change requires a constitution check (may try; once an hour if NM or less, once a Turn if Higher). When the Lycanthrope reaches Beastmen level, no check is needed to roll. The check is adjusted by +2 in the week of the full moon, -2 in the week of the new moon, and when the moon is down. This change takes 15 rounds, minus 1 round per level above cub. This can also be affected by Transformation and Quick Change skills.

Beastman

This form can be chosen voluntarily only, and takes the best of all abilities of Lycanthrope's natural class. It has the Werebeast statistics, and saves, but can speak all languages known, can use all skills and things learned in either form, can cast spells if the non-Lycanthrope is able to cast spells, can use all items and weapons usable to either form, has thus Lycanthropic powers and those of his other form. It has the same alignment as the weretype, unless resisting the alignment change. Any involuntary change always leads to either natural shape or the beast form.

Skills

Lycanthropes have a list of special skills, and they learn these autodidact, depending upon their life choice, and personal characteristics. A more careful werewolf would probably choose hiding, while one that likes to hunt tracking. Newly infected werereatures have no skill slots to spend. They must earn experience before learning skills. If the Werereature has a high intelligence he will get more skill slots. 13-15=+1 available at 1st level, 16-17=+2 available at NM and 1st level respectively, 18=+3 available at scamp, NM, and 1st level. Further they gain more skill slots every four experience levels after first as any other creature.

Skill	Months	Total Time
3	1	1 month
4	+2	3 months
5	+3	6 months
6	+4	10 months
7	+5	1 year 3 months
8	+6	1 year 9 months
9	+7	2 years 4 months
10	+8	3 years
11	+9	3 years 9 months
12	+10	4 years 7 months
13	+11	6 years 6 months
14	+12	7 years 6 months
15	+13	8 years 7 months
16	+14	9 years 9 months
17	+15	11 years
18	+16	12 years 4 months

These skill are learned without a teacher, from 1 to the creatures relative ability limit, by 1 per cumulative month (see table). The good thing of this autodidact training that it goes automatically, from the moment the character Werereature chooses the skill according his lifestyle and habits. Remember player, these are rarely combat related actions, skills may not be chosen because the player likes them, and they must be chosen according the character's lifestyle. The judgment of the DM herein is final. Thus if you play your character more warlike or more secretive, his skills must and will reflect this. This also means that the character can learn several skills this way simultaneously, becoming first available at the corresponding levels at the corresponding skill strength. A Werereature just becoming whelp with no intelligence adjustments will have his single skill at no more than three, but this increases from that moment on until it reaches the corresponding ability's height. If the skill chosen was an escape skill, because the Werereature, is constant on the run from were hunters and their traps, than the skill can never become higher than that creatures dexterity, unless an extra skill slot is spend at it, which increases the skill limit by 1 per extra skill slot used. If the Werereature in this example had an intelligence of 18 he would learn 1 skill from whelp level, learn two more from scamp level (1 normal and 1 by intelligence), another two at normal monster level, and yet another two at 1st level. All these skill need time to increase, and do so automatically from the moment gained. The character of a Werereature must thus always record the month/year of the skill gained to know its current skill strength. When one skill has reached it maximum limit, other skills aren't learned any faster.

Level	Skill Slots
Cub	0
Whelp	1
Scamp	2
NM	3
1st	4

These autodidact skills are learned by the character through trial and error, but for each month trained by a higher skilled trainer, the character may count these as two autodidact. This is the only way of increasing the learning speed. Even a Wish can't do this. The skills are listed in the following table, but more information of the skill in specific is explained in the chapter skills. The Werereature is limited in his choice of these skills alone, except when specifically explained differently at the were type's information.

Skill	Ability	Skill	Ability
Intimidation	Str	Escape	Dex
Hiding	Int	Evade	Dex
Hunting	Int	Fighting Instinct	Dex
Know Terrain	Int	Stealth(terrain)	Dex
Tracking	Int	Endurance	Con
Danger Sense	Wis	Quick Change	Con
Self Control	Wis	Resist Wolfsbane	Con
Acrobatics	Dex	Transformation	Con
Alertness	Dex	Leadership	Cha

If they become Beastman, they may use any of the skills learned at either form, but only in Beastman form. Skills learned in one form can otherwise never come into the other form, even if both forms use the same skill. A human hunter probably will have a tracking skill, and his were form might have it too, but both of these skills work too differently to mix knowledge gained from these skills in the skill equally named of the other form.

Were can Lycanthropes be found.

This is mostly different for each species. Some are thought to be extinct (Werehawk and the Weresealions), yet other are as common as rats (Wererats). Of most species is commonly known were they exist this does not mean that areas not mentioned does not carry lycanthropes of any sort. Of coarse do sea bound lycanthropes only exist in the sea or at least near to it (Wereseals, Weresealions, Weresharks). And specific species are only found in the climate the creature originally would exist. They mostly copy the sense of willing to live in the climate their beast related creature would like to live in. (Polar Werebears and Werefoxes in Hyborea, Norwold or the North pole, for example).yet other species are only found in the Hollow World, living on the influence of the floating continent Ashmorian instead on the moon. Some cultures have abilities resembling Lycanthropy. The best known are the Shaman of the Atruaghin or Ethengar Khanate. These can change in the beast of their totem or similar. This is NOT Lycanthropy. And as thus not infective. It is a magical shape-shifting ability, granted by their own or immortal powers, and must correspond to strict rules and regimes.

Lycanthropes and spellcasting

A lycanthrope may be a real magic-user, cleric, or druid in human form. However, it may not use any spells while in were-form and, when it assumes were-form, most lose all memory of spells learned, as if all the spells had been cast. A devil swine Spellcaster can cast three charm person spells per day in either were or human form, but can only cast other spells while in human form. Devil swine will not forget spells while in were-form: When they return to human form, all their memorized spells are still with them.

This also counts for lycanthropes who have reached the Beastmen stage.



Wounds and Injuries



In combat the character must make a Hit roll on 1d20 to see if he is able to hit a target. The number needed to his is determined by class, training and experience, and even by magic. The number on the rolled dice is important to the sort damage inflicted on the target. To see how the roll will effect the damage done see following table.

If the result was a hit, the attacker now rolls for damage. First, he rolls the damage listed for the weapon or attack. Adjust the roll with any multipliers, such as a thief's Backstab ability, or a charge bonus. Then, the attacker adds or subtracts any pertinent bonuses (Strength adjustments, (added to melee attacks), Magic bonuses or penalties (from magic weapons or magic spells affecting the character), the attacker's entire Strength score is added to the damage if he performed a smash maneuver to damage. The sum of the number rolled on the damage dice and the pertinent bonuses is the amount of damage the victim takes.

Untreated effects of injuries	
Minor Accidental Injury	
Minor Injury to Hands, Arms, Feet, or Legs	Dex -1
Head Injury	Int -1
Injury Affecting Breathing or Digestion	Con -1
Disfiguring Scars	Cha -2
Bad Fall / Riding Accident / Wild Party	Str and Dex -1
Arthritis / Back Injury / Hernia	
	Dex -1
Very Serious Accident	
	Dex -1d6
Combat experience	
War Veteran Seriously Injured	-2 Con, -1 Str
War Veteran uninjured	+1 Courageous, -2 peaceful
War Veteran injured	+1 Courageous, -1 Con.
War Veteran little danger	+2 Courageous
Raid/Small Action injured	+1 Cautious, -1 Con.
Raid/Small Action uninjured	+1 Courageous, -1 peaceful
Raid/Small Action little danger	+1 Courageous
Injured in Combat	-1 Courageous, +2 Cautious, -1 Con.
Badly Injured in Combat	-3 Courageous, +3 Cautious, -1 Con.
No Trait can be raised above 15 or reduced below 6 by this table.	

Hitroll Table	
1	Always misses. The character must save vs. DR or lose the weapon in hand, or (DM) some mishap occurs (the bowstring looses or snaps, or the blade of the weapon shifts, or the weapon is dropped from the hand of the user).
2-17	Hits with normal damage, determined by hit roll (THAC0), Armor Value is normally deducted (minimum 1 point of damage even when the AV is greater) from any damage. Any wound can be normally, or magically cured (be it potion, spell, item or else). A character will fall unconscious to the ground when his Hp have reached 0 or lower. If he has any wounds he will lose 1 hit point each round until he reaches -10, at which moment he dies. Before he reaches -10 however, he can be cured with any magic (Only, spell, item, ointment, or special, but not Potions!!). He will regain consciousness when he reaches 1 hit point. <u>A wounded person can also naturally stabilize.</u> The character must make each round a successful Constitution check penalized by the amount of negative Hp. If successful the hit point drop stabilizes to a loss off -1 each Turn instead each round. A Healer (or anyone with a Healing skill) can keep a person under 0 Hp alive (even without the use of magic) and allow him or her to regain Hp instead of losing them. Therefore the Healer must attend all Time to the healing of the character. For every hour he heals he must make a Healing skill check. When he fails the patient will fall back 1 hour. For every hour successfully healed the patient must make a successful save vs. DR penalized at the damage below 0 (a character at -6 must make his save at -6 etc.). When this is successful he will gain a hit point. The patient will only lose Hp when the healing skill of the healer in question fails (this is not always his failure, but could also be that the patient was too far away to be cured, or the affliction was too great). A healer can do this with as many persons as given (Int / 3 round down = maximum amount patients kept alive and healing). A healer can also apply a binding of wounds, stitching, stabilizing broken bones, etc. but if he does this he can't heal the patient like the method mentioned above. This method can be done with a single set of wounds, and can remove 1d3 points of damage at the cost of one set of bindings. Wounds can reopen, however, under active motion. When the character reaches 0 Hp he will heal naturally, even without magical healing, but must at least rest for two weeks (as with the Raise Dead spell). When the hit was 8 or better than the AC needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly.
18	The hit is better than normal and will cause maximal damage according to the weapon and weapon Mastery and then added with the magical and Strength bonuses. A person hit may deduct his Armor Value still though as per normal hits. When the hit was 8 or better than the AC needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly. This also applies to all "20" on the attack roll table.
19	The hit is better still and even by passes the Armor somehow (through one of the minute soft spots, or open spots an armor always has (ex. Armpits, Neck, Crotch, and other movable parts, or when Armor parts are connected or have movable joints). The damage done is maximum and no Armor Value may be deducted. When the hit was 8 or better than the AC needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly. This also applies to all "20" on the attack roll table.
20	The hit is the best a character ever could make. It will always hit regardless of THAC0 and AC. Only creatures with an AC 6 steps or better than the maximum possible to hit by that character can't be hit. When a Character is hit he will sustain double maximum damage of the weapon and weapon Mastery, (double again if a smash attack is made) then the Strength, weapon mastery and magic bonuses are added. Any constructed Armor must make a material save or lose an AV point permanently (until repaired, if possible). Apply all damages as normal and use the Critical Hit Table also. Held, sleeping or unconscious targets can be killed in a single blow by any well-targeted melee weapon. This also applies to all "20" on the attack roll table.

Some weapons shift the last three attacks forward when the user has a higher weapon mastery, example the dagger. When here is said the damage is doubled 19 and 20 then the other rolls are lower by 1 also. I.e. 18 becomes equal to a normal 19, and a 17 becomes in fact equal like a normal 18.

The damage from a single attack is a wound, and a wound can have bloodloss, slowly weakening the character. The character may roll a Constitution check to stop 1 hp bleeding each round, until the wound closes, this is called stabilizing. Thus a critical wound needs 3 successful Constitution checks, a healing skill applied with 3hp, or a Cure Critical Wounds spell to close. Even when the magic did not completely heal the damage done, there is no further blood loss. Simply said, the +x of the spell actually closes the wound, while the total rolled amount heals the damage taken. This is depicted in the next table under the "cured by" column. A critical wound (see there) has also bloodloss, but that is treated differently. A victim losing his hit point below zero is dying, slowly. When death finally sets in the attacker(s) get the victims experience value in XP. A character below -10 hp is virtually indistinguishable from those truly dead, even if his spirit hasn't left the body and healing (magic or skill) still works.

Critical Hits

Dice	Type Wound	Base Damage	Armor Effects	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
17	Normal Hit	Variable Base Damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
18	Critical Hit	Max Basic damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
19	Critical Hit	Max Basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
20*	Critical hit	Double basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
20*	Critical hit	Double basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
20)	Critical Hit	Max Basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
20^	Critical Hit	Max Basic damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
20	Critical Hit	Variable Base Damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonusses.
21	No hit	The amount higher than 20 is the extra attack bonus you need to damage this "creature".		

(Optional system, may be negated and only used in special—called shot, etc—circumstances).

A hit is critical when the hit roll is 18, 19, and when a natural 20 is thrown. (See above chart!!).

Whatever level or class a natural 20 always hits, unless the difference is too great to be hit (21 or more on Attack roll chart). Only the natural 20 roll (this includes natural weaponry) will be able to result in a double damage from which no Armor value may be deducted. Under some strict circumstances (example; Called Shots, et. Judged by the DM!! only!) other critical hits may be made. Use following table to see how the damage has to be calculated.

Sort Damage	Weapons				Duration Natural Healing in days	Infection and Reopen wound chance	Bleeding	
	Piercing	Smashing	Slashing Rending	Crushing			Sort	damage
Grace	1-4	1-5	1-4	1-3	1+1d3-con.bonus	5%	none	0
Injure	5-9	6-7	5-7	4-5	3+1d6-con.bonus	10%	Minor	1/r
Break	10-11	8-11	8-11	6-11	Varies	15%(special)	Minor	1/T or r
Crush/Destroy	12	12	-	12	40+(3d6x10)-con.bonus	25%	Major	2/r
Severation	-	-	12	-	not	50%(special)	Severe	3/r

A healer will always see what kind of wound (and thus what kind of weapon was used) the patient sustained, on an successful skill check. The same way he'll see the natural healing Time average (as in the table). Another check will reveal to him if the patient has sustained an infection, and how to treat that.

Weapons

- Piercing; Creates a small but deep wound, often internal bleeding.
Done by Swords, Spears, Lances, Pikes, etc.
- Smashing; Creates an internal wound, with lots of bloodloss.
Done by Hammers, Maces, Clubs, Boulders, Polearms, etc.
- Slashing; Creates a large wound with much bloodloss.
Done by Axes, Swords, Polearms, etc.
- Crushing; Creates massive damage to internal structure.
Done by Warhammer, Boulders, Giant crushing, and the ground (or wall) on the other side of the character. If not than see Smashing. (DM!!).
- Ripping/Rending; As Slashing, but made by Claws or Bite attacks, infection risk high.



Damage

A Character its life-force is measured in Hit points (Hp). This number will be different for each race, Class and level of this class. They are calculated upon the Hit Dice (HD) of a creature. The experience a creature gains, the higher his level becomes until it is enough to gain another Hit Dice or level. They are also adjusted by the average health of a character (Constitution adjustment), and vary upon each class. Combat and damage high classes like the fighter, natural Humanoids, or warrior cleric are rolled each new level / HD on 1d8, while weaker classes like the thief and mage use a 1d4 instead. Other use 1d6. when they reach name level, no more HD are gained and only additional Hp are gained instead upon reaching a new level or attack rank (depending upon gained experience). These Hit point are further a constant, once rolled they never change. Each level, Attack rank or HD has its own amount of gained Hit points. And together as a total they stand for the life force of a character.

Wounds and Death				
Damage	Intensity	Cured by	Bloodloss	other effect in 1 round
1-7	Light	CLW+	0	nil
8-14	Serious	CSW+	1hp/round	nil
15-21	Critical	CCW+	2hp/round	25% critical damage
22+	Deadly	Cure All	3hp/round	50% critical damage
Hit points	Corporeal Status	Side effects	healing skill applied	Magical Curing
1 or higher	Alive	nil	Per set of wounds 1d3hp	as normal
0	K.O.	lose 1hp in 1d3 r	Revives in 1d3 r. with 1h	as normal
1- to 10-	Dying	lose 1hp/round	Stops hp loss 1 hour	0 restores to +1 hp ma
11- or lower	Dead in 1d3 r.	no visible lifesigns	ows dying time by 1 rou	0 restores to +1 hp ma
Dead	Slowly decaying	Rotting Processes	Slow rotting process	Only raise Dead(Fully) Pay Cleric 10.000gp+ in advance or 150% later 50% of cost is always lost

A character will often suffer damage and this is revealed in a lowering of Hit Points. A character can lose Hit Points through damage by weapons, magic, physical attacks, deprivation, poisoning, diseases, Life Power draining, accidents, heat or cold.

- Hit point loss caused by Diseases, Poison can only be revived by removing the cause of loss, and then letting the character (slowly) revive naturally or apply magic to enhance this partially or wholly.
- Hit point loss caused by deprivation can only be recovered by reversing the process. A deprivation of food can thus only be restored by eating. This recovery will go as fast as the deprivation, and can naturally not be speeded up. Some (very rare) magic could bypass this however.
- Hit Point loss caused by Life power draining can only be recovered by regaining that drained level or HD. This will take time, and needs new experience. Life force draining is one of the most feared attack forms existing and is utmost evil. Some magic can restore these losses. These can be spells, items, potions or sometimes even essence of the draining creature killed somehow (DM will know if this is possible).
- Hit point loss by damage, caused through magic, weapons, claws, teeth, falling, etc. are called wounds. And they are resolved differently.

Other Injuries and Treatment

With certain exceptions, the rules of the game do not account for specific injuries or the effect of wounds on particular parts of the body. Lost Hp are simply lost Hp; in practically every case when a character is injured, the exact nature of his injury is not specified and does not need to be. However . . . there are occasions when logic and circumstances strongly indicate that an injured character has a specific problem. If this is the case, then prompt action on the part of an injured character or a comrade can sometimes reduce the adverse effect of a wound or other type of injury.

Some special methods of treatment are discussed in the description of the healing skill. These methods include: restoring lost Hp by promptly tending to a wound; caring for an injured comrade to improve his recuperative powers; and aiding a character who has been poisoned or has come down with a disease. Besides these special skills, available only to a character with healing skill, there are some general first-aid methods that are common knowledge among most adventurers and which can be used by anyone who takes the Time to perform them, assuming that the necessary materials are available. Most of these general methods are only useful if the DM rules—with proper reason, of course—that a character has suffered a specific type of injury.

Natural Healing

A person will always heal naturally, unless the wound was done by ripping damage (Claws), a Karaash Sword (often used by Orcs), or if somehow infected like a Mummy Curse. This rate of healing is not done in Hp, a critical wound will be completely closed, even if the natural healing rate of a character ($1 + \text{con bonus} \Rightarrow$ if resting 24 Hr, or 1 if not resting) will still reveal damage. A 12 hp Grace wound could be closed in 2 days on a character with $\text{Con } 14 = +1$, while the remaining damage could still be a loss of 4 hp (4 days $\times \{1+1\}$) or even 8 days if the character was not resting continuously. This means that the wound will thus not reopen upon movement, but that the character must heal further to be completely healed. Natural healing will leave scars. Magical healing will circumvent this and thus prevents scars.

Binding of a wound



This must be done by applying one full set of bandages to each set of wounds (is total of current wounds). This includes any stitching if necessary. But does not include any needles. mostly these are clean, else they'll imply another 15% infection chance, cumulative the existing chance. This takes 1 Turn or more (DM!!).

When ever magic is used to heal a wound it takes precedence over any healing practices. When magic is applied, it sees no difference between bound and open wounds, it will cure them as far as the power can heal. A magically healed wound always closes up any wounds, even if the magic is not enough to heal all lost Hp. This way it prevents any further bloodloss, infection, and reopening of the wounds. A binding/stitching is of no further use once any healing magic is applied. Any bound wounds with damages higher than the amount cured can still reopen as normal.

Infection danger

There is a danger of infection when the wound is not completely cured, or dirty bandages are used, or the wounds is not bound at all (an open wound). The chance of infection depends on the sort of wound and is increased by 10% if the patient entered an area like Swamps. Sewers, Graves, Battlefields, etc. .If the wound is infected the patient must roll a Save vs. poison each day the wound was not healed completely, or suffer further infection effects (See diseases; Infection).

Reopening wounds

Wounds have a chance of reopening equal to the chance of infection when the patient moves or attacks, or makes other strenuous moves with the afflicted bodypart before natural healing is completed. When the wound does reopen bleeding damage does occur again. When a wound does reopen it will bring damage equal to the sort wound it currently is. This means a wound will be treated as if unbound. Magical healing will close wounds preventing bloodloss and reopening of the wounds (as seen under Bleeding).

Bleeding

Any bleeding caused by any sort of critical hit is additional to bleeding of the wound as normal.

Minor Bleeding Damage gives 1 points of damage each Turn until healed or bound or a unmodified Constitution check after at least 1 Turn. The binding of a Minor Wound takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance Any magical curing will stabilize the patient instantly, and closes the wound in addition to restoring Hp.

Major Bleeding Damage gives 1 points of damage each Round until successfully healed or bound. The binding will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a Minor Bleeding Wound after at least 1 Hour of binding the wound. This healing can imply the usage of needle and thread.

Any Cure Wounds closes the wound immediately for the amount of the dice adjustment in the spell (CLW=1d6+1 thus 1), and closes the wound in addition to restoring Hp for the remainder of the rolled healing. If however the spells cast upon the patient heal less than needed it turns the wound only in a Minor Bleeding Wound, any lower healing will have no effect at all at the closer and bloodloss of the wound. Any Further Healing is only natural or magical, no skill will enable the wound to close any further.

Sever Bleeding Damage gives 2 points of damage each round until healed. Only a Healing Skill at -4 will enable the wound to close to a Major Bleeding Wound, after at least one hour. This healing mostly implies the usage of needle and thread.

Any Cure Wounds closes the wound immediately for the amount of the dice adjustment in the spell (CLW=1d6+1 thus 1), and closes the wound in addition to restoring Hp for the remainder of the rolled healing. If however the spells cast upon the patient heal less than needed it turns the wound only in a less rapid Bleeding Wound, any lower healing will have no effect at all at the closer and bloodloss of the wound. Any Further Healing is only natural or magical, no skill will enable the wound to close any further.

Crush/Destroy

When a patient his body (not the extremities) is crushed, or destroyed, he must save vs. Death Ray or die in 1d8 rounds with horrible pain. When the Save is successful, the patient has a 35% chance to recover +/-10% per Constitution bonus or penalty in 4+1d8 months. The patient will always heal, but when his healing chance fails he never does fully recover and his body will be permanently disfigured.

When the Head is crushed or destroyed, the patient will have only a 10% chance to stay alive, but then he will be permanently disfigured. This could result in Blindness, Muteness, Deafness, a 5 penalty on Charisma, and at least a lowering of 10 points in comeliness, this can result in a number of 3 or lower, any penalty resulting from this must be used on the Charisma also. When the Charisma is lowered beyond 3 he will seem to become a monster according to his own society (Humanoids not included, because they don't react according Comeliness and Charisma as thus). As thus he will mostly be totally rejected, or even killed by his own kind thereof.

Only when the patient died (or somehow kept alive while cut open), can the bones be restored by Mages with the Mending spell, after which the Cleric or Healer can restore the body and raise the Character. This process is seldom seen as death (although the patient actually is dead for a short period of Time), thus making it more acceptable to cure such a patient. Actually only the attending Clerics and Healers (and sometimes the Mage in the process) know the character died in the process. This curing method will take at least 1 day in an enclosed clean room, and up to 1 week in any other circumstances. There are rumors that some mages knew of a spell that could "Teleport" the bones out of the body, while paralyzing the body itself by muscle-cramps, thus enabling any manipulation of the bones. Even a Dwarf could thus mend the bones together, with screws and small plates of Gold, Silver or Platinum (any other metal would affect the body as if poison), or even replace bones with metal variants. This spell seems to be lost to actual knowledge. The usage of this spell is normally Chaotic and Evil, but not with this use.

Severation

Only healed by regeneration. A Cure Critical Wounds or better spell will close the wound, or a torch for 3d10 days. If reopened due to stress, motion, or Time span, the bleeding will start as Minor Bleeding for a Turn, then major bleeding for another Turn and Severe Bleeding for yet another if the character is still alive. The fire does inflict damage but will close the wound. The complete closure of the wound will take 3d10 months. If Legs, Hands. Feet or Arms are missing, the character must practice for 5+2d10 weeks to learn to function with one body part less. The decapitation of the head always results in Death instantly. This could be so fast that the character will not be able to locate the gate to the Plane of Limbo towards eternal rest, and thus preventing the character to die properly. This will always result in the character becoming a Ghost or similar Undead.

Broken Bones

When ever a Break results from a wound the character must make a check on the following table or if it is a called shot (i.e. an attack on a particular body part). When more breaks result in one piece of bone, the healing skill check is reduced by one point per additional break, as is the Time to heal naturally enlarged by 10% per break. The effects will be cumulative per broken body part, but not per break!! Thus when the patient has both legs broken and also of which one is broken twice; he will still be lowered his Dexterity by only 2, and his movement is only ¼ (½ x ½). When a Patient still used the afflicted body part there is a 75% chance that the bone will be disfigured and needs to be broken again to be restored normally. As long as the bone is disfigured the break effects still do apply (this can even be permanent if the character never finds a Healer, who can restore the bone(s)).The natural healing of a bone is affected by the overall health of the character afflicted, the patient makes the natural healing roll and subtracts his Constitution bonus to it. Thus a negative bonus is added to the roll and thus prolongs the healing Time. Broken bones also occur with massive damage (boulder and smash attacks of giants, some animals or dragons), falling down or something or someone falling on the character.

Broken bones			Curing by	
2d20	Broken Part	effects	naturally	magic (no mend bones)
2	skull	in/wi-1,no concentration	10+2d20 days	clw or better
3	jaw	no speaking	10+2d10days	clw or better
4 to 5	teeth	no conc. 4+1d3 days, worse eating	not	regeneration or artificial teeth
6	neck	Paralyzed death in 20-con rounds	not	cureall+Cure Paralysis
7	keybone	no use of arms	30+2d20days	ccw or better
8 to 9	weapon shoulder	THAC0-2 dex-2	20+2d20days	csw or better
10 to 11	other shoulder	dex-2 THAC0-2 if used	20+2d20days	csw or better
12 to 13	weapon arm	THAC0-2 dex-2	10+2d10days	clw or better
14 to 15	other arm	dex-2 THAC0-2 if used	10+2d10days	clw or better
16	weapon hand	THAC0-2 dex-2	20+2d20days	csw or better
17	other hand	dex-2 THAC0-2 if used	20+2d20days	csw or better
18 to 19	back	paralyzed dex-1 permanent	1%chance / 20 days	mend bones+ Cure Paralysis
20 to 24	rib	AC+1 no swimming or lifting.	10+2d10days	clw or better
25 to 26	left hip	mv x 1/2 Limped	30+2d20days	ccw or better
27 to 28	right hip	mv x 1/2 Limped	30+2d20days	ccw or better
29 to 31	left leg	mv x 1/2 Limped	20+2d20days	csw or better
32 to 34	right leg	mv x 1/2 Limped	20+2d20days	csw or better
35 to 36	left ankle	mv x 1/2 Limped	10+2d10days	clw or better
37 to 38	right ankle	mv x 1/2 Limped	10+2d10days	clw or better
39	left foot	mv x 1/2 Limped	20+2d20days	csw or better
40	right foot	mv x 1/2 Limped	20+2d20days	csw or better

DM's be aware, this real world effect can hinder a campaign if the characters are too stupid to think about their actions, or when a DM overuses this effect. Keep in mind not only the reality in the fantasy world but also the game fun. Take the characters aside, and explain them the real danger of their actions, but also explain those with a healing skill or healing magic how he can help the victims. This is as real as death, characters and players must learn to live with it and try to prevent it. One tip in this can be given; There can't be more bones broken than the total sustained damage, even by use of specific magic, as each break will give an automatic 1 point of damage minimal.

There are a few very dangerous bones that can be broken while they don't heal naturally, like the Neck. The character must make a Save vs. Death Ray (adjusted by the character's current Constitution adjustment) or die in 20-current Constitution rounds. Even when the roll is successful the character is paralyzed for life unless magically cured by a Cure All (or Heal) spell and a Cure Paralysis, (or a Wish). No other cure is possible.

The back is similarly dangerous, but has a slim chance to cure by itself naturally. The character will permanently lose a Dexterity point, unless cured magically. A natural curing will never remove the lost point, as the bones and nervous tissues are severely damaged (the character has sustained a Permanent Hernia). When the character has naturally healed only a Wish can restore the permanent damage, the normal magical way of curing by a Mend Bones spell and a Cure Paralysis, or a Cure All (or Heal) and a Cure Paralysis will never remove a healed disfigured back.

Putting a splint on the injury will keep the ends of the broken bone properly aligned and make healing possible. A character who suffers a broken bone in an extremity will not be able to regain any Hp lost due to the injury until he is fitted with a splint, and if he attempts to use the injured extremity even while it is splinted he will immediately suffer an excruciating pain, in addition, he will Neutralize any natural healing of the broken bone that had taken place up to that Time. For purposes of administering this rule, assume that for a character with several injuries, the broken bone is the last injury for which Hp are regained. Most other types of injuries (burns, wounds, etc.) will heal before a broken bone is mended.

Tissue Damage

Minor burn:

The best treatment for a burn is to deprive the affected area of air by immediately immersing it in water for at least two turns or by wrapping it tightly with a clean cloth. If these measures are taken, the burn will heal at 1 hp per day. If the burn is not protected from the air, the victim must take a -1 penalty on all attack rolls and Saves because of distraction due to the pain of the injury, and the burn will heal only half as fast as normal. Minor burns are caused by touching hot or very cold objects (mostly metal or stone). A magic missile actually causes a Minor Burn, but may be resolved as normal damage (If the DM wants to).

Major burn:

If more than half of a character's body has been burned, he must be treated as described above and in addition he must be allowed to rest until he has regained at least half of the Hp lost due to the burn. If he moves under his own power or performs any other voluntary physical activity before he is well on the way to recovery, he will forfeit all the Hp he had regained up to that point and will suffer an additional 1d4 damage for each round of activity. Also, the victim's "pain penalty" is -3 instead of -1, applied on all attack rolls and Saves. A character suffering from major burns will usually still be able to ride a mount or be carried by a comrade or on a stretcher, so the party is not necessarily immobilized during his recovery period. A major burn is mostly caused by a heavy exposure to fire or a long exposure to heat or extreme cold. A Fire Ball, or Ice storm actually cause major fire or frost burn, but may be resolved as normal damage (If the DM wants to).

Skin ailments:

This category of injury includes rashes and insect bites. Neither type of injury is important, and neither one should be dealt with in game terms, unless the DM rules that the ailment has a noticeable effect on the victim. The itching or pain that results from such an ailment may impair a character's ability to perform a delicate task, such as a thief attempting to disarm a trap or a spell-caster concentrating during the casting of a spell. The DM should attach a penalty to the chance of success that is appropriate for the situation. For instance, a thief's chance to remove a trap should be reduced by 10% to 25% the usual percentage, depending on the severity of the affliction; the chance of a spell being ruined during casting should be set at from 2% to 10%. A magic-user casting feather fall (look at casting Time) will be able to get the spell off even if he is itching like crazy, but he is better off not trying to cast find familiar (casting Time at least 1 hour) until the itching or pain has subsided. A minor skin disorder will clear up by itself in 1d3 days if it is not aggravated, and the healing Time can be reduced by the application of an appropriate medicinal plant (see What can be Bought; Herbs).

Other types of injuries—sprains, concussions, internal injuries, pulled muscles, torn ligaments, and so forth—are not considered here for two primary reasons. First, adventurers (who are generally presumed to be in good shape and possessed of good sense) don't suffer these sorts of injuries very often, and so any rules concerning their likelihood and their treatment would probably have little usefulness. Second, there is a tremendous amount of variability in the intensity of these sorts of injuries and their effect on the victim. If it is important to the participants in a campaign to have rules on how to handle a minor sprain versus a severe sprain or a pulled leg muscle versus a pulled shoulder muscle, it should be a fairly simple Matter for the DM to develop rules for how such injuries affect a character and how the injury is best treated to enable the victim to heal as quickly as possible.

The rack critical hit chart: for males only

The rack can either be a called shot to the groin, part of a normal critical hit chart, or (to get more use of it) if the attacker rolls 10 higher than necessary to hit (modified or natural), it is now considered to be a rack. Due to the amount of protection a creature will go through to protect its "family treasure"—reproductive system, its AC for its privates is 2 better than its overall AC. It also gets +2 to its Dexterity at any attempt to dodge a directed attack to that location.

The rack chart:

01-70	Creature drops weapon, clutches privates, and loses next 1d6 rounds of initiative (initiative -6).
71-80	Creature is blinded by tears and can't defend or attack for the next 1d6 rounds.
81-90	Creature is stunned for 1 round and then goes into a Berserk rage for 1d6 rounds (according Berserk Spell rules).
91-98	Creature is rendered impotent, KO for 1d4 rounds, then Stunned for 1d6 rounds. Also miscarriage if pregnant.
00	Creature goes into shock, no save, and dies. All equal creatures with better than animal intelligence viewing the act, must make a Constitution save at -5 or they clutch themselves and remain stunned for 1 round.

Strangulation

Strangulation can either be caused by a thread, wire, rope, Vine, string of Cloth, Jewelry or a set of hands, wrapped around the neck of the creature. Strangulation is actually nothing more than asphyxiation by suffocation (preventing breathing Air, Water, etc.). Creatures which do not breathe cannot be strangled (Magical constructs, Undead, etc.) thus it is possible to strangle a Dragon (a truly remarkable feat), but not a Beholder as it has no neck to strangle. Insectoids (and similar) can thus also not be strangled as they breathe through the skin.

Some rare creatures can only be strangled by another place than the neck as it passes the entry area and the main body. Your DM will know if a creature strangely can be strangled.

Example; an underwater creature

with breathing tubes could be strangled by squeezing these very tubes. Any strangulation will need as many rounds as the creature currently has HD. Thus a 6 HD Wolf can be strangled in no less than 6 rounds. The strangler needs to make either one of the attack methods and then must hold on (possibly becoming target to the creature's attacks, crushing moves into structures, or the ground), and has no control of the movement of the creature. It may tumble down a cliff, with adversary effects for the strangler, and maybe none for the creature. A swimming character could thus try to escape a strangler by diving down a steep cliff, hoping to drop the strangler somewhere along the fall.

Strangle	with any thread, rope or two hands
20 on 1d20 to hit + strength adjustment	
back attack + 15 + strength adjustments	
Save vs. Death Ray	Paralyze and KO x 1d30 rounds
If further strangled	Death in 1d6+2 + constitution bonus victim x rounds

First Aid Equipment

Unless characters expect to go through an adventure unscathed (and what adventurer in his right mind expects that?), it is a good idea for the party to include in its gear some of the necessary materials for administering aid to those who are injured in the line of duty. Brief descriptions of some of the essentials are given below.

Bandages:

At least one person's backpack should contain several swatches of clean fabric for covering and binding wounds and burns. In a pinch, some article of clothing can be torn into strips and used for bandages, but an adventurer's clothing is usually not clean (so that there is a possibility of infection even if the wound is bandaged), and what will you wear after you use the shirt off your back to cover and protect your wounds?

Splints:

If characters know they are going to be traveling through a wooded area during at least part of their journey through the wilderness, it may not be necessary to set out with splints among their gear. But if they have to climb a mountain or cross a desert, it is wise to pack at least a couple of straight, short (2-3' long) pieces of wood or some other rigid material that can be bound along the sides of a broken limb to keep the bones properly aligned. A large piece of thick leather or untanned hide (perhaps acquired along the way) can be used as a splint, as long as it is large enough and rigid enough to keep the limb and the joints on both sides of the limb immobilized, in the same manner that a plaster cast is used in present-day medicine.

Stretcher

Although a stretcher can be fashioned from its component parts before it is needed and then transported as part of a party's gear, most groups of adventurers will prefer to carry the parts separately and assemble a stretcher if and when it is needed. The necessary parts are a pair of poles at least as long as the injured character's height, one or more pieces of sturdy cloth or leather large enough to offer a surface upon which the victim can recline, and some means (rope or cord of sufficient length) of binding the poles to the edges of the cloth or leather. Two comrades can carry an injured character on a stretcher, as long as each of them is able to support half of the victim's weight without being too encumbered to move.

Litter:

This piece of equipment is essentially the same as a stretcher, except that extra rope or cord is required to bind the victim to the frame. One character (or one mount or beast of burden) can transport a character who is bound into a litter, as long as the carrier is able to support half of the victim's weight without being too encumbered to move. It is usually not wise to try to transport a character in a litter over rugged or very rugged terrain (see the section on Encumbrance and Movement), because one end of the litter is always on the ground and the injured character can be jostled as the litter skids and bumps along the ground. If it is important for the victim to be kept more or less motionless because of the nature of his injuries, the DM may decide that a trip over rugged or very rugged terrain will actually cause the character to suffer further damage as a result of the rough handling.



ROOH

Apothecary

This primary skill for the apothecary enables the character to make Healing equipment, Medication, and supplying other treatment materials (like leeches). Absolute equipment, tools and work space are necessary, therefore is the profession skill much better. Most brews and concoctions made by druids or Hedge wizards can also be made by an apothecary (double or more Time and cost) and a higher chance of failure (they often can't get the best of ingredients and use often mediocre or low (sometimes even worse) quality ingredients. They also know how to make (or let be made) specialized equipment. **Time depends on whatever is done.**

Herbalism/Foraging

Someone with Herbalism or the Foraging skill, who must almost certainly have come from a rural environment, can identify edible fruits, plants, and fungi in the wild. Plants can be edible or inedible. If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a -1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less food found)—if a herbalist with a skill of 14 was trying to gather food for 5 people beyond himself he must make a skill check at -4 for the other people. If he rolls a 12, he can only find $14-4=10$, $10-12=-2$ people to feed, meaning that two persons don't get enough food. A character with the Herbalism skill forages automatically in fertile areas (even when on the move) and uses his skill roll to determine how successfully he is during full days spent in search of food.

When the check is failed the DM rolls a 1d8 and checks the following.

- | | |
|--------|---|
| 1 | Inedible plants can be poisonous (cramps in 1d10 r for 2d10 turns, for -1d4 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save, a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage. |
| 2 to 4 | Plants can be tainted or spoiled (cramps in 1d10 r for 1d10 turns, for -1d2 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save, a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage. |
| 5 to 8 | And plants can fill the stomach and give no nutritional value, treat this as if not eaten at all. |

The Herbalist, thus not the Forager, can also locate and gather natural remedies to cure poisons or diseases, then use these materials to effect the cures. To use this skill, the herbalist first rolls his skill to see if he possesses the knowledge to deal with a particular form of toxin or disease. Then a roll is made against half his skill level to see if he actually Neutralizes the particular agent (of course, this assumes healing materials are at hand). If poison or disease from a monster is involved, and if there is any nonmagical chance of curing the ailment, then the herbalist must roll against a value one-quarter of his skill level to cure it. If a poison or disease is magical in nature, no mundane cure will be useful.

The components necessary to make use of this skill will take up about 100 cn of encumbrance to carry. Should the materials not be handy, they may be sought out and found if available, but unless a stricken comrade is under the effects of a slow-acting poison or disease, the herbalist generally has but three rounds to apply first aid. An herbalist may further affect minor cures of wounds by rolling against his skill. In this event, he may cure 1-3 hp per person per 24hour period if healing materials are possessed. This skill is limited to Elves, Hedge-Wizards, Druids, Healers, Dervishes, Humanoid Shaman or Wokani, Wicca's or to Clerics intending to later become druids, or Herbal salesmen, like apothecary.

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. These poisons are as per poison list. Only Chaotic persons and then often only those of Evil intend will make use of Poisons other than Sleep Poisons. A character with both Herbalism and healing Skills gains bonuses when using his healing talent (see the Healing Skill), but only if the right and useful herbs have been found (make skill checks wit penalties based upon rarity and region -DM). This skill is primarily used by Hedge-wizards, Apothecaries and Druids to concoct their Brews, Potions, Teas, Ointments, Vapors, or whatever more. **Concoction of whatever can take several hours, but rarely less than 3 hours.**

A Character with the herbalist skill may use herbs as an adjunct to the healing skill. However, some Characters possess exceptional herb lore, which enables them to produce magical herbal brews. Characters who have Herbalism at least 17+ can create these brews. An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew doesn't refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist Characters use in each stage of preparation.

Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The Character must search in the proper terrain for the Time indicated in the brew's listing. Then, make an Herbalism check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable. Success means the Character locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a Character really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty—there may be nothing there to find!

Some Common Herbs

Characters find these herbs especially useful in their magic, and may include.

Angelica root	Mustard seed	Anise seed	Myrrh gum	Cassia buds	Peppermint leaf
Chamomile flowers	Poppy seeds	Cloves	Sage leaf	Damiana leaf	Sarsaparilla root
Elder flowers	Thyme leaf	Gentian root	Valerian root	Marjoram leaf	Yerba mate leaf

Preserving Herbal Ingredients

Most herbs work best while fresh, but Characters may wish to store some for future use rather than immediately turning them into brews. All these brews have an expiration date, after which they stop working or even become dangerous. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients

(enough for one brew) and requires a successful Herbalism check. The DM informs whether found or long unused, exposed ingredients have spoiled only when the Character tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an Herbal Brew

To create an herbal brew, the Character must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the Character has not remained faithful to the Order, the herbs fail to take on their magical properties.

After preparing the concoction as long as the brew's description requires, the Character rolls another Herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the Character used preserved rather than fresh herbs. A successful check means the Character creates the brew. Failure means the Character ruins the ingredients; a roll of 19 or 20 always fails. A Character with several sets of ingredients for the same herbal brew may mix multiple batches at the same Time. If the final proficiency check succeeds, the Character concocts all the batches; if it fails, the ingredients all go to waste. Hedge wizards also know how to make these items and often do to use or sell them later.

Types of Herbal Brews

This offers descriptions of various brews. Feel free to create new ones for your own characters. Each entry includes these details:

Terrain	Where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).
Search Time	How many hours search for the brew's ingredients and Herbalism skill check that determines whether it is found.
Preparation Time	How many hours it takes to prepare the brew and Herbalism skill check needed for successful brewing.
Application	How to apply the brew: either as a tea, ointment, poultice, meal or vapor.

Orally taken;	
A <i>Tea</i>	Consists of a mix of broken or crushed dried herbs infused into water. The herbal teas, keep 1d100 year in absolute dry form. 10cn.
A <i>Meal</i>	A mixture of components that must be eaten to be effective. 100cn+
A <i>Drink</i>	A mixture of components that must be drunk to be effective. 20cn
Corporeal taken;	
10cn	
An <i>Ointment</i>	A brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Applying a powder takes 2 rounds
A <i>Poultice</i>	Consists of a damp herbal bandaged applied onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject.
A <i>Powder,</i>	A mixture intended to be powdered on the patient's affected areas. The ingredients must be kept absolutely dry to prevent instant spoilage. Applying a powder takes 2 rounds
Nasal taken;	
A <i>Vapor,</i>	A mixture intended to be inhaled, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two Turns and a source of hot water. 100cn
A <i>Smoke</i>	A mixture intended to be inhaled, usually affects a person and its direct area (10'). The dry ingredients must be burned in a pipe so the smoke can be inhaled. Administration requires 2d20 rounds and a source of fire. 25cn
A <i>Perfume,</i>	A special, often expensive liquid, giving of a powerful scent. Must be sprayed on the target to have a more continues effect. It will also effect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. 10cn

Naturalist

This character has studied nature from the comforts of a library and has collected bits of knowledge about the natural world. This skill grants an academic understanding of plants and their uses, animals and their habits, and a very rudimentary outdoor survival (is a plant or animal edible or somehow dangerous.; yes, a lion can be eaten without danger, or it eats you without danger). Modifiers apply on the rarity of a plant or animal. This differs from the hands-on education represented by the survival skill. Naturalists can make do in the wilderness without the more specific skill, but they're far from comfortable. Naturalists are likely to know that a Faerûnian Flying Squirrel only nests in a Boxonian Sparrow at 4' or higher in the sprocket of a tree limb, directed away from the high sun. but they're less likely to know where to place their tent. **The usage of this skill takes 1d20 rounds to remember and apply (if possible).**

Undertaker

This person is adept in burying, ceremonial burning, mummifying or whatever local way of disposing the dead the area may have. Mostly burying or entombing. Due to his "link" with the dead and everybody's fear of death, he won't be liked locally where everybody seems to know him. This is also because their work clothing is well known to be used for undertakers solely, it has the scent of death around it, and animals wherever will react correspondingly (including, Bugbears, Rakasta, Lupin, and Phanaton). **Burying a grave (6" deep normally takes 3 hours), a roadside grave only 1 hour, an entombment 4 hours preparation and 2 closing it, burning takes 2 hours. These duration are excluding the local rituals needed.**

Ceremony/Honor (choose Immortal/Religion)

A Character with this skill knows how to honor an Immortal (or a religion like the Church of Karameikos or Traladara who encompass more Immortals) through ritual and ceremony. The skill allows a Cleric to perform normal rituals of his Clerical order and could even permit a character to gain an Immortal's attention (through prayer, fasting, sacrifice of possessions, etc. This skill includes the knowing the code of behavior and the rituals pleasing to the Immortal. Every Cleric, Shaman, Shamani, Paladin, or other servant of an Immortal has this skill extra to his basic skills. Ordinary information (religious symbol used, basic faith attitude, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a Skill check by non-Clerics. Additional Skills spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. **The usage of this skill takes as much Time as the ritual takes.**

Codes of Law and Justice (Choose Country)

This skill informs the character of any act of behavior will be against the law the character has learned. It also informs the character with behavior needed to be used in court. This skill use is almost instant, but a secondary skill check may be rolled if a library with access to books of local law is available to the character. The usage of the skill in law is a bit different and must be checked more often during the whole court of Justice. Although this is actually a Knowledge skill about the laws and judicial system of one culture or country it is based more on Wisdom than Intelligence. A character who wishes to be a judge or advocate will have this skill in his profession. Each empire or nation has its own codes, so a character who wishes to be conversant in different nations' codes should either choose this skill for each set of laws they wish to study, or take the Judge or Advocate Profession skill. The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of -8 which is reduced by 1 for each 2 years using the skill. **The Time it takes for usage of this skill is very difficult to set, every case is different. But average it takes one to 400 days.**

Healing

A Character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful Skill check), his ministrations restore 1d3 Hp (but no more Hp can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day per set of wounds. If a wounded character remains under the care of someone with healing Skill, that character can recover lost Hp at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 1+con Hp per day while under such care. Only characters with both healing and Herbalism Skills can help others recover at the rate of 2+con Hp per day of rest. This care does require a Skill check, only the regular attention of the proficient character. Up to 1 patient/Wisdom bonus (not penalty) can be cared for at any Time.

A character with healing Skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned or sometimes—DM—the round after the poison is activated) and the care continues for the next 5 rounds, the victim gains a +2 bonus to his save (delay his save until the last round of tending). A Skill check is required, and the poisoned character must be tended to immediately (normally by sacrificing any other action by the Healer character) and can't do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal save for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and Herbalism Skills can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

A character with healing Skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful Skill check automatically reduces the disease to its mildest form and shortest duration. Those who also have Herbalism knowledge gain an additional +2 bonus to this check. A expert character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful Skill check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

The binding of a Minor Wound takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance.

The binding of a Major Bleeding Wound will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a Minor Bleeding Wound after at least 1 Hour of binding the wound. This healing can imply the usage of needle and thread.

Only a Healing Skill at -4 will enable a Severe Bleeding Wound to close to a Major Bleeding Wound, after at least one hour. This healing mostly implies the usage of needle and thread. Important; also read page 511 (In the Line of Duty) about hit rolls. **The skill takes as much Time as needed.**

Healing, Natural

A Character with this skill is knowledgeable in the use of seaweed, mollusk and herbal cures. On a successful natural Healing check, any character that has been poisoned is allowed a second Save at -2. It also doubles the character basic normal healing, on a successful check and if sufficient materials are available. **This skill takes a Turn at least to prepare the Healing materials, and to serve them to the poisoned characters.** When the character has prepared the ingredients beforehand, they will remain alive or usable for no more than 2 hour, if living mollusks or 24 hours for other materials. The character knows where and how to find the necessary components. **Searching for them will take 3d4 Turns in component native surroundings, and 3d4 hours in component related surroundings.**

Healing, Tribal

The character knows some tribal medicinal secrets that help heal wounds. He can reduce further hp loss for a companion under 0 hp, and heal the patient to a maximum of 1point each day. He can also heal someone at 0 hp or above, at the rate of 1 hp each day in addition to the natural healing if the patient is resting. This skill can later be replaced by a normal healing skill after a study of 20- Wisdom in months. **The treatment takes several rounds a day spread so that at least one round of treatment is used every two Turns.**

Healing, Veterinary

This is the same as Healing, but this skill pertains to creatures that are neither Humans, Humanoids, nor DemiHumans—in other words, non-Humans, monsters, animals, and so forth. A successful roll will allow a character to restore 1d3 points to a wounded character. It can also be used to stabilize a patient below 0 hp, so that patient will not die within the first 8 hours. The skill can't be used on a wounded patient more than once per set of wounds. If the patient receives new wounds, healing can be used only against the second set of wounds. The skill is used against a set of wounds, not individually against each injury. (The term "set of wounds" usually refers to all the Hp lost in a single combat situation). If a healer actually rolls a natural 20 when using the skill, he actually inflicts 1d3 points of damage to the patient, and he can't treat the same set of wounds again. Successful use of the skill will allow the character to diagnose type of illness. A roll made by 5 or more will allow the character to determine whether an illness is natural or magical induced. A character can take this skill in one of two ways; As a general Veterinary healing skill, which means that he makes his roll with a +1 penalty for every type of creature he treats;

or

As a specialized veterinary healing skill that pertains to one class of creatures (such as Equines = horses, Centaur, mules, etc.). The character with the specialized veterinary healing skill takes no penalty when treating the creatures, which are his specialty, but he takes a +2 penalty with all other types of creatures. A character could have this skill twice, one general and one specialized; he would have his listed rolls for creatures that were his specialty and have only a +1 penalty when treating other creatures. A character with a veterinary healing skill that tries to heal a Demi-Human-oid rolls always at +3 penalty, and any failure would cause damage instead of healing (a 20 even double damage). **Treatment takes 1 round per point cured, per disease checked it takes 1 turn, all other usage will take at least One turn.**

Hygiene

This rarely used skill, enables the character to clean itself or its surroundings, with the use of soap, and other items. When the skill is used successfully, the character has a bonus of 1 on his Saves against diseases for each skill slot used this way. This lasts for 24+ 1 hour for each point rolled better than needed. Upper class females of Human or Elven races may take this skill extra for free. This skill is also used for applying cosmetics, which could increase the user's Charisma (This improvement this way will not affect any skill uses, but will affect reaction rolls). **This skill takes 1 Turn for Men, and 1d4 Turns for female and 2d4 Turns for each average sized room (about 20 x20 x10').**



Explanation

<u>Name Spell</u>	<u>Reverse Name Spell (if any)</u>
Range:	<p>Casting Range spell</p> <p>Caster Only; This spell works only on the caster</p> <p>Touch; This spell works on touch of the target by the caster only, and therefore needs a hit roll on unwilling targets. Any information given in Red counts for the reversed version of the spell.</p>
Duration;	<p>A number of Round segments, Rounds, Minutes or Turns the spell will be active unless correctly Dispelled. Any mention of x round / level means; multiply the level of the caster with x, the result is the Time. Any information given in Red counts for the reversed version of the spell.</p>
Casting Time;	<p>The Amount of Time to cast the spell before becoming active.</p> <p>This is given in Round Segments (just subtract this number from your rolled initiative to know when the spell becomes active. When given in rounds, Minutes, Turns, Hours or else use this Time instead, but it is not needed to check the round segments. The spell will become active at the end of the given Time period. The spell can be disturbed by any disturbance of concentration; Physical Painful Contact, Damage, Mental Takeover, etc., and will cause the spell to be removed from the casters mind without any other effect. Spells with a continuing effect will instantly collapse into itself, no longer giving any effect at all, but can cause side effects to the environment if used to keep things stable, whole or similar. The effects it gave before collapse its effects (i.e. Healing) will not be reversed unless noted so in the spell description. The casting Time from mind or from scroll are mostly equal, but if there is any difference it is given here. To cast a scroll, enough light must be given, the caster must be able to read the used language (a clerical scroll can be written in any language, contrary to magic user scrolls which need an active Read Magic), and the scroll must be in physical contact with the caster to any exposed skin (mostly one hand at least), for the whole casting period. Any information given in Red counts for the reversed version of the spell.</p>
Effect:	<p>Displays the Main Effect of the spell for easy reference.</p> <p>Any information given in Red counts for the reversed version of the spell.</p>
Components;	<p>This displays what components are needed in the casting of the spell vocal components(if mentioned) will be given between <...>. Material components are used and can't be used again unless the spell specifically states otherwise. Only the holy symbol is never used up in the casting of the spell unless specified otherwise. Vocal ; <i>This is the spoken component. Only when specifically mentioned not, all spells have a Vocal component, in conjunction with a somatic (movements) component.</i></p> <p>Any information given in Red counts for the reversed version of the spell.</p>
Save:	<p>This displays if a target has the right to save if possible. A completely unaware living target has no Save. This means that a touch based spell always gives a Save</p> <p>Any information given in Red counts for the reversed version of the spell.</p>
Cleric 1, Healer 2, Druid 1, Dervish 1 Spell.	<p>This listing displays which type of casters can cast this spell at what level of casting power (ranging from 1 to 8). It also gives information about which Immortals grant this spell. Other Immortals don't grant this spell to any of their followers by whatever reason they have. Spells limited to be granted by only one Immortal are given under that Immortal, these spells are explained in the book "Immortals of Mystara". A Quest spell can only be received from an Immortal if the caster specifically requests for it, or the Immortal in question finds it necessary to supply the character with such a spell. Never are more than 1 Quest spell given of the same name. A character better has to have a high amount of Pip, or a very good reason to request the spell, or suffer a loss in Pip (-1 to -5) for the daunting risk to ask for it. This does not happen of course when a character gets the spell from his Immortal without requesting for it.</p> <p>Any information given in Red counts for the reversed version of the spell.</p>

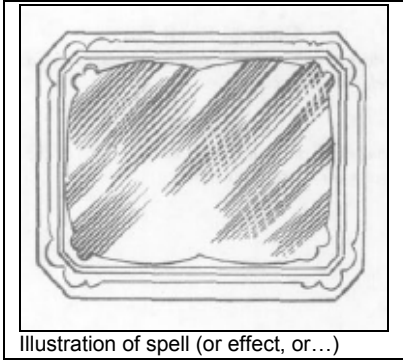


Illustration of spell (or effect, or...)

Remember, there also exist a multitude of spells granted only to the Priests, Clerics, Druids, etc. of specific Immortals, and/or Phanteons. They use the same method of description, but are listed in the book; The Immortals.

Accelerate Healing

Range: Touch
Duration: 1d4 days
Casting Time: 1 turn
Area of Effect: One creature
Component; Vocal ; *Ferula Rapida*
Save: None

Cleric 3, Healer 3, Humanoid Shaman 4 spell

This spell enables the affected creature to experience natural healing at twice the normal rate for 1d4 days. In other words, a person affected by accelerate healing regains 2 hp per day of normal rest or (1+con.bonus) x 2 hp per day spent resting in bed. The natural healing of diseases or bones will also be hastened up by this spell. Every day passed will count as two instead. The spell has no effect on other magical forms of healing.



Adaptation

Range: Touch
Casting Time: 8
Duration: 24 hrs.
Area of Effect: Creature touched
Saving Throw: None
Component; Holy water

Cleric of Thought/Air immortals Level 5

This spell allows the recipient to ignore gases affecting respiration, to breathe underwater, or even to exist in airless space for the duration of the spell (much like the magical item, necklace of adaptation). The priest can divide the base duration between multiple beings, to a minimum of one half hour each. Roll extra at -1 wis check cumulative for each extra person to be included in the spell.



Age Creature

Restore Youth

Range: Touch
Duration: Permanent
Casting Time: 1 round
Area of Effect: One creature
Save: Negates
Component; pinch of powdered Emerald /a pinch of powdered ruby. Vocal ; *Tempus Faunus*

Cleric 6 spell of Time/Water Immortals only.

This spell ages the targeted creature one year per level of the caster. Unwilling subjects may attempt a save to resist the spell. Subjects affected by age creature must make a successful Constitution roll to survive the change. Subjects can't be aged beyond their natural life spans. If the Cleric's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell can't cause a subject to die. Demi-humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles and are corporeal affected as if aged normally. Nonmagical monsters can be affected by age creature. To determine the effects of aging on a monster, assume the following: a monster is middle-aged when it reaches half its natural life span; a monster reaches old age at two-thirds of its natural life span; a monster reaches venerable age in the last one-sixth of its years. A monster suffers the penalties which follow when it reaches these age levels. The penalties are cumulative and permanent (unless the affected monster becomes younger). Magical creatures like Elves, Fairies and Dragons can't be affected by this spell.



The reverse of this spell, restore youth, permanently restores age that has been lost as a result of magic (such as an Age Creature spell). Restore youth reduces the age of the targeted creature by one year per level of the caster. The subject must make a successful Constitution roll to survive the change. Subjects who become younger regain the lost ability scores described above. A subject can't become younger than his actual age as a result of this spell.

Age Plant

Range: 30 yards
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One plant, seed, or tree/level
 Component; Vocal ; *Tempus Flores*
 Save: None

Cleric 4, Druid 4 of Time/Water immortals only

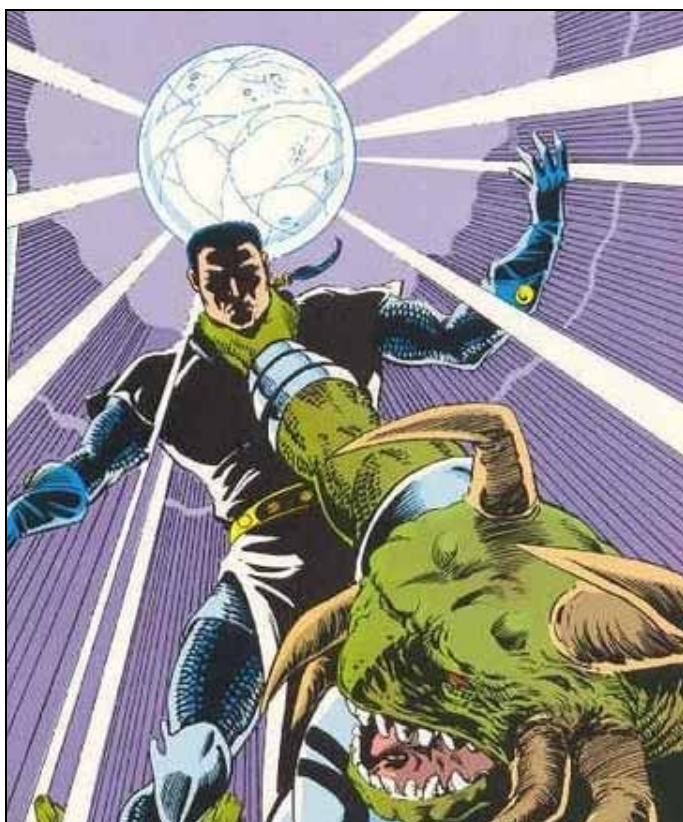
This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The change in age, either forward or backward, is chosen by the Cleric at the Time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 10 years per level of the caster. The caster can stop the aging at any point within the limits imposed by his level; he could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home. The spell doesn't alter the appearance or characteristics of a plant except those that result from normal aging (or regression). Age plant has no effect on magically-generated plants or plant-type monsters. Druids, though able to cast this spell will become greatly agitated when a non Druid uses this spell, they see it as damage causing by lack of knowledge of balance. They will only use this spell when the balance will become more Neutral equal again.



Aid

Range: Touch
 Duration; special
 Casting Time ; 9
 Effect: Any one living Creature.
 Save: None

Cleric 2, Healer 2, Exorcist 1, Humanoid Shaman 2, Druid 2, Dervish 2



spell

This spell acts as a Bless spell and confers 1d8 extra hp to any living creature touched. The temporary hp are subtracted before the character's own if he or she is injured in combat or accident (be it disease, trap, poison or what ever). The spell duration varies per level of the caster as per following table. Remember; 1 Minute=6 rounds and 1 Turn= 10 minutes(=60 rounds), and 1 hour=6 Turns (=360 rounds).

Lvl	Duration		Round up	Turns
	Segments	r.		
1	1	0	0	0
2	4	0	0	0
3	6 =>	1	0	0
4	9 =>	2	0	0
5	24 =>	4 =>	1-	0
6	36 =>	6 =>	1	0
7	49 =>	8 =>	1+	0
8	64 =>	10 =>	1+	0
9	81 =>	12 =>	2	0
10	100 =>	15 =>	2+	0
11	121 =>	20 =>	2+	0
12	144 =>	22 =>	2+	0
13	169 =>	28 =>	3+	0
14	186 =>	31 =>	4+	0
15	225 =>	37 =>	5-	0
16	256 =>	43 =>	6+	0
17	289 =>	48 =>	8	0
18	324 =>	54 =>	9	0
19	371 =>	62 =>	10-	= 1
20	400 =>	67 =>	11+	= 1.1
21	441 =>	73 =>	12+	= 1.2
22	484 =>	81 =>	13+	= 1.3
23	529 =>	88 =>	14+	= 1.4
24	576 =>	96 =>	15+	= 1.5
25	625 =>	104 =>	17	= 1.7
26	676 =>	112 =>	18+	= 1.8
27	729 =>	122 =>	20	= 2
28	784 =>	131 =>	22-	= 2.1
29	842 =>	140 =>	23	= 2.3
30	900 =>	150 =>	24+	= 2.4
31	961 =>	160 =>	26+	= 2.6
32	1024 =>	171 =>	28+	= 2.8
33	1098 =>	183 =>	30+	= 3
34	1156 =>	193 =>	32-	= 3.1
35	1225 =>	204 =>	33+	= 3.3
36	1296 =>	216 =>	35+	= 3.6

Air Breathing

Range: 30'
Duration: 1 Day
Casting Time: 6
Effect: 1 Water breathing creature
Save: None

Cleric 6, Healer 5, Humanoid Shaman 5 spell (Only aquatic followers)

This spell allows the recipient to breathe normally while out of the water. It doesn't affect movement in any way, nor does it prevent the recipient from breathing water. This spell will also prevent aquatic beings from dehydration effects, due to the lack of water around the character skin.



Allergy Field

Range: 10 yards/level
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: 5-foot/level cube
Component: Vocal *Pollenis*
Save: Negates.

Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell causes characters entering the affected area to suffer extreme allergic reactions. It may be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life, causing the plants to produce pollen, antigens, or similar allergens. Characters coming in contact with the affected area who fail their saves vs. spell, experience swelling of the eyes, fits of sneezing, and dull headaches for the next 1d4+1 turns. During that Time, they make all attack rolls and ability checks at a -1 penalty. The spell affects a cubic volume whose sides are 5' long/level caster; thus, a 9th level would affect a 45'x45'x45' cube. The spell lasts until the end indicated duration, or until the first frost, whichever comes first.



Amulet

Range: 5 ft. radius
Casting Time: 1 hr.
Duration: 1 wk./level
Area of Effect: 1 object
Saving Throw: None
Shaman Level 2: , Shamani 2, Humanoid Shaman level 2

This spell allows a barbarian cleric to create a token that repels one specific, feared being. The wearer of the amulet gains a +1 bonus to all saving all saving throws and Armor Class when facing the individual against whom the amulet is designed. That being, upon coming within 10 feet of the amulet, must make a successful saving throw vs. spell or be affected as if the amulet's creator had successfully cast cause fear. To make the amulet, the cleric requires an object worth no less than 5 gp donated by another individual, and a relic of the foe to be affected (hair, clothing, etc.). If the material components are inordinately valuable or obtained from distant locations (farther than 100 miles), the amulet has doubled effects (+2 to saves and AC). When the spell expires, the amulet becomes forever worthless. This spell is also used when creating a sacred bundle.



Sacred Bundle

A sacred bundle is a collection of 5-10 totemic items, kept in a special pouch, which provides magical protection for the wearer. Such magical talismans are common among tribal warriors. The effect of a typical sacred bundle is that the owner is surprised only on a roll of 1. all of his saving throws are made at a +2 bonus, his unarmored AC becomes AC 2, and he subtracts one point of damage from each die of damage. Only the warrior benefits from his sacred bundle. To create a sacred bundle, a warrior goes into a trance (usually with the help of the tribal medicine man). He contacts his guardian spirit, whom he asks for guidance. After carefully considering the warrior's personality and nature, the spirit selects 4-9 items (1d6+3) that the warrior must collect. Usually, several items will be difficult or dangerous to procure, such as a Bear's Claw, a giant Snake's Rattle, or a Feather from the nest of an Eagle. After collecting these items, the warrior takes them to the tribe's medicine man to ask for his help in mystically binding the materials. The medicine man then asks the warrior to gather one last rare item. This nearly always is an item the medicine man needs for his shamanistic duties; when the warrior returns, the medicine man takes part of the item for his own use. When all the items are assembled, the medicine man performs a ceremony binding them into the sacred bundle, which the warrior wears at all times. If the bundle is ever removed from the warrior's body, all of its benefits permanently vanish.

Analyze

Range: Touch only
 Duration: 1 round
 Casting Time: 1
 Effect: Analyzes Magic on one Item
 Save: None

Cleric 1, Healer 2, Druid 1, Dervish 1 Spell.

A Caster using this spell can handle one item and learn some from the enchantment on it. Helms must be put on the Caster head, Swords held in his hands, Bracelets put on his wrists, etc. for this spell to work. Any consequences of this action (for example, from cursed or booby-trapped items) fall upon the Caster, though he gets his usual saves. The Caster has a chance of 15% +5%/level to determine one Magical characteristic of the item: if the item is nonmagical, his chance is to reveal that fact. This spell doesn't provide much precise information. It will characterize a weapon's Attack bonus (or Penalty) as many or few, will estimate the number of charges of an item within 25% of the actual number. It doesn't work on Potions, Beings, Golems, Statues, Ointments, Greater objects (like walls, doors, etc.) or on Artifacts, etc. The charges it will reveal are not as an accurate number but in a sense of how powerful the Item is charged (see table). The use of this spell temporarily reduces Constitution temporarily due to the enormous strain on the body of the caster. This will not occur when cast from a scroll with this spell on it. This spell can not be made permanent !!!



If the Constitution ever drops below 0 due to the reduction the caster will faint and the recovery rate will be halved. The caster can not be awakened by any way short of a Wish Spell. The caster will awake when his Constitution climbs to half (round up) the normal Constitution. When the caster awakes he will have the knowledge he was able to extract. He will still be under the influence of the item if any, except when the item is taken from him by others (maybe with the use of a Dispel Magic Spell). Only with a special ink can the spell be written on paper and used as a Magical scroll, upon casting the scroll the ink will cause the writings of the scroll to disappear from the paper and change into writings

Charged Item	Analyze Result	Weapon or Armor		Analyze Result	Constitution	
Number Charges		Total Attack adjustment			Strain	Recovery Rate
0 to 5% filled	Empty	+1	0 with Special Power	Low Enchanted	0	NA
6 to 40% filled	Low Charged	+2 to +3	+1 with special Power	Average Enchanted	-1	1 per Turn
41 to 60% filled	Half Charged	+3 to +4	+2 with special Power	Medium Enchanted	-2	1 per 3 Turns
61 to 80% filled	High Charged	+4 to +5	+3 with special Power	High Enchanted	-4	1 per Hour
81 to 100% filled	Full	+5 higher	+4 with special Power	Artifact Like Enchanted	-8	1 per 2 Hours

explaining some information of the item the holder of the scroll holds and intends to analyze, this will drain the Constitution from the reader of the scroll just as normal, without any save.

Analyze Balance

Range: 80 yards
 Duration: 5 r + 1 r / level
 Casting Time: 1 round
 Area of Effect: One creature, object, or 10' square
 Save: None

Cleric 1, Healer 1 spell.

This spell allows a Cleric to sense how far a character, creature, object, or area is from a condition of balance—in other words, the degree to which its alignment is removed from true Neutral. The spell gives no indication of the "direction" in which the alignment is removed from true Neutral except under certain conditions which follow. The spell does, however, indicate along



which axis or axes of alignment the variation lies. For example, a Cleric uses this spell to analyze the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed from Neutral by one grade, and the variation is along the Law/Chaos axis; thus, the creature must be either Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell would indicate that it is removed from balance by two grades, one along each axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good. A Cleric has a 5%/level of correctly determining the direction of variation along one randomly chosen axis. This means that a 10th level Cleric evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance). Similar to spells such as detect evil, this spell will not yield a result on a hidden trap. If cast on a creature with an Intelligence level of "animal" or "non-" it will always read true Neutral (i.e., zero steps removed from balance).

Anti-Vermin Barrier

Range: 30 yards
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 10' cube/level
Save: None

Cleric 1, Druid 1, Dervish 1 spell.

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 HD. The spell has no effect on giant-sized versions of these creatures unless they are less than 1 HD. The barrier affects summoned creatures. Any vermin within the area of effect when the spell is cast are not affected; however, when these creatures exit the area, they can't return. The spell affects a cubic area whose sides are 10' x caster's level (for instance, a 2nd level Cleric could affect a 20' x 20' x 20' cube. This spell also affects invisible lowlife like bacteria's, amoebas and such but not Fungi or Viruses. It thus lowers the chance of contracting diseases, or infections. Vermin brought in by someone else will not break the spell, nor force the creature out, it will also not be affected in any way. This means that if a Healer casts this spell in an operation area to prevent contamination, and someone walks in, the area will be contaminated as if the spell was not cast!! This spell is often used in conjunction with a Sterilize spell to create a sterile operation area.



Assist Labor & Birth

Range: touch
Duration: special
Casting Time: 2
Area of effect: 1 creature
Save: none

Cleric 2, Healer 2 spell.

The caster of this spell must also use boiling hot water and towels (both clean, preferably). This spell can be used on any pregnant (laboring) species, it will also relax the creature in such a way as to trust the caster during labor and 1 turn per level of the caster thereafter, or until the caster leaves the creature to itself again. This spell has multiple functions to assist the mother in labor and birth:

- | | |
|-----------|--|
| Epidural | Produces a numbing of the lower back and pelvis to reduce stress on the mother during labor. |
| Push | Assists mother in pushing the child out. Will cut the Time of labor by 1d4 hours. |
| Turn Baby | Will position the child correctly during labor for proper birth. |



Atonement

Range: Touch
Duration: Permanent
Casting Time: 6
Effect: special
Save: None

Cleric 6, Healer 6, Exorcist 5, Humanoid Shaman 6, Druid 6, Dervish 6, Shadow Elf Shaman 6, Shaman 6 spell.

If a character who is truly repentant(DM!!), this spell will replace the Piety points lost of the result of a minor offense. If the loss was triggered by a Divine Curse, the Curse may now be removed by a Cleric (but not a Magic user). Major offenses can't be redeemed by this spell, and the Immortal offended thus will have the character go on a special Quest (by Quest spell) to redeem itself.



Augury

Range: caster only
Duration: Special
Casting Time: 1 round
Area of Effect: caster only
Save: None

Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5, Shaman 5 spell.

This spell warns the caster of spiritual danger—in other words, whether the character's piety will be raised or lowered if the proposed action is carried out. To make this spell work the caster sits down and concentrates for one round on the action to be augured, after which the caster knows what kind of change of Piety will result from the action. This spell will not reveal how much piety will be lost or gained. Note, when the caster knows that his action could result in the gain of Piety, this doesn't mean that he actually is granted them. The fact that he knows that his action results positively, could block him from this advancement. This is a general future determinant with only a half hour maximum, so the Immortals need not be too exacting with regard to their vagueness. When the augury is cast, the DM must simply compare the knowledge he has and 'give the character general impressions of the question asked. "Will we do well if we venture onto the 3rd level?" Answer: "Those who survive will be rich." Basis: there is a terrible troll near where the character will enter the level (if he does), but the probable party is strong enough to beat it after a hard fight, and the monster guards 10,000 sp and a +1 shield. Comes in handy for determining if the greenery you've gathered for supper is edible, in the absence of a character with proficiency in plant lore or as a safeguard against the possibility of the character's estimation being incorrect. Of course, the augury itself does not always produce accurate results. . . .



Aura of Comfort

Range: Touch
Duration: 1 hour/level
Casting Time: 2
Area of Effect: Creature touched
Save: None

Cleric 2 spell. uncommon

When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of -20 F. to 140 F. Any Time a traveler encounters temperatures in this range, he maintains a comfortable temperature of 70 F., regardless of prevailing weather conditions. Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura. If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who encounters a temperature of 150°F will actually experience a temperature of 80°F. All physical objects other than rain, snow, and hail can pass through the aura. The recipient can cast spells normally while the aura of comfort is in effect. The spell offers no protection against magically generated weather, such as that caused by weather summoning and ice storm. It doesn't protect against fire, nor does it shield against fire- or cold-based attacks.



Awaken

Range: Touch
Duration; Permanent
Casting Time ; 1
Effect: Any one sleeping Creature.
Save: None

Healer 4 spell.

Whis spell will awaken anyone put to sleep through any means. It will not negate Immortal sleep effects, but will awaken those affected by a Sleep-Curse (powerful Magic user spell), Sleep (normal and magical), Trance, Unconsciousness, Temporal Stasis and similar effects. With a Sleep Curse, the spell is not as powerful as one would like, and although it awakens the victim(only), the caster falls asleep instantly, and has in fact taken the place of the victim in the casting of the spell.

There is a small chance that the Sleep Curse had been dispelled by the victim itself (it had to be kissed awake by a prince or such) thus, the caster will stay asleep forever, if this is not done, because the victim loves someone else, or dies earlier. This is actually the only way the Sleep Curse spell could last forever, for it initially must have had a chance to break it also. When this happens Time will take the victims of this spell in, and Entropy will slowly (about a century or so) turn all of them in to Undead.

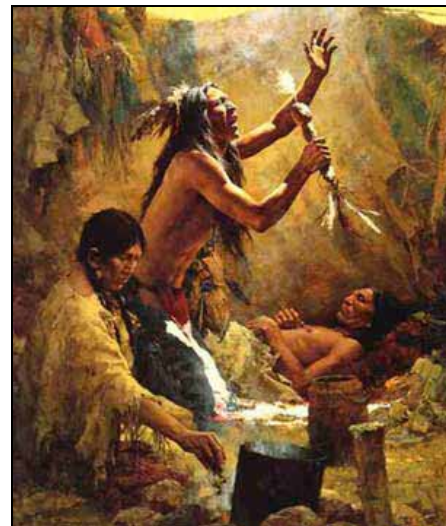


Bad Medicine / Good medicine

Range: Line of sight
Casting Time: 2
Duration: Special
Area of Effect: Individual (or village)
Components: A handful of herbs common to the area, the claw of an eagle (or the feather of an eagle) and the venom of a poisonous snake.

Saving Throw: Neg.
Shamani Level: 4

Bad medicine is a powerful spell most often used by irate shaman to avenge themselves on those who have angered them. Bad medicine modifies the target's THACO, saving throws, morale, and damage by -2. It is usually cast upon a single individual, but a priest of 16th level or greater can cast this spell upon as many as 300 beings (animal or human), as long as they are gathered in an area of an acre or less. The character with the lowest saving throw score saves for the entire village. To cancel bad medicine, a priest of equal or greater level than the original caster must cast the reverse of the spell upon the victims). If this is not possible, the spell can also be removed by remove curse or wish spell. If not cast in order to cancel bad medicine. **The spell's reverse, good medicine, is not nearly as powerful as its vengeful form. It raises the THACO, saving throws, morale, and damage of the target by +1 for 1d10 rounds. Good medicine can be cast on an entire village, but only if all occupants are gathered together in an area no greater than 100 feet in diameter.**



Bless **Blight**

Range: 60'
Duration: 6 Turns
Casting Time ; 1 round
Effect: All within a 20' square area.
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Sh. Elf Shaman 2, Shaman 2, Shamani 2 spell.

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all attack and damage rolls. It will only affect creatures in a 20'x20' area, and only those who are not yet in melee. The characters to be affected must stand still and await in solitude the blessing of the Immortal in Question. When one of the characters has acted in some way to offend the Immortal the bless is negated for this character only. It is not possible to Bless a character who belongs to an opposing faith.

When Reversed, Blight, places a -1 penalty on enemies morale, attack rolls, and damage rolls (minimum 1/die). Each victim may make a Save vs. spells to negate the effect. A character belonging to the faith of the Cleric casting the blight can only be Blighted if it acted against the wishes of the Immortal in Question and the basic rules of the faith itself. The Cleric casting a Blight spell was then by the Higher ranking Clerics or even the Immortal to mildly punish the character for his wrong doings.

Blessed Abundance

Range: Touch
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cubic'/level
Save: None

Cleric 5, Healer 6, Exorcist 5, Humanoid Shaman 6 spell.

This spell allows a Cleric to duplicate a specified amount of animal or vegetable Matter. Magical items and minerals (including rocks, metals, and gemstones) can't be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures can't be copied by this spell.

The caster can create 1 cubic' of material per his experience level. The material to be duplicated must be equal to or less than 1 cubic' in size or volume. For example, a 9th level Cleric can create up to 9 cubic' of animal or vegetable Matter. Using a loaf of bread 1 cubic' in size, he can produce nine such loaves; using a bucket of apples totaling 1 cubic' in volume, he can create nine such buckets.

Blessed Warmth

Range: Touch
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Save: None

Cleric 4, Healer 5 spell.

When this spell is cast, a narrow shaft of light shines down upon the Cleric, making him immune to the effects of natural cold (such as a blizzard) and granting him a +3 bonus to saves vs. magical cold. For each level of the Cleric above 7th, an additional beam of light may be created to protect another creature, who must be standing within 3' of the Cleric. Thus, a 10th level Cleric could protect four other creatures in a 3' radius.

Blossom **Blight**

Range: 30 yards.
Duration: Instantaneous
Casting Time: 1 rd.
Area of Effect: 1 vegetable object
Saving Throw: Special

Druid Level 6 very rare

The blossom spell causes any object of vegetable matter, living or non-living, to sprout leaves, buds, and blossoms. The effects produced are living, but if produced from a dead source (for example, making an oaken door sprout leaves and acorns), these growths eventually die from lack of sustenance. Living plants react normally to the new shoots and blossoms. A plant-based creature gains 1 hit point per Hit Die, up to its maximum limit for a full week. Blossom can be very useful in aiding victims of starvation (one could produce immature wheat ears from straw).

The reverse of this spell, blight, causes any object of vegetable matter, to have its appendages shrivel up and drop off. A solid object (for example., an oaken beam) is not affected. Any fruit, blooms, buds, leaves, and so forth are instantly destroyed. A plant-like creature, such as a shambling mound, must make a successful saving throw vs. death magic or take 6d4 points damage. Blight is extraordinarily useful against a yellow musk creeper (all its blossoms fall off harmlessly).



Body Clock

Range: Touch
Duration: 1 hr./level
Casting Time: 4
Area of Effect: Creature touched
Components: A kernel of corn. A drop of water, and a stoppered glass bottle.

Saving Throw: None
Cleric of Time/Water Immortals Level: 4

Body clock affects a subject in the following ways: The subject's need for sleep is reduced. Every hour a subject sleeps is as refreshing as 10 hours. Every two hours the subject sleeps during the spell restores hit points as a day of complete rest. However, wizards are not able to memorize spells; real time must pass for this to occur. The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer than normal and use less air in enclosed situations. The subject can set an internal alarm clock to alert him when a specific amount of time has passed. The subject then hears a brief ringing in his ear, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell. The spell has no effect on movement, spell casting, or any other normal activities.



Break Limb

Range: Touch
Duration: special
Casting Time: 9
Area of Effect: Limb touched
Component: A broken bone from any animal.

Saving Throw: Special
Cleric Level: 6

This devastating spell enables the caster to break an opponent's arm or leg by touching it. A successful attack roll is required to touch a victim who is not unconscious or restrained,) in addition to snapping the limb, break limb inflicts 1d10 point of damage and pain. If the target creature makes a successful saving throw vs. spell, the break does not occur, but the individual still suffers 1d10 points of damage. The effects of the spell vary, based on the limb touched. For example, if the priest breaks an individual's weapon arm, that individual cannot wield a weapon, If the priest breaks an individual's shield arm, that individual cannot use a shield with that arm. If the caster breaks a creature's leg, the individual cannot stand without aid and is reduced to a movement rate of 30'/10', crawling or hobbling about on one leg. Breaking both legs (two castings required) incapacitates the victim. Necks cannot be broken with this spell. A limb broken by this spell can be mended only by a month of bed rest (which can be accelerated under the watchful eye of someone with the healing nonweapon proficiency, a mend limb spell, or a heal spell.

The reverse of this spell, mend limb, causes broken bones to fuse correctly together, but only one bone is repaired with a pain factor of 3.(see mend Bones spell).



Breath of Life

Range: Caster
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: Special
Save: None

Cleric 7, Healer 7 spell. **Healer not!!** This spell can be cast only by Lawful Clerics or by Healers. **This spell can be cast only by Evil Clerics**

This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a non-magical disease. The Cleric need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect. This spell doesn't cure all diseases in the community at one Time; the caster must specifically state which disease is to be eliminated (see Diseases and Afflictions) with each casting of the spell. When the spell is cast, the Cleric exhales a sweet-smelling breeze. This forms into a breeze that radiates outward, forming a circle that expands in a 50 yard radius per hour. During this Time, the caster must remain at the center of the area of effect. For example, after 12 hours, the breath of life would cover a circle 1200 yards in diameter (600 yard radius). The breeze is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds. The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The breath of life spell doesn't destroy parasitic monsters (such as slimes, rot grubs, etc.), nor does it cure Lycanthropy or magical afflictions. The spell doesn't prevent recurrence of a disease if the recipients are again exposed.

The Breath of Death, which produces a foul-smelling wind, is the reverse of this spell. Victims who fail a save death magic are afflicted with the Black or Brown Plague. To determine the results of this spell, the DM should roll save for major NPC's in the area of effect. The effect on the rest of the community can be calculated as a percentage, based on the save. Infected creatures do not heal hp until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person) as per normal Disease.



Call Upon Faith

Range: Caster
Duration: 1 round
Casting Time: 1
Area of Effect: The caster
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

Before attempting a difficult task, the Cleric may cast call upon faith to aid his performance. A Cleric gets a +1 or (+15%) for each Piety level above Devoted (Pip 16-31) for one die roll. The bonus may be used to affect a save, attack roll, ability check, etc. For example, if a Cleric were about to cross a narrow log high above a chasm, he could cast this spell and gain a bonus to his Dexterity ability check. If his Piety is lower than 15 however he is penalized by the same rate. The character does normally not know how many Piety he has, and even after the spell is cast he doesn't know, he just has a greater chance to fail or succeed.



Ceremony spells

Range: Touch
Casting Time: 1 hr.
Duration: Special
Area of Effect: 1 creature, one item, or area
Saving Throw: Special

The **ceremony** spell represents certain functions carried out by religious organizations, and has various applications, depending on the level of the priest. A ceremony does not leave behind an aura of magic (although in some cases an aura of good or evil might be present and thus detectable), and the effects of a ceremony cannot be dispelled. Specific ceremonies vary from religion to religion, but usually encompass these functions:

1st level cleric: **Coming of Age, Burial, Marriage, Rest Eternal**
3rd level cleric: **Dedication, Investiture, Consecrate Item, Witness**
5th level cleric: **Ordination, Special vows, Initiation**
7th level cleric: **Consecrate Ground, Hallowed Ground**
9th level cleric: **Anathematize Item**
12th level Druid; **Cast Out**
14th level druid; **Anointing**
Variable level druid; **Seasonal Ceremonies**

Ceremony: Adopt

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any one living Creature.
Components; Varies but always Holy Symbol (costs performing; 15 sp)
Save: None

Shadow Elf Shaman 1 spell.

This spell is an all-purpose spell that a Shadow Elf must perform as part of a process to guide another Elf through some part of her life. This special ceremony transfers a Shadow Elf (and on rare occasions, a Human or Demi-Human) from one clan to another. The Shaman performing the ceremony must be of level at least equal to the adoptee. This ceremony is part of a marriage, moving the groom to the clan of the bride.



Ceremony: Anathematize

Range: Touch
Duration; special
Effect: Any one living Creature.
Save: None
Components; Varies but always Holy Symbol (costs performing; no charge, deemed to be in the best interests of the priest's religion)

Casting Time ; 1 hour

Cleric 4, Healer 4, Exorcist 5, Humanoid Shaman 4, Master 4, Sh. Elf Shaman 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. In effect this spell is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm or hand with a symbol or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her Immortal. An unwilling subject of this spell is allowed a saving throw vs. spells, but at -4 to escape its effects permanently (at least 1 day the effects will linger). If the recipient is not truly deserving of the telling brand (DM!!!), the ceremony fails when performed. A successful atonement causes the brand to fade, and possibly even vanish. If the offending actions were caused magically or by some external force, the brand utterly disappears. If the actions were done willfully, the brand can't be completely removed.



Ceremony: Anointing

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any area.
Components; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: Special

Druid 4 spell.

This ceremony is used to raise kings, high-level druids, and other important persons to their stations. In the Celtic view of things, Sovereignty is a goddess to be wooed and wedded. The candidate is expected to make offerings to the holy groves, conduct great sacrifices, and give away vast amounts of wealth to the poor to please his bride. Displays of the candidate's physical prowess lead up to the anointing. Finally, the anointing takes place. If the candidate proves himself good, wise, liberal, and powerful, he is accepted by the Sovereignty, and is allowed to take up his station. At Tara, the king stone upon which the new High King stood was supposed to cry out for the true king when he stood upon it. (King Arthur's pulling the sword from the stone is much the same.) While the anointing is the seal of station, disputes can arise about whether a person is the rightful possessor of the office. A successful Anointing raises the recipient's wisdom and Charisma by 1 to a maximum of 18. The saving throw for this spell is special. Assuming the candidate is properly qualified, he is rated on a scale of 1 to 4 (1 being highest) in each five areas by the Druid(in game by the DM!!), the rating in each area is added, generating a saving throw of 5 to 20. if the number or above is rolled on a 1d20, the individual is confirmed, as not only the lawful but the rightful possessor of the office.



Alignment: Has the recipient displayed good character and faithfulness to the druidic cult?

Duty: Has the recipient shown himself responsible and reliable in all his past dealings, and loyal to the kingdom, sect, or organization?

Leadership: Has the recipient been a strong and fair leader?

Performance: Did the candidate perform well in the rituals, games, demonstrations, offerings, and generosity during the festivities prior to his anointing?

Breeding; Is the recipient of good family connections and does he act as befits his station?

Ceremony: Bless Newborn

Range: Touch
Duration; special
Casting Time ; 1 Turn
Effect: Any one living infant of less than 14 days of age
Components; Varies but always Holy Symbol (costs performing;2-5gp)
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Master 2, Sh.Elf Shaman 2 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of this Ceremony is six months. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is used to protect a newborn infant of up to 14 days of age from possession and other ill effects that might befall him or her. Such a protected infant gains a Save of +2 from any type of possession. Further, he or she is under the effect of a half-Strength Resist Fire and Resist Cold for the full six month spell duration. The effects of blessing the newborn has no effect upon infants of older than two weeks of age. This is also the reason that parents rush to the nearby temples as fast as possible to secure the life of their child. Temples and Clerics, in their case church sometimes money for this service, or at least they demand the child to be taught the ways of the Religion. A newborn foster child will always be subject to this spell before it is taken into the monasteries they are often laid down in front of. The Infant as such should be sprinkled with Holy Water by the caster at the moment of the casting. The spell is negated if the infant opens its eyes during the procedure, this is why most Clerics hold the eyes of the infant shut while casting or ask the parents to do this.



Ceremony: Burial

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any one corpse.

Components; Varies but always Holy Symbol (costs performing; 5-50 gp)

Save: None
Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Master 1, Sh. Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the



appropriate level as normal or higher. The duration of the Ceremony is permanent. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell will shield the body for one week as if by a protection from evil spell, and anyone trying to disinter the corpse within that time must make a saving throw vs spells or stop and flee in fear for 1 turn Based by visionary sounds). Further in no way it will protect the corpse, but gives the blessing of the organization, and it is said to have a 50% chance to invoke retribution of some type if the body's grave is dug up within one week of burial (i.e., and agent of the Immortals will come to protect the grave, this will mostly be an angel).

Ceremony: Cast Out Cast in

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any area.
Components; Varies but always mistletoe, and the riter (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Save: None
Druid 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the



appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is a form of excommunication or [punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some way violated the principles and standards of druids. Its effects can be lessened at a later date by casting the reverse version of this ceremony, either by the same druid or another one of at least as high level as the original caster, but the casting can never be completely neutralized except by one of the ruling druids (30th level+). An individual who has been cast out exudes a powerful negative aura, causing any natural creature encountered to react negatively to that individual. This includes all normal (non-magical) animals, monsters native to the woodland, domesticated beasts such as horses and dogs, and all druids and their followers.

Casting out is a very powerful form of punishment, and can only be performed by a druid who has received permission from his or her arch druid to do so. Similarly, an arch druid must get permission from the great druid and the great druid from the grand druid. A grand druid does not need to obtain permission but his or her actions can be reversed by a hierophant druid at any time. This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher ranking members of the hierarchy. An intended recipient of this ceremony who is unwilling may save vs. spells at -4 to negate its effects. The victim loses also his or her shape changing abilities but not any other.

Ceremony: Coming of Age

Range: Touch
Duration: special
Casting Time : 1 hour
Effect: Any one living Creature that is on the cultural brink of adulthood.

Components: Varies but always Holy Symbol (costs performing;5-15 sp) **Druid; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.**

Save: None
Cleric 1, Healer 1, Exorcist 2, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Sh.Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell acts as a limited form of Bless spell and blesses a young man (it literally gives the character a +1 to his first save needed to roll) and in some cultures a young woman at some point in Time, often at the age of 12, (druid 14), 16 or 18, and in some rare cultures (like Heldann), but the later the adulthood, the more control the adults and/or the Clergy want over the young ones. Coming of Age may or may not allow the person who has come of age any particular rights, according to the culture the character belongs to such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood. The Ceremony can involve several arduous or primitive tasks, like the Atruaghin Bearclan who hang on their breast muscles by flesh hooks, or the primitive tribes on the Raven Coast who must make a "Bungee-jump").



Ceremony: Consecrate Ground ~~Desecrate Ground~~

Range: Touch
Duration: special
Casting Time : 1 hour
Effect: Any one living Creature.
Components: Varies but always Holy Symbol (costs performing;100-600gp depending on size area and level priest) **(no charge)**

Save: None
Cleric 4, Healer 4, Exorcist 5, Humanoid Shaman 4, Master 4, Sh.Elf Shaman 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell should be cast when any Holy/unholy structure is built. A church, abbey, sanctuary, monastery, temple, etc., built on unconsecrated ground has a 1% chance per year (cumulative) of actually collapsing from lack of such protection! Once a structure is built, consecration can't be an afterthought; thus a Cleric of 6th or higher level must be sought when a Clerical structure is to be built or else! Consecrate ground can also be used on a Graveyard, in which case the ground itself gains the ability to turn Undead as if it were a 3rd level Cleric.



This version of the spell may be used by a Cleric of any alignment versus a building or area of ground representing an opposing alignment. For a building (generally a church or other Cleric-oriented edifice)to be desecrated, the altar inside must be covered with Holy or unholy Water, manure, etc., while casting of the ceremony is in progress. A Desecrated building is 1% likely per year to collapse; this chance is not cumulative. Roll at the end of each year of desecration to see if the structure collapses. A Desecrated building can be consecrated at a later Time by application of the normal form of this spell. If an area of ground (such as a Graveyard) is the object of this spell, it is necessary to know if the ground was consecrated in the first place. Desecrate ground will only remove the consecration if one is in effect. A second subsequent Desecration has no effect. The area can be reconsecrated. A Graveyard that has never been consecrated is more likely to have its graves yield lesser Undead. If Animate Dead is cast in such a Graveyard, one extra skeleton or zombie will rise from the Graveyard. Further any attempt to Turn Undead in an Unconsecrated Graveyard (if and only if the Undead come from these graves) will be as if the Cleric were two levels lower than he or she actually is.

Ceremony: Consecrate Item

Range: Touch
Duration: Permanent
Casting Time ; 1 hour
Effect: one item
Components; Varies but always Holy Symbol (costs performing; usually free)
Save: None

Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Sh.Elf Shaman 3 spell.

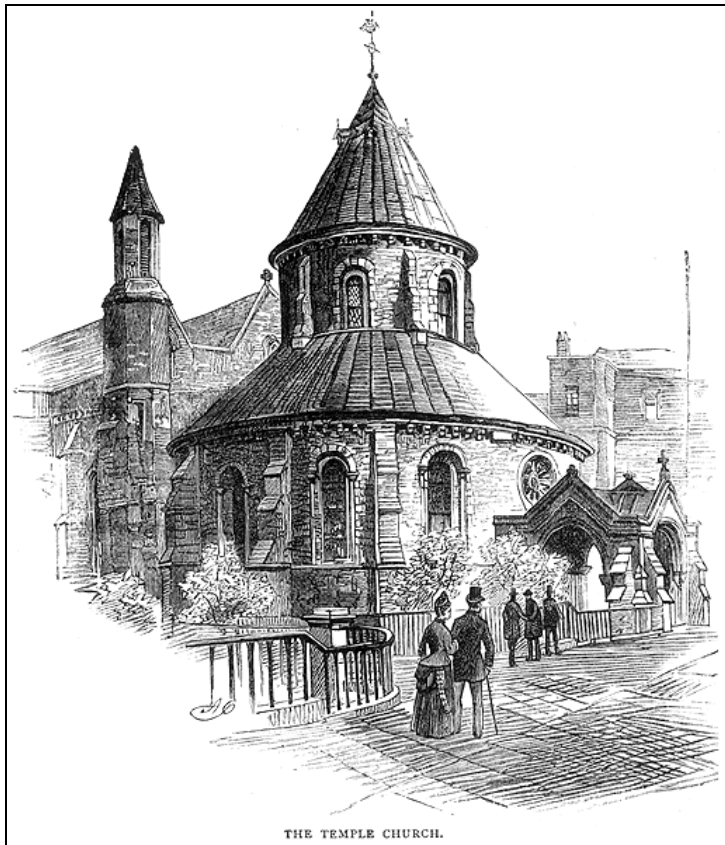
This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is required for every item placed on an altar and other places in a religious edifice, as required by the Particular organization. Holy Symbols and vestments are handled separately. Remember that Holy Water or oil must be kept in consecrated containers. Only consecrated candles, herbs, spices, incense, and such may be used in the services, or the Immortal attended could be very displeased.



Ceremony: Consecrate Temple

Range: Touch
Casting Time; 1 Hr
Duration: Permanent
Area of effect; Special
Components: Special
Saving Throws; none
Cleric 1 spell

Consecrate temple requests a cleric's Immortal to confer a blessing upon a newly completed shrine or temple, providing it with holy or unholy power through a permanent link to the Immortal's plane. Although ceremony is a first-level spell, the ability to consecrate temple is not available to the cleric until he is at a higher level. It can only be cast by a cleric of at least 8th level (for a shrine) or 9th level (for a temple). The blessing affects a scale area of up to 10' X 10' for a shrine or 20' X 20' for a temple. Within this area, clerics of opposed alignment suffer a penalty on all saving throws and attempts to turn or control undead. The exact area to be consecrated and protected must first be outlined with an appropriate holy substance. The Immortal's attention is then attracted by means of a sacrifice of great value. In the case of a shrine, the sacrifice must be worth either one-half or one gold piece per square foot, and confers a penalty of either -1 or -2 respectively. In the case of a temple, the sacrifice must



be worth either one-and-a-half or two gold pieces per square foot and must also include a valuable magical item. It confers a penalty of -3 or -4 and renders it impossible for an opponent to invoke the direct aid of his Immortal (e.g., bless, chant, prayer or gate spell). An evil cleric can substitute living sacrifices whose total experience-point value is equal to the required monetary value of the sacrifice.

Ceremony: Dedication

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any one living Creature.
Components; Varies but always Holy Symbol (costs performing;1-10 sp or sometimes free) *Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.*

Save: None
Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Sh.Elif Shaman 3 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization and allows the recipient of the spell to be taken into the ranks of the performing priest's religion, making that person a sanctioned worshiper of the priest's immortal. This blessing requires a Cleric of the appropriate level as normal or higher. The



duration of the Ceremony is permanent, unless the worshiper demonstrates a desire to change allegiance to a different Immortal. In such a case, the earlier dedication can be overridden by a new dedication performed by a priest of a higher level than the one who performed the previous dedication. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell. This spell is necessary to perform specific acts, such as becoming a member of a organization. This spell is most often used under Elves when a Human or an Elf of another clan wants to become member of the clan of the caster. *Druids use this spell to allow the recipient into the ranks of the druid's followers and worshippers, provided the individual has neutral alignment (Evil or good are not checked but Chaotic and lawful are). A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world*

Ceremony: Hallowed Ground

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any area.
Components; *Varies but always mistletoe, and the riter (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.*

Save: None
Druid 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is cast by the druid on his or her permanent grove. This spell ensorcelled the trees of the grove so that they will never be affected by disease or other natural disasters(except greed natural disasters, like flooding, earthquakes, storms and such, however the damages will be much smaller than in normal circumstances.. The ground remains hallowed for as long as thee druid maintains this grove as his or her permanent base. He is allowed to remain absent for up to three months but must the spends at least one month continuously in the area.



Ceremony: Initiation

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one aspiring druid.
Components; Varies but always mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Save: None
Druid 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell imbues the druid with the shape-changing and immunity to woodland charm powers that become available upon attaining 7th level. This ceremony must be performed upon a druid immediately after he or she begins to advance upwards through the 7th level of experience. If cast earlier it will not work, and the druid will not benefit of the above mentioned special powers until receiving initiation. Usually a druid must seek out another druid of 7th or higher level to perform the ceremony, but in unusual cases a druid can cast it upon him or herself.



Ceremony: Investiture

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one Aspiring Cleric, Healer, Mystic, Shaman, Shamani, or other similar character
Components; Varies but always Holy Symbol (costs performing; 1-100gp or sometimes free). Druid; Varies but always mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Save: None
Cleric 2, Healer 2, Humanoid Shaman 2, Druid 2, Dervish 2 Quest, Sh. Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is required for an aspiring Cleric of either type to become 1st level. This spell will be granted to any Cleric of any sort of new Immortals by the Immortal before becoming a Cleric, or be granted those who have an inclination of becoming a follower of the Immortal.



Ceremony: Marriage

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one Couple.
Components: Varies but always Holy Symbol (costs performing; 1-20g sp) Druid; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Save: None
Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 Quest, Master 1, Sh.Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This save may be reapplied once each year, when under the same circumstances. This is often done is divorce rituals/ceremonies or even legal procedures. Marriage has no tangible after-effect (it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar to the various rites of marriage that are performed in our real world.



Ceremony: Ordination

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one Couple.
Components: Varies but always Holy Symbol (costs performing; usually free, but possibly as much as 200gp)

Save: None
Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Master 3, Sh.Elf Shaman 3 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. Ordination must be performed on a priest before the individual can assume responsibility for a congregation or assume similar duties, and even an adventuring priest must be ordained before he or she can gain followers and establish a following or other sort of group. In all cases, the priest performing the ordination must be of higher level than the recipient; this ceremony is often conducted as part of the Training a priest receives in order to advance from 2nd to 3rd level.



Ceremony: Rest Eternal

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any recently dead Creature
Components; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Druid 1spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. Rest eternal is performed upon the body of a deceased creature, and hastens the journey of the soul spirit to its final resting place. The spirit of the deceased will not return to haunt the living. It will not work on defeated undead or creatures already dead for longer than a day per level of the caster. In effect it will give the spirit in limbo subtle mindhints towards the gate of eternal rest and barring the spirit of finding a gate back to the prime plane. If the soul truly wants to return it must succeed in the aforementioned saving throw.



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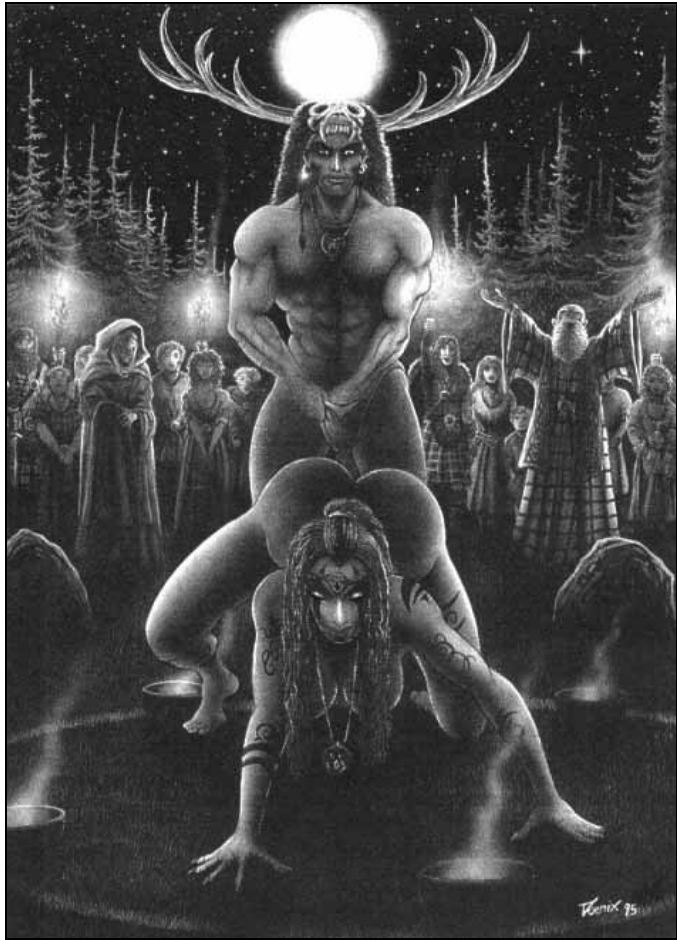
Ceremony; Seasonal Ceremonies

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any area.
Save: None
Components; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Druid 4 spell.

The seasonal .spells of spring. summer, autumn, and winter have the following in common. These affect the land and people under the druid's care, large or small. (A druidic often his own is in his own charge; a party of adventurers of the druidic religion also might be considered his charge.) A druid of insufficient level to conduct a seasonal ceremony is part of another druid's charge, as are the people and lands under the low-level druid. The junior druid must participate in the ceremony conducted by the senior druid for those in his charge to benefit. The lower-level druid is expected to conduct the ceremonies of which he is capable und to attend and assist when senior druid conduct seasonal ceremonies that he cannot). Failure in either case could mean disaster for the druid's charges. These ceremonies are all-night affairs, during which the druids keep vigil, chant, make offerings, and perform certain actions important to the community's or kingdom's welfare for the coming year. Ordinary worshipers are also participants. although the druids do much of their work withdrawn from the masses (and in secret).

5th level druid **Spring (Beltane)**
7th level druid: **Summer (Lugnasad)**
9th level druid **Autumn (Samain)**
12th level druid **Winter (Imhalc)**



Spring: The spring festival (Beltane) celebrates the sun's power to give life. Great fires are lit, and cattle are passed between them. Druids and people process between the fires, waving shoots of grain. The fiery sun is associated with health and the destruction of disease: The main point of this festival is to ensure protection from disease for animals, crops, and the faithful. The ceremony reduces the chance of disease for the year to come by 10%. Beltane is a major civic festival associated with the spring planting.

Summer: The summer festival (Lugnasad) begins with the all-night vigil of Midsummer, the shortest night of the year. All is in full flower: Those involved in the ceremony wear garlands, which are later offered as sacrifices, beginning on Midsummer's Eve. This is the night when druids gather their mistletoe for the coming year. Each druid must gather his own mistletoe on this night for his spells to work at full potency during the next year. A druid who cannot perform the summer ceremony must join with other druids, or the mistletoe he gathers will be nothing more than lesser mistletoe. The penalty for neglecting this festival is a loss of spell potency throughout the coming year. **On** the night of the first full moon following Midsummer, great fairs are opened.

Autumn: The autumn harvest festival (Samain) is a time of feasting. All the folk assemble to offer their first fruits to the gods. Great bonfires are built on prominent hills, and dancing and drinking go on all night. The harvest's bounty is meant to stave off hunger in the winter. Neglecting this festival brings dearth and poverty for the coming year (extra expenses will be accrued, various treasure collected will be deficient in value, etc.). (The DM handles this condition of misfortune until the next Samain. A monthly loss of at least 100 gp per level is suggested.)

Winter: The winter festival (Imhalc) celebrates lambing season, and offerings of milk are in order. Like a lamb, the year is born as the sun begins to wax again. The ceremony takes place on Yule, the longest night of the year-this, the longest seasonal ceremony i s a petition for strength. Neglecting the ceremony produces a -5% penalty in experience points earned for the next year and the Hit Dice of animals born in the new year have a penalty of -1 hit point per Hit Die.

Ceremony: Special Vows

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any one Aspiring Paladin, Avenger, Knighthood, and solemn oaths. Druid; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Components; Varies but always Holy Symbol (costs performing;1-100gp or sometimes free)

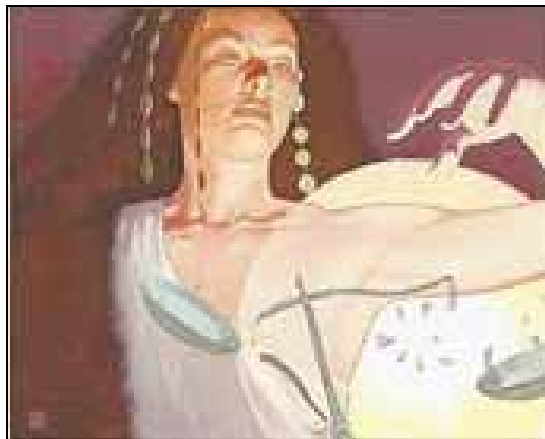
Save: None
Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Master 3, Sh.Elf Shaman 3 spell.
This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals cn vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is required for an Aspiring Paladin, Avenger, Knight of either type. This spell will also bind an oath speaker to his word. When broken he will instantly lose 1d10 piety depending on the oath broken.



Ceremony: Witness

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Components; Varies but always Holy Symbol (costs performing;1-100gp or sometimes free)

Save: None
Druid 3 spell.
This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. Within their society, druids are legal officials as well as religious leaders. Having a druid witness an oath makes it binding. The oath taker pronounces the vow, usually an act to he completed within a specified time, calling upon the powers that be, and specifying a penalty if the oath goes unfulfilled. After the ceremony is completed, the oath taker must fulfil his literal word, or suffer the consequences. The druid may advise the against rash promises or suggest suitable modifications to an oath, but the final say is the oath taker's. After an oath is witnessed, nothing more can he done about it. Warriors often take oaths to perform certain deeds. While an unfulfilled oath may be binding for years, the death of the oath taker breaks all but the most terrible oaths.



Cleanse

Range: 0
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Component: A handful of clean sand.
Saving Throw: None

Lost nithian Spell Level: 1 very rare but usable by clerics, healers, exorcists, humanoid shaman, Dwarven clerics at level 1

This spell causes all grime, dirt and stains to be removed from the caster and his vestments, enabling the priest to present himself to his congregation in immaculate condition. All clothing that the caster wears is restored to its original color. If the caster was exposed to any minor incidental diseases, these are cured, provided they have not already reached a noticeable level. This does not affect diseases such as mummy rot, rat bites, or lycanthropy. Even wounds are cleansed and infections are purified (healing 1 point of damage, if no cure wounds spells had been applied previously).



Clone

Range: 10'
Duration: Permanent
Casting Time: 1 day per HD / level of the creature to be cloned
Effect: Grows a duplicate creature from a piece of the original creature
Save: None

Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 7 spell.

A Clone is an exact duplicate of another living creature, grown from a piece of the original through the use of this spell. The piece need not be alive when the spell is cast. A clone is rare and may be very dangerous. A character can have only one clone at a Time; attempts at making multiple clones automatically fail. Undead and construct can't be cloned (the flesh must have been alive before taking it away from the creature) because they are not living creatures. You could clone someone from flesh taken before that person became Undead, but he would not be subject to the effects described below for situations where two examples of the same person exists. To create a Demi-Humanoid clone, this spell must be cast on one pound of the person's flesh. This spell requires the caster to use up other materials costing 5000 gold pieces per Hit Dice of the original(at the Time the flesh was taken). The clone awakens only when fully grown, this takes one week per hit dice of the clone. When completed, the clone is not magical and as thus can not be dispelled. If the original is not alive when the clone awakens, the clone has all the features, statistics(abilities), and memories possessed by the original at the Time the flesh was taken. This is a very important point. For example, a 20th level Magic-User might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another 10 levels of experience and then dies, the clone will be the younger, less-experienced, 20th level form. If a clone is a duplicate of a form still living, or if the original somehow regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind link exists between them: each can feel the other's emotions (but no other thoughts). If either one is damaged, the other one takes the same damage (But may make a Save vs. spells for half damage). This effect doesn't apply to Charm, Sleep, Disintegration and other effects that do not cause damage. The clone is immediately obsessed with the need to destroy its original and will do everything to accomplish this. From the Time a clone becomes aware of its original, it



has one day per level of its creator(i.e. the caster of the clone spell or the creator of the scroll)to kill the original. Example: a 25th level fighter dies. His friend the 34th level Magic-use, who possessed one pound of the fighter's flesh for this precise purpose clones him. Then someone else raises the fighter from the dead. The clone becomes aware of his original and is compelled to kill him. He has 34 days to do so—one day for every experience level of his creator. If the clone succeeds in killing its original, it can continue its life normally; but if it fails and doesn't immediately die, it becomes insane (DM!). When a clone goes insane, the original loses one point of Intelligence and Wisdom. The original may also thereafter become insane (5% per day, not cumulative, for the creators levels in days). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even by a Wish. If the original and the clone both survive the killing days and only the clone becomes insane, the original will have an utter opposite aligned enemy for life. If the original and the clone are kept on different Planes of existence, no mind link will occur, and the clone is not compelled to kill the original. No ill effect occur and the two remain completely unaware of their situation. If they ever occupy



the same Plane, the mind link occurs and can't be broken thereafter except by destruction of its original.

Cloud of Purification

Range: 30 yds.
Duration: 1 rd/level
Casting Time: 5
Area of Effect: 20-ft. cube
Saving Throw: None
Druid Level: 5

This spell creates a billowy cloud of magical vapours that moves with the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 7 wind strength) breaks it up in 4 rounds, and a greater wind (a gust of wind spell, for example) disperses it in one round, as does thick vegetation. The cloud of purification transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would melt, becoming small puddles of clean water. If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other impurities into clean water. The cloud's vapours are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is useful for cleansing a sewer or well. This spell in no way affect magical creatures or any creature larger than a normal rat(6 inches) or any creature larger than a normal rat.



Cloud of Putrefaction

Range: 30 yds.
Duration: Special
Casting Time: 8
Area of Effect: 20-ft. cube
Saving Throw: None

Mostly evil clerics, Humanoid Shaman Level 5

This reverse of cloud of purification creates a billowy cloud of vile vapours that moves with the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 7 wind strength) breaks it up in four rounds, and a greater wind (a gust of wind spell, for example) disperses it in one round, as does thick vegetation. The cloud transmutes pure water into organic filth and rotting garbage. Small animals (mice, squirrels, insects, etc.) mutate into rats and rot grubs. Flies and other foul insects immediately rise from the mess. If cast over a sewer or garbage heap, the spell doubles the filth created. The cloud itself lasts for only one round per level, but the effects are nonmagical and permanent until magically purified or negated by time (though flowing water also tends to eliminate the effects relatively quickly). This spell can spoil a castle's water supply or foul a small river.

The usage of this spell might be an evil act (DM).



Combine

Range: Touch
Duration: see below
Casting Time ; 1 round
Effect: circle of Clerics
Save: None

Cleric 1, Healer 1, Exorcist 2, Humanoid Shaman 1 spell.

This spell enables five Clerics of the same alignment to add their powers to perform a specific function. The Cleric of the highest level, or one selected by the group if all are of equal level, stands in the center of a circle formed by the other four, who hold hands and kneel around the central figure. This process takes one full round, and all Cleric must be chanting the words to the combine spell at the same Time. If one of them stops for any reason, the spell is wasted for all five Clerics. The Cleric in the center can then, in the round after the casting of the combine spell, attempt to cast a spell or to turn Undead as if he or she were higher than actual level, for the determination of range, duration, and area of effect as applicable.



The spell or effect generated this way will function as if the central Cleric is as much as 4 levels higher than he or she actually is, as outlined below. Only the Cleric in the center need know and have prayed for the spell to be cast by the combination prior to the casting of the combine spell. Only informational, protection (including Dispel Magic), and curative spells can be combined in this way. The Clerics may also create food and water or turn Undead. The four Clerics comprising the circle are in a deep trance that will require a full round to recover from. During the trance, surprise is automatic and all "to hit" rolls for hand-to-hand combat against the entranced Clerics are made at +4. Naturally, the entranced Clerics can't use shields or Dexterity bonuses in the calculation of their AC's. Thus, if the combination of Clerics is physically attacked, only the center Cleric can Master any defense. If he selects an attack spell of any type to serve as a Coeur for the enemy's attack, the combination is broken before the spell is finished, and the center Cleric reverts to his or her normal level at once. The combination can otherwise remain together for the casting of one spell or one turning attempt at Undead. Then the spell breaks, and the four Clerics comprising the circle must recover for a full round before they can do anything else. If a Cleric dies the combination is broken, but not if one is only hit for damage once the combination spell has been cast and the combination is in effect. The center Cleric will be raised in effectiveness by 1,2,3, or 4 levels depending on how many of the combined Clerics are four or fewer level below the actual level of the center Cleric. Only those Clerics within four levels of the highest Cleric can contribute this benefit. Example: 5 2nd level Clerics want to combine so as to better cope with some menace. They take a round to combine, and then for the purpose of casting another spell, the center Cleric acts as a 6th level Cleric, gaining one bonus level for each of the four participants. Note that the center Cleric could not cast a second level or higher spell in any event, since the character is actually only a 2nd level Cleric and can't know any spell higher than the first level of power. If a 7th level, a 5th level and three 2nd level Clerics combine, the center Cleric could operate as a 8th level Cleric. The 2nd level Clerics are 5 levels lower than the central Cleric and so can't contribute to boosting his effective level, but are still valuable as participants to complete the necessary circle of Clerics.

Commune

Range: Cleric only
Duration; 3 Turns
Casting Time ; 5
Effect: 3 Questions
Components; The priest's religious symbol, holy (unholy) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required, and if the offering is insufficient, only partial or no information is gained.
Save: None

Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5, Sh. Elf Shaman 5, Shamani 5 spell.

This spell allows the caster to ask Questions of the Immortals. The caster may ask Questions that can be answered yes or no (sometimes the Immortal will respond in small, often cryptic, messages). The priest is allowed one such question for every piety level he has attained. The answers given are correct within the limits of the entity's knowledge ("I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient). Optionally, the DM may give a single short answer, of five words or less. However, a Caster may commune only once a week. If this spell is used too often, it will not only fail automatically, but its use is limited to once a month from then on for that character (any further break of this rule will cause the spell to fail only). It is probable that the DM will limit the use of commune spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.



Takhisis Casts a Commune spell with Tiamat.

Once a year (mostly on the major Holy day of the Immortal) the Cleric may ask twice the amount of Questions. This spell will also reveal how pious a character is; this takes only 3 rounds, and only the general amount of piety is revealed. When a character is touched it will reveal also how many piety that character has if the caster intends to use the spell to reveal this. The character examined must be willing and show him/herself humbly to the Cleric and thus the Immortal, to let the spell function at all. This spell can also be used to determine possible gains or losses in piety from contemplated actions. Thus it can be used to discover a way to achieve a goal while minimizing danger to its piety (e.g., "Don't kill the guard!! Offer him a Job!!"). Entities communed will structure their answers to further their own purposes.

Commune With Earth

Range: 0
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Components: Holy symbol and a hit of earth, rock, or clay.
Saving Throw: None

Dwarf cleric Level: 5

This spell enables a dwarven priest to become one with the surrounding earth. The priest is able to learn one fact about the surrounding area for each level of experience, in much the same manner as the druid's commune with nature spell. The caster can "know" facts-ahead, left, right, (and up, level or down) about the following subjects: the ground, minerals, bodies of water, people, general animal population, burrowing or subterranean creatures, fungi, and so on. The presence of powerful unnatural creatures can be detected, as can the general state of the earth. This spell is only effective in rocky hills, mountains, or underground caverns or mines. The spell operates in a radius of one-half mile per level of the priest and to a depth of one-quarter mile per level. The casting of this spell is limited to once per month.

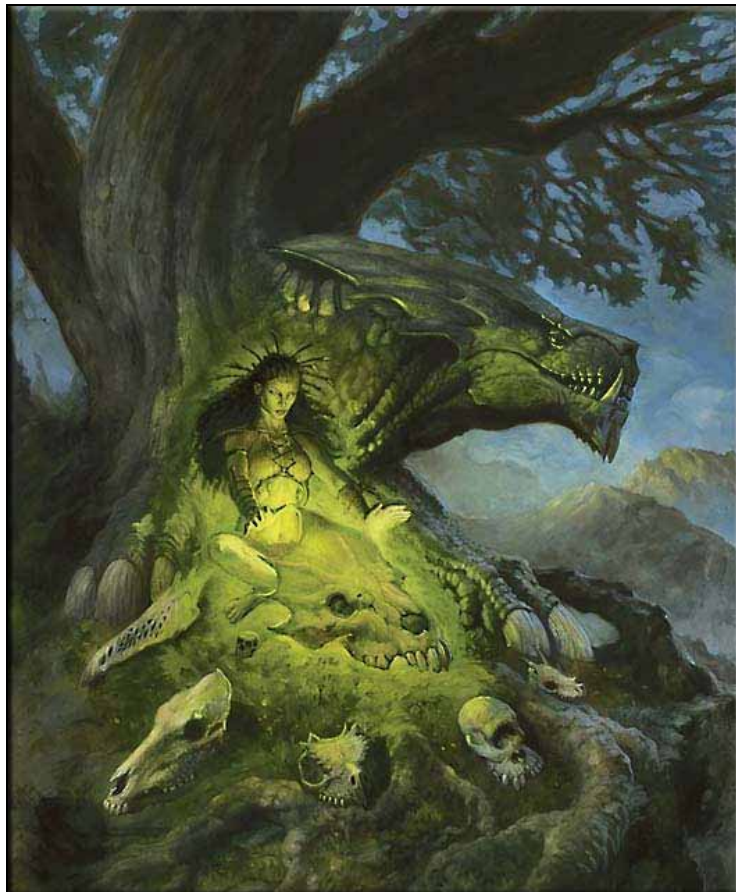


Commune With Nature

Range: caster
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Save: None

Druid 5, Dervish 5 spell.

This spell enables the caster to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each caster level, he can "know" one fact—about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of ½ mile /level. In natural underground settings—caves, cavern, etc.—range is only 10 yards/level. In constructed settings (dungeons and towns), the spell will not function. The spell is limited to use once a month.



Commune with Spirit Lord

Range: caster only
Duration: 3 Turns
Casting Time: 6
Effect: 3 Questions
Save: None

Shaman 5 spell.

This spell enables a Shaman to ask Questions of his Spirit Guide's Spirit lord. The Shaman may ask 3 Questions that may be answered yes or no (or one short answer up to the Spirit Lord(DM)), and only commune once a month. Once a year on the night of the Spirits (15th Rinpoch (Eirmont) the Shaman may ask 6 Questions. For the Shaman this is the most important night of the year. During this Time the boundaries between the world Yurt and the Spirit world fade. It is a night of high ritual and Shamanistic expertise. Those Shamans with access to the required spells journey to the Spirit World, seeking the aid and advice of the Spirits for the year ahead. Some Shamans attempt to reach and scale World Mountain. This is regarded as the most auspicious Time to enter the Spirit World. It is also an Important night for the rest of the tribe. Songs are sung remembering tribal ancestors, requesting their guidance and aid in the future life of the tribe. An entire feast is set aside for the ancestral Spirits and offerings are made to a multitude of animal and Plant Spirits. Small fires are lit and blessed, bathing the steppes in an eerie flickering light, encouraging the presence of benign Spirits and aiding the Shamans in their attempts to reach the trance estate. Its traditional for the tribe to fast during the day and the night, a fast that is enthusiastically broken at dawn with communal meal followed by a day of sporting events and merriment.

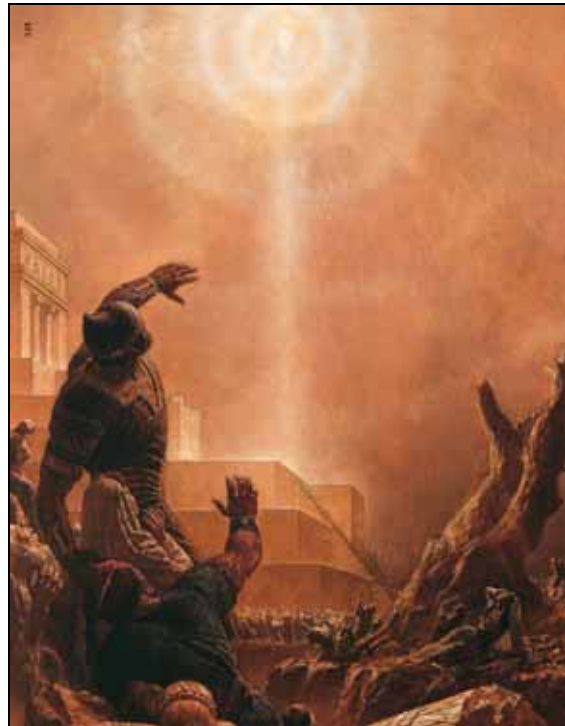


Continual Light

Range: 120'
Duration: Permanent
Casting Time ; 3
Effect: Sphere of Light 60' across.
Save: Special

Cleric 3, Healer 3, Exorcist 3, Druid 3, Dervish 3 Quest spell. (Evil priests)

This spell creates light as bright as day light in a spherical volume of 30' radius. It lasts until a Dispel Magic or a Continual Darkness spell is cast upon it. Creatures penalized in bright daylight suffer the same penalties within this spell effect (for example, Goblins, which suffer a -1 attack penalty within the Continual Light effect). If the spell is cast on an opponent's eyes, the victim must make a Save vs. spells or be blinded until the effect is removed (In these circumstances only will a Cure Blindness also remove the Blindness). This spell may be cast in an area, upon an object, or a person or creature: it can also be cast directly on a person's or creature's eyes, thus blinding him. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed. Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a continual light spell against a similar or weaker magical darkness cancels both. This spell eventually consumes the material it is cast upon, and will fail, but the process takes far longer than the time in a typical campaign. Extremely hard and expensive materials (gems) might last decades of years.



The reverse of this spell, Continual Darkness, creates a completely dark volume of the same size. Torches, lanterns, and even a Light spell will not affect it, and Infravision will not penetrate it. A Continual Light spell will, however, cancel it. If cast on a creature's eyes, the creature must make a Save vs. spells or be blinded with the same effects as blindness from the normal Continual Light until the spell is removed. This spell is mostly used by evil priest, thus not that the spell is evil, but the darkness is metaphorically connected with death and despair, and therefore more often used by evil priests.

Control Temperature 10' Radius

Range: caster only
 Duration; 1 Turn per level of the caster
 Casting Time; 7
 Effect: Cools or warms air within 10'.
 Component; A strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).
 Save: None

Healer 4, Druid 4, Dervish 4, Sh.Elf Shaman 4, Shaman 4 spell.

This spell allows the caster to alter the temperature by 5 °F /level within an area 20' across. The maximum change is 50°F, either warmer or cooler, occurring immediately, and the effect moves with the caster. The caster may change the temperature simply by concentrating for 1 round, and the temperature will remain changed for as long as the spell lasts. The spell is useful for resisting cold/heat so the caster may survive temperatures extremes. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions, The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave. Useful for protecting and aiding the recovery of someone suffering from hypothermia, frostbite, heatstroke, or some other temperature-related malady. But the caster must take care not to alter the temperature too drastically in certain circumstances. Extreme heat is not necessarily good for someone suffering from the effects of cold, so that a frostbite victim might be harmed as much as helped if the temperature around him was suddenly raised by 100 degrees or more; a gradual warming is much more conducive to full recovery. On the other hand, a heatstroke victim is benefited the most if he can be promptly exposed to freezing or near-freezing conditions, to bring his body temperature down as rapidly as possible. The caster may be able to manipulate the temperature during the duration of the spell, or he may be forced to pick a "target temperature" and stick with it for as long as the spell persists.



The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

Create Water

Range: 10'
 Duration; 6 Turns
 Casting Time: 5+1 rounds per level
 Effect: Creates one magical spring.
 Save: None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

With this spell, the caster summons forth an enchanted spring from the ground or a wall, from a single drop of water. The spring will flow for an hour, creating enough water for that day, about 50 gallons per level=200 waterskins. When the water is caught in containers it will be permanent, else it will evaporate at the end of the duration, or sink in the ground almost directly (loose ground -50%). This water is pure and untainted, and some sand or salt must be added to prevent the same damage as one would sustain if drinking salt water. For each of the Cleric's level above 8, 50 gallons more is created. A normal human under normal circumstances needs to drink the equivalent of 2 waterskins a day minimum to prevent dehydration damage, a mount triple this amount. This water will flow from the magical spring, in the same hour, and thus the flow will become stronger with the level of the caster. This spell actually creates a minute temporal gate to the Plane of Water, and the level or power of the caster depicts how large this gate is (always still to small and filled with counter pressure so no entry to the Plane of Water is possible). The water will be contaminated immediately with the surrounding water if cast under water. Obviously, a life-saver when the party runs out of water in the desert or any other waterless environment. But remember two important points: You can't take it with you unless you have something to carry it in, and you can't make water unless you have at least a drop of water to begin with. (Urine, Saliva, Blood or Perspiration don't qualify as the water drop material component.)



Lvl	gallon/spell	max. gallons	Lvl	gallon/spell	max. gallons	Lvl	gallon/spell	max. gallons
8	50	50	18	550	2200	28	1050	7350
9	100	200	19	600	2400	29	1100	7700
10	150	300	20	650	3250	30	1150	8050
11	200	600	21	700	3500	31	1200	9600
12	250	750	22	750	4500	32	1250	10.000
13	300	900	23	800	4800	33	1300	10.400
14	350	1050	24	850	5100	34	1350	10.800
15	400	1200	25	900	5400	35	1400	12.600
16	450	1800	26	950	5700	36	1450	13.050
17	500	2000	27	1000	6000			

Cure All / Heal

Range: Touch
Duration; Permanent
Casting Time ; 1 Turn
Effect: cures anything
Components; Vocal *Ferula Totalis*
Save: None

Cleric 6, Healer 6, Exorcist 6, Humanoid Shaman 6, Druid 6, Dervish 6 Quest, Shaman 6, Shamani 6 spell.

This spell is the most powerful of the healing spells. When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1d6 damage. (restore the victim to full starting hp, and then subtract 1d6 points). The spell can remove a Curse (not a Major Curse), or Neutralize a poison (depending on the Strength of the poison) or cures a Blindness, or even remove a Feeblemind or Insanity effect instead of healing. This spell can also cure broken bones instead of the normal healing, but the Cleric must name this intention in the casting of the spell. In the case of broken bones it is used to cure one Broken Neck (if used together with a Cure Paralysis spell), or three of the same Breaks



as are possible with a Cure Light Wounds spell, or two of the same breaks as possible with a Cure Critical or Cure Serious Wounds. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed per broken bone healed, which reflects the break itself. However, it will cure one thing only; if the recipient is suffering from two or more afflictions (such as wounds, breaks, a poison and a curse), the Cleric must name the ailment the spell is intended to cure. If cast on a recipient of a Raise Dead spell, the Cure All spell eliminates the need for two weeks of bed rest, the recipient can immediately function normally. This is the only form of magical curing that will work on a newly raised creature. The DM should interpret the power of this spell liberally when it is used to counter injuries or disabilities caused directly or indirectly by the environment. For instance, a heal spell will restore all constitution points lost from heatstroke, not just those that would have been regained by normal recovery.

Cure Blindness

Range: Touch
Duration; Permanent
Casting Time ; 1 Turn
Effect: Any one living Creature.
Components; Vocal *Ferula ceacus*
Save: None

Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Master 3 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will cure nearly any form of Blindness, including those caused by Light or Darkness spells (whether normal or Continual). This spell will negate the eye injuries and blindness caused by a sandstorm, without requiring the victim to keep his



eyes covered during a recovery period. It will not, however, affect Blindness caused by a Curse or when the eyes are lost (ex, burned or poked out). The Cleric or Healer must touch the recipient with his bare hands while casting the spell, and dripping some Holy (or Unholy in case of an Evil Cleric) water on the Blinded eyes. The eyes must then be bound with some cloth until they are completely healed. This takes 24 Hours minus the level of the Cleric or Healer, or at least 1 Turn. In this Time the character still has the same penalties as if he was blinded, because he can see only dim shapes and light sources. When this Time period is passed and the character opens his eyes he can see normal again. When the character has opened his eyes before this cooling period has passed, the remaining Time will be quadrupled to get the necessary healing. Lost eyes need a Cure-All, Regeneration, Wish or similar powerful magic to remove the Blindness. The spell is also useful in the natural degenerative degradation of eyes by age. As most elderly need glasses this spell applied regularly negates the need to use glasses for 1 week per level of the caster.

Cure Critical Wounds **Cause Critical Wounds**

Range: Touch
Duration; Permanent
Casting Time ; 8 or 1 if used to cause wounds.
Effect: Any one living Creature.
Components; Vocal *Ferula Criticea*
Save: None **Negates**

Cleric 5, Healer 4, Exorcist 5, Humanoid Shaman 5, Sh. Elf Shaman 6, Shaman 5, Shamani 5 spell.

This spell will be replaced by Improved Cure Serious Wounds by Immortals with Healing in their ideas, except for Healers who finally get both.

This spell will work only on Prime plane creatures when they are alive. This spell will heal **3d6+1** damage, and stop an ongoing blood loss of 3 point per round, or it removes any paralysis. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Keybone Fracture or Broken Hip. And this



curing Broken bones is instead of curing wounds. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes. This spell will not increase a creature's total hp above the original amount. This spell can also cure three broken bones instead of the normal healing, but the Cleric must name this intention in the casting of the spell.

This spell can be reversed and as such it will cause 3d6+3 damage on touch (no Save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. Many Immortals do not grant this spell, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.

Cure Deafness

Range: Touch
Duration; Permanent
Casting Time ; 7
Effect: Any one living Creature.
Save: None
Components; Vocal *Ferula Surdus*
Healer 3, Cleric 3, Exorcist 3, Druid 3, Shaman 3 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will cure any form of deafness when both ears are touched by the hands of the caster for 7 segments. When the patient succumbed by deafness due to a curse, disease, damage, it will be lifted. Only divine curses or inborn deafness can't be lifted this way.



HEARING.

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Cure Disease**Cause Disease**

Range: touch
 Duration: Permanent
 Casting Time ; 3 rounds (or more depending upon the Disease) 3
 Effect: One living Creature.
 Components; Vocal *Ferula Morbispirosea*
 Save: Negates

30'

Cleric 3, Healer 2, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Sh. Elf Shaman 4, Shamani 3 spell.
 This spell will work only on Prime plane creatures when they are alive. This spell will cure any living creature of one disease, such as those caused by a Mummy or Green Slime. If cast by a Cleric of 11th or greater, this spell will also cure Lycanthropy if the caster is 11th or higher in level. This must be cast before the victim's first transformation to beast form. After the first transformation, reversing the condition is extremely difficult, requiring powerful magic's or complex curative procedures. There is no quick fix known. Symptoms can be reduced or controlled. A potion of Moonflowers can stave off an involuntary transformation: Remove Curse can temporarily restore a were creature's alignment (but not the Human Form). For more information about Lycanthropy read the chapter Diseases and Afflictions. Not all diseases can be cured by this spell and sometimes specialized versions of this spell must be cast to have the effect wanted. The caster places his or her hands on the diseases character and casts this spell. Thereafter, whatever affliction torments the character rapidly disappears, depending of the course upon the type of the disease and the state of advancement when the Cure Disease spell is cast. Physical traumas such as dehydration, hypothermia, heatstroke, etc., are not considered diseases for the purpose of determining what maladies this spell can affect.

The reverse of this spell, Cause Disease, infects the victim with a hideous wasting disease. The spell can't cause Lycanthropy or another existing disease to affect the victim, only this special disease in its variations. To be effective, the priest must touch the intended victim and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (**Debilitating, Fatal, or an infection**)

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks. The genetic pool of the victim may be affected 1% chance per initial failed saving throw points and affect its later offspring. (DM!!)



Fatal: This wasting disease is effective immediately. A diseased victim has a -2 penalty on all attack rolls. spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease is fatal in 2d12 days unless removed by a Cure Disease spell. Each month the disease progresses, the creature loses 2 points of Charisma, permanently. The inflicted disease can be cured by the cure disease spell. It has an incubation Time of 100r –lvl caster, and it is a severe magical disease. This usage of the spell is an evil act.

Infection; An infection can only be caused on an existing external wound. The wound will become infected as if not be cleaned thoroughly. When the wound is infected, no Cure Wound spell can be applied before a Cure Disease spell has been applied to the patient. When the infection has become severe (automatically after a week of not being cured), or when it became severe from the beginning, it needs slightly cutting away the infected tissue (this can be done by maggots, Leeches, Insects like ants, or even the rough tongue of the Goat), after which it is treated with a Cure Disease spell. This usage of the spell is an evil act.

Cure Insanity

Range: Touch
Duration: Instantaneous
Casting Time ; 1r
Effect: Any one living Creature touched
Components; Vocal *Ferula*
Amens
Save: None

Cleric 5, Healer 5 spell. Rare. The reverse is common for necromancer-priests. for whom it is 4th level.

This spell will work only on Prime plane creatures when they are alive. The cure insanity spell, if administered while the patient is exhibiting symptoms of the affliction, immediately counters the affliction. For example, the spell can heal a conscious victim of the effects of hallucinatory spores and repair psychic Trauma, such as that resulting from a madness result by a Fear/Horror check, a mindwipe or other psionic assault. It counters the effects of spells such as confusion, chaos, contact other plane, feeblemind, symbol of insanity, prismatic Spray, sphere or wall and such magical items as an elixir of madness or a scarab of insanity. However, the spell does not counter aberrant behaviour caused by lycanthropy, undeath, or powerful curses, gem, or quest. Finally, at the DM's discretion, cure insanity may temporarily calm the demented behaviour of certain extra planar creatures such as slaad. This use of spell will be unable to cure the insanity of Beholders, since this is inborn, and a part of their inherent culture and lifestyle. Remember that some strange behavior doesn't always mean that the character is insane, just that his ways of understanding the world are differently. These persons are thus unable to be treated. When such a person becomes subject to this spell they will be slowly colored grey (which will slowly disappear after 1 full week in sunlight).



The reverse, cause insanity, drives insane a victim who fails a saving throw vs. spell. The DM can consult the table or choose another form of insanity. For example, an exaggerated fear of dying (requiring the creature to make a saving throw vs. paralysis to avoid the effect of a fear spell whenever encountering a cadaver, human bones, a graveyard or even an open coffin). On the other hand, the victim might become convinced that all corpses were undead, waiting to rip him or her to shreds. In a combat situation, an opponent can be neutralized with an incapacitating form of insanity, such as confusion or feeblemind. The insanity is permanent and cannot be dispelled except by casting cure insanity, heal, restoration, or wish.

Roll 1d6 for each affected creature to determine the nature of the caused affliction.

Enraged Maniac;

This condition strikes suddenly (1 on 1d6 chance each Turn lasts 2d6 turns, the 1 on 1d6 to turn normal again) The character becomes maniacally enraged, having an effective strength of maximum their natural limit (humanoids mostly 18). The character may shriek, rave, and behave in a violent manner. Unreasoning when spoken to. ~ the character possesses great cunning and will desire to take or avoid action according to the situation at hand (though not necessarily an appropriate act). When the state passes the individual won't remember his actions, nor believe accounts of them by others.

Melancholic:

The individual is given to black fits of brooding and feelings of hopelessness. The character is 50% likely to ignore any given situation due to the manifestation of a fit of melancholia

Hallucinating:

The individual sees, hears, and otherwise senses things that do not exist. The more stressful the situation, the more likely the manifestation. Common delusions include: ordinary objects that do not exist, people nearby or passing where there are none, voices giving information or instructions, abilities or forms the individual does not really have (Strength, sex., wings etc.), threatening creatures appearing from nowhere, and so on. Normal behaviour is 50% likely until stimulated or under stress. Hallucinations last 1-20 turns after the initial stress passes.

Hebephrenic:

The individual wanders aimlessly, talks to himself, giggles, mutters, and acts childish: the character may sometimes attempt to play childish games with others. If sufficiently irritated by someone nearby, the character is 75% likely to become maniacally enraged. If this does not occur, then he will become catatonic for 1d6 hours then revert to hebephrenic behavior.

Homicidal:

The individual appears absolutely normal, except for an occasional unique interest in weapons, poisons, and other lethal devices. At 1 to 4 day intervals, the being will try to kill a member of his own race. If prevented, the frustrated individual will attack the first intelligent creature seen, wildly seeking to slay. After this, the character will fall into melancholy for 1d6 days before turning to a homicidal state once more.

Catatonic:

The character completely withdraws from reality. The individual can be led, moved, fed, and so on; but undertakes no activity on his own. If continually provoked and imitated to get a response, the character has a 1% cumulative chance per round of becoming homicidal. When provocation ceases catatonia returns.

1d6	Insanity
1	Enraged Maniac
2	Melancholic
3	Hallucinating
4	Hebephrenic
5	Homicidal
6	Catatonic

Cure Light Wounds **Cause Light Wounds**

Range: Touch
Duration: Permanent
Casting Time ; 5 or 1 in total if used to cause wounds.
Effect: Any one living Creature.
Components; Vocal *Ferula Minor*
Save: None **Negates**

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Master 2, Sh.Elif Shaman 2, Shaman 2, Shamani 1 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will heal **1d6+1** damage, and stop an ongoing blood loss of 1 point per round, or it removes any paralysis. This spell will not increase a creature's total hp above the original amount. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Skull Fracture, Broken Jaw, Broken Arm, Broken Rib, or Broken Ankle. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes.

This spell can be reversed and as such it will cause 1d6+1 damage on touch (no Save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. No paralysis, or continuous bloodloss are caused in the use of this spell. The use of this spell is a Chaotic act and several Immortals do not grant this spell to their followers, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.



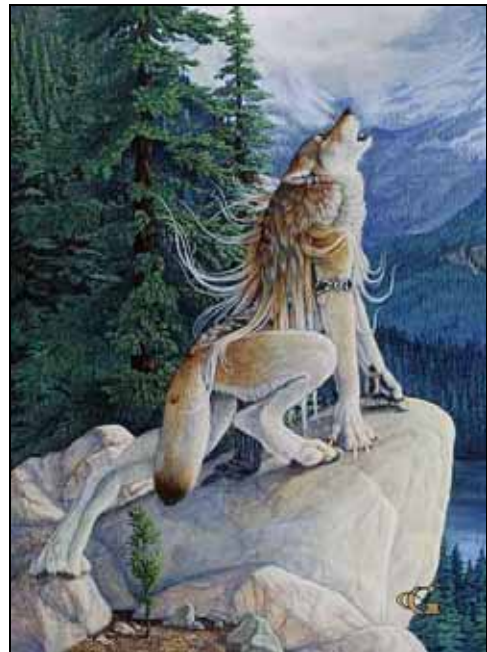
Cure Lycantropy

Range: Touch
Duration: Permanent
Casting Time ; 1 Hour / hit point of the Lycanthrope
Effect: Any one living Lycanthrope
Components; Vocal *Ferula lycanthropae*
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Sh.Elif Shaman 2, Shaman 2, Shamani 2 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will cure any living creature from the disease Lycantropy. The process will only function on those who have not killed a Demi-Human-oid in it lycanthropic state and are kept somehow restrained. The spell is different than the normal Cure disease in it that even can cure a Lycanthrope who is one already for several Years, and even advanced to the man-beast form, but never murdered one of the Demi-Human-Oids, instead it fed on pure animals. The Human victim must be willing or the spell will fail, even when the Lycanthrope is unwilling (which is mostly the case). The spell must be cast in the week around the Full Moon Patera or other natural trigger date of the Lycantropy (i.e. the Hollow World does it by the influence of the Floating Island Ashmorian). There must be enough silver and Moonflowers available to the caster to be used in the spell. The amount of silverdust (Purest Quality) must be 1 pound per Hit Dice of the Lycanthrope (double this if the Silver is less pure), and 1 bush of fresh (dried won't do) Moonflowers per Hit point of the Lycanthrope.

The Lycanthrope must be restrained in silver chains, unable to move to much (thus unable to attack the caster who must continuously touch the head of the Lycanthrope), but able to transform several times during the treatment. Since it is impossible to know how much Hit Dice a Creature has the caster must have enough handy during the casting of the spell. The caster may only remove its hands from the Lycanthrope during its human stages. During transformations, and during the lycanthropic stages the caster must continuously try to suppress the disease and its effects. All components used in the spell are eaten by the Lycanthrope during it transformed stages, and the caster must have special magic prepared, or have help to perform this at the same Time as he must keep the Beast under "control". It is of no use to give the creature all components at once, or in his human state, as all must be spread evenly throughout the whole procedure, and only in the beast state. After the spell is ended the victim is a human (currently seriously fatigued, as the caster, with all statistics at half normal). When the creature is later affected by Lycantropy again, he will always resume its original beast state, even when he was infected as by another beast-Lycanthrope. When the Human is cured he has a chance that during the full moon (or other trigger event) he resumes its lycanthropic behavior without becoming one. This must be cured by the spell Cure Insanity. This minor side-effect of the spell will appear by victims who have spend a lot of their life as a Lycanthrope (at the chance of 5% per year the victim lived as such). There is a small chance that the character will not be cured by this spell, and also not with born Lycantropes which can't be cured, as it is their natural state. The circumstances to these situations are a riddle of nature and are never revealed to the caster (only the Immortals (and the DM) will know of this, and they must have their own reasons to keep that secret).



Cure Moderate Wounds

Range: Touch
Duration: Permanent
Casting Time: 5
Effect: Any one living Creature.
Components: Vocal *Ferula Mediocera*
Save: None

Cleric 3, Healer 2 spell. uncommon

This spell will work only on Prime plane creatures when they are alive. This spell will heal **1d10+1** damage, and stop an ongoing blood loss of 1 point per round, or it removes any paralysis. This spell will not increase a creature's total hp above the original amount. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Skull Fracture, Broken Jaw, Broken Arm, Broken Rib, or Broken Ankle. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes.

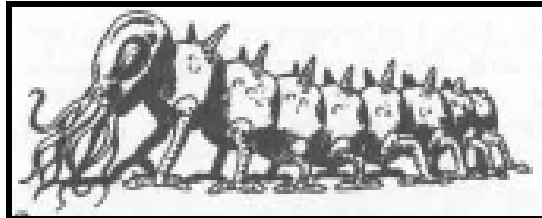


Cure Paralysis / Remove Paralysis

Range: Touch
Duration: Permanent
Casting Time: 1 round
Effect: Any one living Creature.
Components: Vocal *Paralitis Enevatio*
Save: None

Healer 2, Exorcist 2, Humanoid Shaman 3, Druid 3, Dervish 3 Quest spell.

This spell will work only on Prime plane creatures when they are alive. This spell will remove the effects of any form of paralysis, wholly or partial, like that caused by the pictured Carrion Crawler's tentacles, or poison, but not those which changed the tissue of the patient (Flesh to Stone, Flesh to Ice, Crystallize, etc.). It will cure paralysis caused by wounds, Disease, corporal dysfunction's, etc., as long as the patient can be touched by the caster for one continued round. When this touching is somehow broken, the spell is disturbed. This spell is different in effect to a Cure-all or Cure light wounds spell in that it will affect only paralysis in all its natural, magical or other forms. The paralysis will be removed even when the paralyzing process is still going on. This lasts for 1 day per level of the caster, giving the caster a way to cure the cause of the paralysis, even when it is no longer in effect. Example: if a person took a great fall and severely injured its spine, he would have a great chance to be paralyzed for life. This spell will enable the patient to move as normal again, but when the duration lapses he will be paralyzed again, unless the spine is somehow restored. As thus this spell is needed to Cure a Broken back or Neck in conjunction with other spells.



Cure Rot

Range: 30 yds.
Duration: Special
Area of Effect: Special
Casting Time: 8
Components: Mistletoe and a dead woodborer beetle

Saving Throw: None

Cleric 5 from a seafaring culture Uncommon; otherwise very rare.

This spell is a more powerful version of the prevent rot spell. If cast upon a wooden object affected by a wood rot spell, this spell completely cures the wood rot at a rate of 1 cubic foot per round until the object is restored to its original condition. At least part of the original wood must be intact for this spell to cure the rot; an object that has totally rotted into dust cannot be cured. This spell also cures any rotting, decay, or damage to living trees or plants caused by natural disease or parasites. Damage is cured at a rate of 1 cubic foot of wood per round, or 1 square yard of plant growth per round. At least part of the original plant life must remain intact for the spell to take effect. This spell can cure up to one acre of plant life, so the spell can treat a small grove of diseased trees or a garden plot partly destroyed by insects.



Cure Serious Wounds **Cause Serious Wounds**

Range: Touch
Duration: Permanent
Casting Time: 7 or 1 if used to cause wounds.
Effect: Any one living Creature.
Components: Vocal *Ferula seriosa*
Save: None

Cleric 4, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 4, Dervish 4, Quest, Master 5, Sh.Elf Shaman 5, Shaman 4, Shamani 4 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will heal 2d6+2 damage, and stop an ongoing blood loss of 2 point per round, or it removes any paralysis. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Shoulder Fracture, Broken Hand, Broken Leg or Broken', or one of the same Breaks as are possible with a Cure Light Wounds spell. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes. This spell will not increase a creature's total hp above the original amount. This spell can also cure two broken bones instead of the normal healing, but the Cleric must name this intention in the casting of the spell.

This spell can be reversed and as such it will cause 2d6+2 damage on touch (no Save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. No paralysis, or continuous bloodloss are caused in the use of this spell. The use of this spell is a Chaotic act and several Immortals do not grant this spell to their followers, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.



Death Candle

Range: Special
Duration: Special
Casting Time: 1 rd
Area of Effect: 1 creature
Component: A previously unlit candle. Vocal *Candelabra Mortii*
Saving Throw: None

Shaman, Humanoid Shaman Level: 2

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unused candle: As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as gust of wind or create water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is ever extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or ever leaves the Prime Material Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.



Death Prayer

Range: Touch
Duration: Permanent
Casting Time: 1 Turn
Effect: One Corpse / 2 level caster
Components: Un/Holy water
Save: Negates

Cleric 2, Healer 2, Exorcist 1, Humanoid Shaman 2, Druid 2, Dervish 2 spell. Very rare

By sprinkling 1 flask of Holy Water (or unholy Water if the Cleric is evil) over a corpse killed by Undead while chanting the spell, the Cleric reduces the probability that the corpse will rise as an Undead at some later Time. Further, it protects the body from Animate Dead Magic that might be cast on the remains at some later Time. The corpse is allowed a Save based on its level or Hit dice in life, but no better than 12 in any case. A Corpse that fails the appropriate Save will rise as an Undead in the normal manner and at the normal chances. IF the Save is made, the corpse will be forever useless for purposes of Undead procreation. This applies to the victims of Ghouls, Wights, Wraiths, Spectres, Vampires, Nosferati, or any other form of Undead that is able to produce others of its own kind. While under the protection of a Death Prayer, the victim's Spirit can't be contacted by Speak with Dead unless the caster of the latter spell is of at least 1 level higher than the caster of the Death Prayer. If a Speak with Dead spell cast under these conditions is successful, the Death Prayer protection is cancelled and can't be replaced. While under the protection of a Death Prayer, the recipient suffers a -25% penalty to the chance of being successfully affected by a Raise Dead (Fully) spell. Dispel Magic will not remove the protection, but a Wish will do so. In fact a Wish is needed to detect whether the spell is in effect upon any particular body. Once the protection is placed, the dweomer fades, and the fact that the death prayer was cast can be detected only by a greater divination spell of at least 5th level.



Death's Door

Range: Touch
Duration: 1 hr. / level
Casting Time: 6
Area of Effect: Creature touched
Components: the priest's holy symbol, a bit of white linen, and an unguent. Vocal
Porta mortis

Saving Throw: None
Healer 3, Clerics Level: 3 Uncommon

A priest who employs this spell touches a being who is injured, unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the wounded individual to 0 hit points. Although the individual remains unconscious, bleeding and deterioration are stopped for the duration of the spell. The subject (now at 0 hit points) can be brought immediately to consciousness by spells or terms that restore lost hit points.



Decompose

Range: 5 yds/level
Duration: Instantaneous
Casting Time: 7
Area of Effect: 150 lbs. maximum
Component: A pinch of puffball dust

Saving Throw: None or Neg.
Druid Level: 4 Very rare spell

This spell causes organic material to turn into humus or compost instantly. Up to 150 pounds of material can be affected. Living matter is not affected by this spell, although a corpse (even a fresh one) would be. Undead creatures that have corporeal forms are affected if they fail a saving throw vs. death magic. A magical item composed of organic materials (for example, a wooden spear +1) must make a saving throw vs. disintegration. Nonmagical items of organic composition (doors, rugs, etc.) receive no saving throw. Decomposed creatures can be raised, resurrected, or reincarnated if the dust is carefully collected and preserved.



Detect Curse

Range: Touch
Duration: Permanent
Casting Time: 6 rounds
Effect: One item
Save: Negates

Shaman: 30'
3 turns
3
Everything in 30'
None

Cleric 3, Healer 3, Exorcist 2, Humanoid Shaman 3, Druid 2, Dervish 3 Quest, Shaman 3 spell.

Through this spell the Cleric can tell whether an item or area is cursed, if the item or area fails a Save allowed to it. The subject item must be touched by the Cleric, and in some cases, this might release the curse upon the Cleric. Sometimes a Dispel Evil is needed for a permanent effect, because some curses can only be removed for a short Time. Or the caster must be of high enough level or have enough piety to remove the spell in special circumstances. The Shaman version causes cursed items and areas in range (thus without the need to touch them) to glow with a pale blue light. It doesn't reveal the nature of the curse or how it is triggered, only that an item or area is cursed.

Cursed scrolls must be opened, but not read, for the spell to have any effect. Artifacts will not answer to this spell in any case. The basic Save allowed to an item is 13, though very powerful curses (Major Curse spells) will have a Save as low as 5 (DM!!!). This spell can't detect charms; it can detect curses on persons, though the person is allowed a normal Save versus spells if unwilling. Casting this spell will affect the Cleric so strongly that he or she can't cast any other spells whatsoever for four hours after this casting, though spells already prayed for are not lost from memory. This spell will also reveal if a Curse on a Person is a Divine one or not and then often also with the reason why that character was punished with the curse. It doesn't reveal how the character must atone to remove the spell. To acquire that knowledge, more things must be done by the character.



Detect Disease

Range: 30' around caster
Duration; 2+1 per Wisdom bonus turns.
Casting Time ; 2 rounds concentration
Effect: 30' area sphere
Save: None

Healer 1, Cleric 1, Uncommon to Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell will tell the caster what disease, if any is present within a 30' range. It doesn't reveal how to cure the disease, neither how to protect against it. The caster must have studied Diseases and Afflictions in the specific disease to know the disease by name. When the caster doesn't have this knowledge(in total or only not about this disease) it will only reveal what the disease will do and when. Or in other words, how the disease will develop in the host body, if any present. Also it will reveal if the disease would be fatal, and how it is mostly contracted. It also reveals the incubation period of the disease and in what forms it will manifest itself. This spell doesn't protect the caster against any disease or virus.



Although this spell can be used to detect venereal diseases the specialized spell Detect Venereal Disease is better equipped for this specific purpose.

Detect Life

Range: 10' per level of the caster
Duration; 5 rounds
Casting Time: 1 round
Effect: One creature
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2 spell. uncommon

By using this spell, a Cleric can tell if a creature is dead or alive. Thus, it will reveal the subject of a Feign death spell or prove that someone is in a coma, death-like trance, or a state of suspended animation. It will show that a figure engaged in astral travel is actually alive, and it will work on plants or animals. Note, however, that it will not identify the specific effect that a living subject is under, only that the subject is alive or not. Likewise, the spell can't determine cause Of Death. The range figure given above is a maximum which applies under ideal circumstances, i.e. when no substance is intervening between caster and subject. The spell range will be reduced if as little as a one-inch thickness of wood or stone comes between the Cleric and the subject. In such cases, range is only 1' per level of the caster for each inch or fraction of an inch thickness of the wood



or stone barrier. A metal barrier of any type or thickness will totally block the spell, as will any form of mental protection, either natural or magical in nature. Example: A 5th level Cleric is 20' away from a 2" thick wooden door. He wants to know if there is life behind the door. His maximum range for casting Detect Life is 50', but the door reduces the range to 32', the 20' to the door, 2' beyond it (using 1' per level for each of the 2" of thickness), and 10 more' beyond that. A figure must then be within 12' of the other side of the door and in a straight "line of sight" from the Cleric (as if the door were open and the Cleric could actually see the subject). A figure located off to the side of the door, and thus protected by the adjacent stone wall, would not be detectable by the spell. The Cleric must chant the spell aloud while holding his body and his Holy Symbol so as to face toward the exact direction of detection, and may not turn during the 5 round duration to face any other direction. Items with this spell however effect slightly different and will reveal all in the affected range after 1 round aloud casting. This spell is one of the oldest spells existing since mortals tried to get a grasp of magi to prevent death.

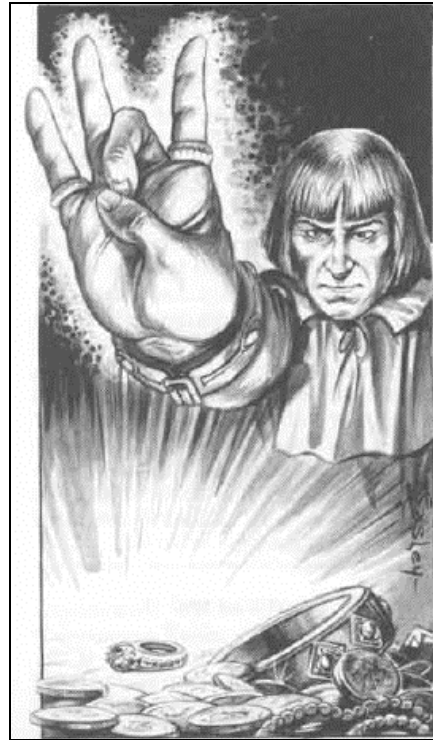
Detect Magic

Range: 30 yards
Duration: 2 Turns
Casting Time: 8
Area of Effect: Everything within 60' 10' wide
Save: none

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Shamani 1 spell.

When this spell is cast, the caster will see all Magical objects, creatures, and places within range glow, in the direction he is facing in a path 10' wide and 60' long. This effect will not last long and should be saved until he wants to see if something found during an adventure is, in fact, Magical. Items covered can't be seen because the Magic cast doesn't reflect upon a Magical source. Example: after casting this spell, a Cleric walks into a room containing a door locked by Magic, a Magical potion laying nearby, and a treasure chest containing a Magic wand and a Bag of holding with inside a Magical scroll. All items will glow for the Caster (as long he is not blinded in any way), but only the door will be seen as the other items are covered. The potion could be seen if the container which holds the potion was made of glass or was be Magical itself. Otherwise the light can't be seen, as with the items inside the chest, but if be opened within the duration, then the wand and the bag would be seen, but still not the scroll inside the Magical bag. When a specific spot or person is loaded with Magic (example; a fighter with Magical weapons, armor, potions on his belt and several spells placed upon him) or the Magical sight of an artifact, Immortal or greater Magical effects (DM) then there would be the possibility to be temporary blinded. This blindness lasts as long as the casters Wisdom in rounds, or special when an Immortal Magical effect takes place (like artifacts, or the awe or power effects of an Immortal itself.) The intensity of the detected magic can be detected (**dim, faint, moderate, strong, overwhelming**). The

caster has a 10% chance per level to determine the sphere of the magic, But unlike a wizard spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60° arc per round. The spell is completely blocked by solid stone at least 1 foot thick. solid metal at least 1 inch thick or a solid wood at least 1 yard thick.



Detect Poison

Range: caster only **for Shaman only**
Duration; 1 Turns+1r/level **1 Turn**
Casting Time ; 4 **4**
Effect: 30' radius **30' radius**
Component; A strip of specially blessed vellum, which turns black(with blueish/purple striations—different for each poison) if poison is present.

Save: None **None**
Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, **Shaman 1** spell.

This spell will allow the caster to determine if poison is present or is being used within a 30' radius, and where. One object, or a 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison, and if the caster has an alchemy skill also its side-effects and what kind of antidote must be taken to reverse its malicious effects. This spell doesn't protect against any poison, it only shows if one is existent in the area. Remember that a lot of Human products are actually poisonous, and so are a lot of products of other creatures. Dung for example is dangerous to inhale, and deadly to eat for humans, and sugar can kill if eaten more than one pound within an hour. The spell will also reveal this as the caster is especially looking for it. Healers will be able to use this spell to determine what poison is used, and when they have a successful Alchemy or Apothecary skill they can sometimes make an Antidote if the needed components (most important; the poison itself) are available



Detect Pregnancy

Range: touch
 Duration: 1 round/level
 Casting Time: 1
 Area of effect: 1 creature
 Save: none

Cleric 1, Healer 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell. (especially by Fertility Immortals).

This spell enables the Cleric to detect pregnancy in any creature. The Cleric will also know the day of conception, stage of pregnancy, estimated day of birth, and gender of child the spell will also reveal the amount of magical or alcoholical toxification is within the child, and can determine the effects on the child as if nothing more would affect the child, how it would be affected by it. of course future intoxications during pregnancy are not revealed, and as thus not there effects. As the cleric sees the amounts of toxification, he can warn the pregnant person of the effects and/ or dangers corresponding with it. it is a pity that many clerics are killed by the parents (or their help, followers, etc.) when the child is not appearing as normal as it should have under normal (not magical or alcoholical intoxicated) circumstances. It always appears the cleric takes the blame for the altered appearances, as it was 'always' his magic that did it, of course it could never be the fault of the parents or their behavior. Especially mages are very stubborn in this ignorant and to the child dangerous idea.



Detect Venereal Disease

Range: Touch
 Duration: Special
 Casting Time: 1d5 rounds
 Area of Effect: One creature
 Save: None

Healer 1 spell.

This spell detects the presence of sexually transmitted diseases in a creature. A successful Intelligence check reveals the nature and symptoms of, but not the cure for, any detected diseases. This spell will also reveal in a visual mind illusion all persons that had sexual contact with the infected character in the last 28 days (1 complete lunar cycle), but doesn't reveal if these persons were infected also. This enables the caster to track down the reason for large infections of venereal diseases and act accordingly.



Dispel Magic

Range: 120'
 Duration: Instantaneous
 Casting Time: 6
 Effect: destroys spells in a 20' cube or 1 item
 Component: Vocal *Finite incantatum*
 Save: None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4, Master 5, Shaman 4, Shamani 3 spell.

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it has a chance to remove spells and spelllike effects (including device effects and innate abilities) from creatures or objects.

Second, it can disrupt the casting or use

of these in the area of effect at the instant the dispel is cast. Third, it can destroy magical potions (which are treated as 12th level for purposes of this spell). Each effect or potion in the spell's area is checked to determine if it is dispelled, thus this spell may destroy other spell effects in a cubic area 20'x20'x20'. Spell effects



Source effect	Resist as	Result Dispel
Caster	None	Dispel Automatic
Other caster	Lvl/HD caster	Effect Negated
Innate ability	Lvl/HD caster	Effect Negated
Wand, Rod	6th lvl	Effect Negated
Staff	8th lvl	Effect Negated
Potion	12th lvl	Destroyed
Other Item	12th lvl or know n lvl	effect Negated, or non operational 1d4 r
Artifact	DM discretion	Dm discretion

created by a mortal caster (whether Mage, Cleric, Elf, Shaman, Wicca, Wokani, Shamani, Fairy, Specialist Mage, etc.) of a level equal to or lower than the caster are automatically and immediately destroyed. The spells cast by the caster of this spell are always dispelled, even when he is only 1st level and once casted the spell to be dispelled at 30th level—he was thus severely drained of levels). Spell effects created by a higher level caster might not be affected. The

chance of failure is 5% per level difference between the casters. For example, a 5th level trying to dispel a Web spell cast by a 7th level Magic-User would have a 10% chance of failure.

Dispel Magic will not affect a magical item (such as a sword, wand, scroll, etc.) – only if it is cast directly upon that item it will have some effect; This renders the item nonoperational for 1d4 rounds, an item possessed or carried by a creature gains the creature's saving throw against this effect; if unattended, an item is automatically rendered nonoperational for 1d4 rounds. An interdimensional interface (such as a bog of Holding) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged a nonoperational magical sword is still a sword. Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DMs option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. However, it can dispel the effects of the magical item when that item is used (a Caster can cast Dispel Magic on the victim of a ring of Human Control and snap him out of that control). This spell doesn't counter any cure spells, but it dispels Hold Person, Bless, and similar spells.

The magical effect of a Divine Curse or granted ability on their recipient can not be dispelled.

Dispel Fatigue

Range: 30 yds.
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1 creature
Component; A sprinkle of fresh, blessed spring water. Vocal Finite fatiqua

Saving Throw: None
Cleric, Druid, Exorcist Level: 1 Uncommon

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, sprinting or prolonged combat. Once this spell has been cast, the subject may start to accumulate fatigue or fatigue-based penalties again, depending on how he continues to exert himself.



Energy

Range: touch
Duration; permanent
Casting Time: 4 Hours
Effect: one creature drained Energy
Components; Vocal *Energis*
Save: Negates

Cleric 4, Healer 4, Exorcist 3, Humanoid Shaman 4, Druid 4, Dervish 3 Quest spell.

This spell will restore one life level to a character who has lost one to a Wraith, Wight, Vampire or similar happenstance. This spell will only work on touch during the whole procedure. The victim will be in terrible pain, thus resisting the treatment heavily and can be at best restrained. When the recipient is not silenced somehow, its shouting will be heard up to 400 yards away (in normal circumstances). No more than one level will thus be restored, and the spell will weaken the spell caster and the victim thus highly that both have to rest for one full day before becoming active again (the are in fact seriously fatigued, and there Constitution drained by 4 points, with all its side-effects<including death when their basic Constitution was too low>). When this spell is used on a victim drained and cured with this spell earlier, it will cost the victim a Constitution point per spell additionally cast after the first one due to the great ordeal he or she has gone through. This loss can only be restored by a Wish or Similar powerful spell effect. It is clearly that although it functions are truly helpful, this spell is not of real use to adventurers who fight primarily against the Undead.



<u>Fertility</u>	<u>Infertility</u>
Range:	10 yards/level
Duration:	Special
Casting Time:	1 Turn/target
Area of Effect:	Special
Save:	Negates

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 Quest spell. Prohibited by Vanya Clerics.

This spell has two possible uses. The first is an enhanced version of the plant growth spell, affecting a 1/2-mile-square area. The DM secretly makes a saving throw (based on the caster's level) vs. spell, and if the roll is successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields 30% to 80% given a normal growing season. The spell operates in the same way as plant growth, otherwise.

The second usage of this spell enables the caster to increase the fertility of the target. The target may be either male or female. The fertility of a character may be calculated as follows.

Fertility = base chance + Constitution modifier. If both participants are "fertile" at Time of copulation, pregnancy results. Furthermore, the offspring inspired by this magic is certain to be delivered normally and in good health provided the mother remains healthy and uninjured. Note that factors such as old age and curses may influence the percentage chance of becoming pregnant, as may magic specifically geared to preventing such an occurrence or a being's inability to conceive due to peculiar magical factors. (For instance, all Nagpa's seem unable to conceive for unknown reasons.). Successful casting of this spell increases a character's fertility by 5d6 points. In addition, there is a probability, equal to the level of the caster (1% per level), that successful conception will result in multiple births (roll 1d20: 1-17 twins, 18-19 triplets, 20 quadruplets). Multiple castings of this spell on the same individual (while the first is still in effect) automatically fail, as does casting on a pregnant person. This effect lasts through the target's next copulation; thereafter, the target's fertility returns to normal. The chance of successful conception can be reduced severely by diseases (especially Venereal diseases), and even some types of food or drugs. The Zzongha plant, Tobacco and other herbs could spoil the success of this spell. Penalties range from -50% (Zonga), to 30% (Venereal diseases), to 20% (Tobacco), to 10% (other diseases like the common flu), to 5% for herbs and spices. (The DM gives the penalty per Disease and Strength of the disease or the use of Drugs, herbs and such. This penalty will due to the spell, never lower the chance below 5%. Fertility can also be countered magically by spells such as Dispel Magic, Infertility, or Wish. Note: While the need for this spell might seem a bit Questionable upon initial reading, it works well as a plot aid: - "Gee, I wonder why c worships a Immortal of death, or destruction, in which case, the Cleric can affect 1 creature per level. Clerics who wothere are so many Orcs/Green Dragons/Trolls around lately?"



Thereafter, the target's fertility returns to normal. The chance of successful conception can be reduced severely by diseases (especially Venereal diseases), and even some types of food or drugs. The Zzongha plant, Tobacco and other herbs could spoil the success of this spell. Penalties range from -50% (Zonga), to 30% (Venereal diseases), to 20% (Tobacco), to 10% (other diseases like the common flu), to 5% for herbs and spices. (The DM gives the penalty per Disease and Strength of the disease or the use of Drugs, herbs and such. This penalty will due to the spell, never lower the chance below 5%. Fertility can also be countered magically by spells such as Dispel Magic, Infertility, or Wish. Note: While the need for this spell might seem a bit Questionable upon initial reading, it works well as a plot aid: - "Gee, I wonder why c worships a Immortal of death, or destruction, in which case, the Cleric can affect 1 creature per level. Clerics who wothere are so many Orcs/Green Dragons/Trolls around lately?"

Race	Chance Base	Chance Con.	Modifier
Dwarf	22%	01-03	-6%
Elf	13%	04-06	-4%
Halfling	50%	09-12	0%
Human	77%	13-15	+4%
Other Humanoid	50+1d30%	16+	+6%

- "Boy, I sure hope the king has a child with this new queen—this is his third queen already! I would sure hate to see that sleazy nephew of his get the thrown!"
 - "Look, you got have to help us! There's not been a child born in this town in 2 years—not even among the livestock!"
 - It would also be a sneaky way to get those promiscuous characters.

This spell destroys the target's ovaries/sperm cells and automatically results in a failed attempt at conception (assuming that the target did not save versus spells). The target remains infertile until a successful Dispel Magic is cast upon him followed immediately by Regenerate (the former dispels the magic, the latter repairs the physical damage). Fertility can't counter the effects of Infertility, but if the target is already under the effect of the former, he/she receives a +1 bonus to save. This spell may also be cast upon animals (e.g., horses). The animal's initial fertility is based on type and quality of animal. This spell can affect up to 1 creature for every 3 levels of the caster, unless the Cleriship fertility or creation Immortals can not cast Infertility.

Fortify Healing

Range:	caster
Duration:	Special
Casting Time:	6
Area of Effect:	Cleric touched
Component	Vocal <i>ferule cervix</i>
Save:	None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 Quest spell. Uncommon for druids.

This is a simple cooperative spell one priest can cast the spell but, another priest is required. Through this spell the priest improves the quality of another priest's healing spells. The fortify healing spell must be cast simultaneously with any cure wounds spell. The priest casting fortify healing lays his or her hand on the priest attempting the cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed. The fortified cure spell function at maximum effect. Thus, a cure serious spell will cure 14 hp of damage. With this spell, the caster imbues the other with tremendous power which affects healing spells; Cure Light / Serious / Moderate / Critical / All / Imp. Serious wounds, Fortifying Stew, Aid, Heal Plants/Trees, Revitalize Animal, Rooting, Robe of Healing.



Fortifying Stew

Range: Touch
Duration: Stew retains enchantment 1 turn
Casting Time: 5
Area of Effect: 1 bowl of stew, etc./level
Save: None

Humanoid Shaman 2, Druid 2 spell.

Any bowl of broth, porridge, or stew the Cleric has concocted can become subject to Fortifying Stew. A character can enchant one bowl of stew (about 8 ounces)/level. Someone must consume the enchanted meal within one turn of the casting. Anyone partaking of an entire bowlful reaps magical benefits. First, the diner gains nourishment for an entire day from the single meal. In addition, for 2 hours +1 round/caster's level, the character receives 1d4+1 temporary hp. Any damage suffered comes off the extra hp first. The effects of multiple doses Fortifying Stew aren't cumulative. For example, a 7th level Druid, cooks a meaty broth, casts Fortifying Stew on it, and eats the bowlful. A roll of 2 gives her 3 extra hp. Which she loses when the spell's effects wear off just over two hours. If she suffers 5 damage in the meantime, she actually loses only 2 hp of her own, since 3 hp came off the extra hp. This is not a curing spell but often used prior an upcoming battle.

will deactivate it. A damaged Golem can be repaired by any spell that repairs or restores objects, at the rate of 1 hp/spell level. A permanency used in the creation process makes the Golem immune to Dispel magic. The golem remains active until destroyed.



Goodberry

Range: Touch
Duration: 1 day + 1 day/level
Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries
Save: None

Druid 2 spell.

Casting a goodberry spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A detect magic spell discovers this also. Berries with the magic cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24 hour period.

The reverse of the spell, **Badberry**, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1 point of poison damage (no save) if ingested.

Badberry



Heal Plants

Range: touch
Duration: Permanent
Casting Time: 4
Effect: 20'/level caster
Save: None

Druid 4 spell.

This spell heals all damage from fire, frost cutting, trampling, parasites, mold, fungus, hail, overgrowth, or disease on natural, living plants of up to 10' within the area of effect. The spell purges all parasites and disease so that they no longer cause damage, either to the plants themselves or grazing/foraging creatures. The spell doesn't heal large trees or bushes, or long vines. It doesn't restore growth that has actually been destroyed, nor can it counteract the effects of poor or poisoned soil or lack of water. Alternatively, the caster can cast this spell and touch a single plantlike being to cure 1d8+2 damage. Touching the being—even green slime or yellow mold—to discharge the spell will in no way harm the caster.

The reversed spell, Harm Plants, leaves vegetation wilted and unproductive for the remainder of the growing season, or does 1d8+2 damage to a plantlike creature. Druids are very careful with this spell.

Harm Plants



Heal Spirit

Range; 10 yards
Duration; Instantaneously
Casting Time; 1 r
Area of effect; 1 spirit
Components; A small gourd of blood or a poultice of special, though not rare herbs, which is poured out on the ground or scattered in the wind (the latter is appropriate for free spirits) when the spell is cast. Remember this spell needs these components, and they can't be found on limbo

Save; None
Shaman 2 spell rare

This spell can be used to heal a spirit of any damage it has taken. It does not heal damage taken by objects or people inhabited by the spirit. For each casting of the spell the spirit regains 2d6 hit points up to its normal maximum. This spell will also work in Limbo, and any travelling shaman here, with this spell openly used will be harassed by the drained population he meets.



Heal Trees

Harm Trees

Range: touch
Duration; Permanent
Casting Time: 6
Effect: special
Save: None

Druid 6 spell.

This spell affects either one tree or other plant per level of the caster, or a single plantlike creature. It heals all damage from fire, frost, cutting, trampling, parasites, mold, fungus, hail, overgrowth, or disease on natural, living plants, or functions as a combination Cure Disease/Cure Critical Wounds (restoring 3d8+3 damage) for plantlike creatures. All plants must be alive, and in the case of trees standing. The spell purges all parasites/disease



so that they no longer cause damage, either to the plants themselves or grazing/foraging creatures. Touching—even archer bush or killer trees—to discharge the spell will in no way harm the caster.

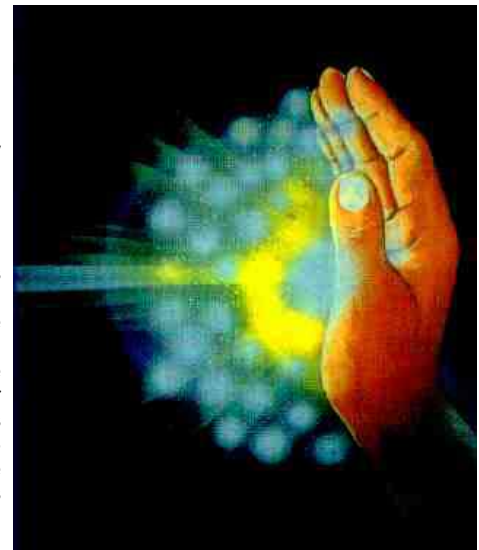
The reversed spell, Harm Trees, infects normal plants with a deadly blight that kills in a week, or causes 3d8+3 damage to a single plantlike creature. As with Fertility/Infertility and Heal/Harm Plants, the caster is not harmed by releasing the spell, and Druids are reluctant to cast the spell.

Healing Hand

Range Touch
Duration; Instantaneously
Casting Time; 7
Area of Effect; Creature touched
Components; A scrap of skin and a sliver of bone (Both of any size and freshness from any creature)
Save; Non

Healer 4 spell

This spell increases the benefit of any one previously cast curative spell, adding an additional 3d4 points of benefit to any healing magic that heals damage cast within the preceding 24 hours. The caster of a Healing Hand can deliver it by touch to the previously healed creature (who may be the caster). If that creature is elsewhere or unreachable, the caster can touch whoever cast the original healing magic (this can be the caster too), while that individual concentrates on visualizing the healed creature. If the caster is working through the original healer, that healer can override the caster's choice and redirect the healing to another creature healed within the last 24 hours. A Healing Hand can be cast to directly benefit its caster. Multiple Healing Hands can only benefit the same being if a full 48 hours pass between spell applications. This spell cannot revive a dead being.



Health Blessing

Range: 100 yards
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: 50 creatures
Save: None

Cleric 7 Quest, Healer 6 Quest spell.

Health blessing provides a number of Demi-humanoids, creatures with protection against ill health; it also enables subjects to heal others. Recipients of a health blessing are immune to nonmagical disease, gain a +4 bonus to saves versus Poison and Death magic, and can cast cure light wounds on themselves once per day for the duration of the spell. In addition, a recipient of health blessing can heal one other creature per day as a paladin does by laying hands. The healing conferred is 1 hit point per level or hit die of the healer. This spell can only be cast by Healers of at least 20th level and 100Pip.



Improved Cure Serious Wounds Improved Cause Serious Wounds

Range: Touch
Duration: Permanent
Casting Time ; 1(+1/wis bonus)round segments/cured hit point or 1 segment in total if used to cause wounds.
Effect: Any one living Creature.
Component Ferula Improva
Save: None

Cleric 5, Healer 5 (no Cause S.W.) Humanoid Shaman 5 spell, Immortals with healing interests only, instead of Cure Critical Wounds, except Healers who get both.

This spell will heal 4d6+4 damage, and stop an ongoing blood loss of 4 points per round, or it removes any paralysis. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure two Shoulder Fractures, Broken Hands, Broken Legs or Broken Feet, or two of the same Breaks as are possible with a Cure Light Wounds spell. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage for each break is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes. This spell will not increase a creature's total hp above the original amount.



This spell can be reversed and as such it will cause 4d6+4 damage on touch (no save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. No paralysis, or continuous bloodloss are caused in the use of this spell. The use of this spell is a Chaotic act and several Immortals do not grant this spell, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.

Know Age

Range: touch
Duration: Instantaneous
Casting Time: 1
Area of Effect: One object or creature
Components: A calendar page
Save: None
Cleric 1, Healer 1 spell of immortals of Time/Water.

This spell enables the caster to instantly know the age of any single person, creature, or object on which he concentrates. The age is accurate to the nearest year.



Know Alignment

Range: Cleric only
Duration: 1 round **1 Turn per level of the caster**
Casting Time ; 2
Effect: Any one Creature within 10'
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Shadow Elf Shaman 2, Shamani 2 spell.

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) and on a Successful Wisdom check also it tendencies (Good, Neutral, or Evil) of any one creature within 10'. The spell may also be used to find the alignment of an enchanted item or area if any. The caster must direct the spell to the target area and therefore he must roll a Successful hit with a Bonus of +6 on the hit roll. If it fails the spell is lost and doesn't reveal anything.

A word about alignments: alignments describe the brood ethos of thinking, reasoning creatures—those unintelligent are being placed in the Neutral area because they are totally uncaring. The opposition between law and chaos is between organized group and individuals. That is, law dictates that order and organization is necessary and desirable, while chaos holds the opposite view. Law generally supports the group as more important than the individual, while chaos promotes the individual in the group. Seen in another kind of view, there also exists evil and good. Basically stated, the tenets of good are human rights (or creature's in many cases). Each creature is entitled to life, relative freedom, and the aspect of happiness. Cruelty and suffering are undesirable. Evil on the other hand doesn't concern with the rights of happiness, purpose is determinant. There can never exist Lawful chaos or evil good, that is not to say that thy can't exist in a character or creature if it is insane or controlled by another entity, but as general divisions they are mutually exclusive pairs. Due to this one can determine the alignment the creature has.

The reverse of the Spell, Confuse Alignment, lasts for 1 Turn per level of the caster, and may be cast on any one creature, by touch. No save is allowed. For as long as the spell lasts, a Caster trying to identify the alignment of the recipient by using the normal; Know Alignment spell will get a false answer. That same answer will be the result of any further attempts.

Confuse Alignment



Lay On Hands

Range: 0
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Creature touched
 Component: Ferula
 Saving Throw: None

This spell heals damage much like the paladin ability of the same name. When the priest casts lay on hands and touches the recipient, 1points of damage per experience level of the priest +(1/wisdom bonus) are healed. See the 1st level cure light wounds for any restrictions on what creatures can be healed.



Longevity

Range: Touch
 Duration; permanent
 Effect: any one living creature
 Casting Time; 1 day
 Save: None

Healer 5 spell.

When the Cleric casts this spell it will remove 10 years from the age of the character the spell is cast upon., The recipient must remain in a silent unmovable (minimal) position for the whole casting Time or the spell will fail. This spell will counter the effects of aging caused by a staff of withering, a Ghost attack, or similar ways of magically aging. This spell can't be cast more often on a character than five times in its natural lifetime. When the spell is cast more often it will age the recipient 10 years instead. This spell is used in the creation of a potion of longevity. This spell will also not work on a character younger than adult age (which is lower than 20% of their natural age), but could bring a character far into this age category (10 years maximum of course).



Mend Bones

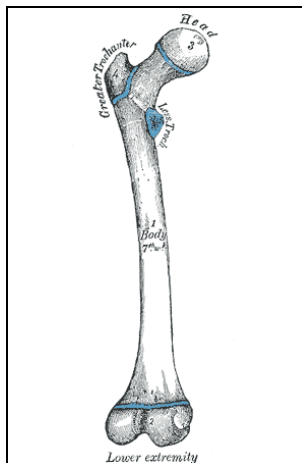
Range: touch
 Duration; Permanent
 Casting Time: 10+(1 round per Break point cured)

Effect: Cures Lvl+ Wis adjustment Broken bone points.

Component: Vocal *Repara Skeles*
 Save: Negates pain

Cleric 3, Healer 2, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 spell Since 1009 AC Especially by Chardastes who invented the spell, but some rare Immortals with healers also grant this spell to their followers (if requested).

This spell will cure broken bones as according the following basic rule. Any bone that could be restored by a Cure Wounds effect counts as according the table. The character generates a Curing Power equal to his level adjusted by its Wisdom adjustment. The character can restore break points for each Curing power point. But a break will not be cured if not all its break points are removed this way. A broken Neck needs a Cure Paralysis, and a broken Back needs a Cure All/Heal respectively. The conscious character may make a Save vs. spells penalized by the Pain Factor (see table) to negate the pain. If failed the curing will cause such tremendous pain that the character can't remain silent unless restrained somehow, and silenced. This recent (1009 AC) addition to the Healer spell list is spread over all Immortals which make use of Healers, or which followers promote a healthy life. Other Immortals refrain of granting this spell to their followers by diverse reasons.



Broken Bone	Break Points	Pain Factor
Skull	1	1
Jaw	1	2
Neck	Special	4
Keybone	3	3
Shoulder	2	5
Arm	1	3
Hand	2	4
Back	Special	8
Rib	1	6
Hip	3	5
Leg	2	4
Ankle	1	5

Mend Bones together with a

Neutralize Poison **Create Poison**

Range: Touch
Duration: Permanent
Casting Time: 5
Effect: A creature, container, or object.
Save: None / **special**
Cleric 4, Healer 2, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4, Master 4, Shadow Elf Shaman 5, Shaman 4, Shamani 4 spell.

This spell will make poison harmless either in a creature, a container (such as a bottle), or one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning (Note: many poisons have an incubation period longer than 10 rounds!!). The spell will affect any and all poisons present at the Time it is cast, but doesn't cure any damage (and will thus not revive a poisoned victim who has died of wounds). A revived person will be as if the poisoning did not take place at all.

The reverse of this spell, **Create Poison**, may be cast, by touch, on a creature or container. A Creature must make a Save vs., poison or be immediately slain by the poison. If cast on a container, the spell poisons its contents: no Save applies, even for magical containers or contents, such as potions. Of course when someone drinks those poisoned contents, he gets a Save. Using **Create Poison**, or poisoning in any case, is usually a Chaotic and Evil act. The poison has an incubation Time of 1 round after consuming and will bring 25 damage (5 points per round) if the Save was successful.



Poloroidic Pregnancy

Range: touch
Duration: permanent
Casting Time: 6
Area of effect: 1 creature
Save: negates
Cleric 6, Healer 6, Exorcist 6 spell.

This spell will speed up the pregnancy of a woman from 9 stages to 9 hours (1 hour for each stage left until birth). The pregnant woman must make a Constitution check when its Time to give birth. Success indicates that the birth is successful, failure indicates that child dies and the woman suffers a permanent -1 reduction to Constitution. The Clerics of the verility Immortals are doing their damndest to hunt down and destroy those who research or even use this spell, it is a violation if their creed. This spell is also know by mages, and apparently even created by them, it is rare to an Immortal to grant this spell to his Clerics if he is not Entropic.



Prevent Nausea **Cause Nausea**

Range: touch
Duration: 6 turns / level 6 rounds / level
Casting Time: 1
Area of effect: 1 creature 1 creature/8 levels
Save: none
Cleric 1, Healer 1 spell.

This spell will prevent the woman from getting nausea for the Duration of the spell. This spell is used with the woman in labor, and helps to keep the woman in question conscios. It helps also during the Pregnancy when the woman has morning sickness, or nausea caused by any form of disease, but it will only remove the nausea, and not the disease. In effect it will make the disease a bit more durable.

The reverse of this spell will cause nausea to the victim, male or female. The victim will suffer no more ill effects than a severe nausea, as if eaten too much and must throw up any moment. For the duration of the spell the victim must make a Con. check each round or indeed throw up, and regurgitate all eaten and drunk the last 3 hours. The victim his Intelligence is lowered by 1 during the nausea for the use of Intelligence checks only. A Cure disease will not remove the effects of this spell.



Protection From Disease

Range: Touch
Duration: 1 turn/level
Casting Time: 6
Area of Effect: Creature touched
Save: None
Healer 3, Exorcist 2, Humanoid Shaman 3, Druid 3, Dervish 3 spell.

By means of this spell, the caster bestows total invulnerability to disease. The creature can't contract, become a carrier, or pass on any disease he/she may already have. This spell doesn't cure disease it merely prevents its transfer. When a person is subject to this spell, a glowing light appears on the subject's palm. This is to assure the person has this protection on. Therefore, a person he/she can't say "Let's have sex, I have the protection on", while not having it. A scoop of mold (a generic form of penicillin), has to be swallowed by the target during the casting of the spell.



Protection from Poison

Range: Touch
Duration; 1 Turn / level
Casting Time: 3
Effect: Gives one creature immunity to all poison.
Save: None

Cleric 5, Healer 3, Exorcist 5, Humanoid Shaman 3, Druid 2, Dervish 3, Shadow Elf Shaman 3, Shaman 3 spell.

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and Cloudkill spells. This protection extends to items carried (thus protecting food, water, potions, etc., against a Spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saves vs. poisonous breath weapons (such as Green Dragon Breath), but not Petrification Breath (such as a Gorgon's).



Purify Food and Drink

Range: 10'
Duration; Permanent
Casting Time; 1
Effect: Makes Food and Water safe to consume
Save: None

Cleric 1, Exorcist 1, Humanoid Shaman 1, Dervish 1, Master 1, Shadow Elf Shaman 1, Shamani 1 spell.

This spell will make spoiled or poisoned food and drink safe and usable. It will purify one ration of preserved food, or 6 waterskins of water, enough food to feed a 12 people. If cast at mud, it will cause the dirt to settle, leaving a pool of pure, clear water. The spell will also decrease the amount of Alcohol points (ap) a drink has by 50%. The spell can't affect any living creature, yet it will drive insects and vermin on the food 10' / level of the caster away. Tactics; Used on ships' stores if and if necessary, especially on long voyages.



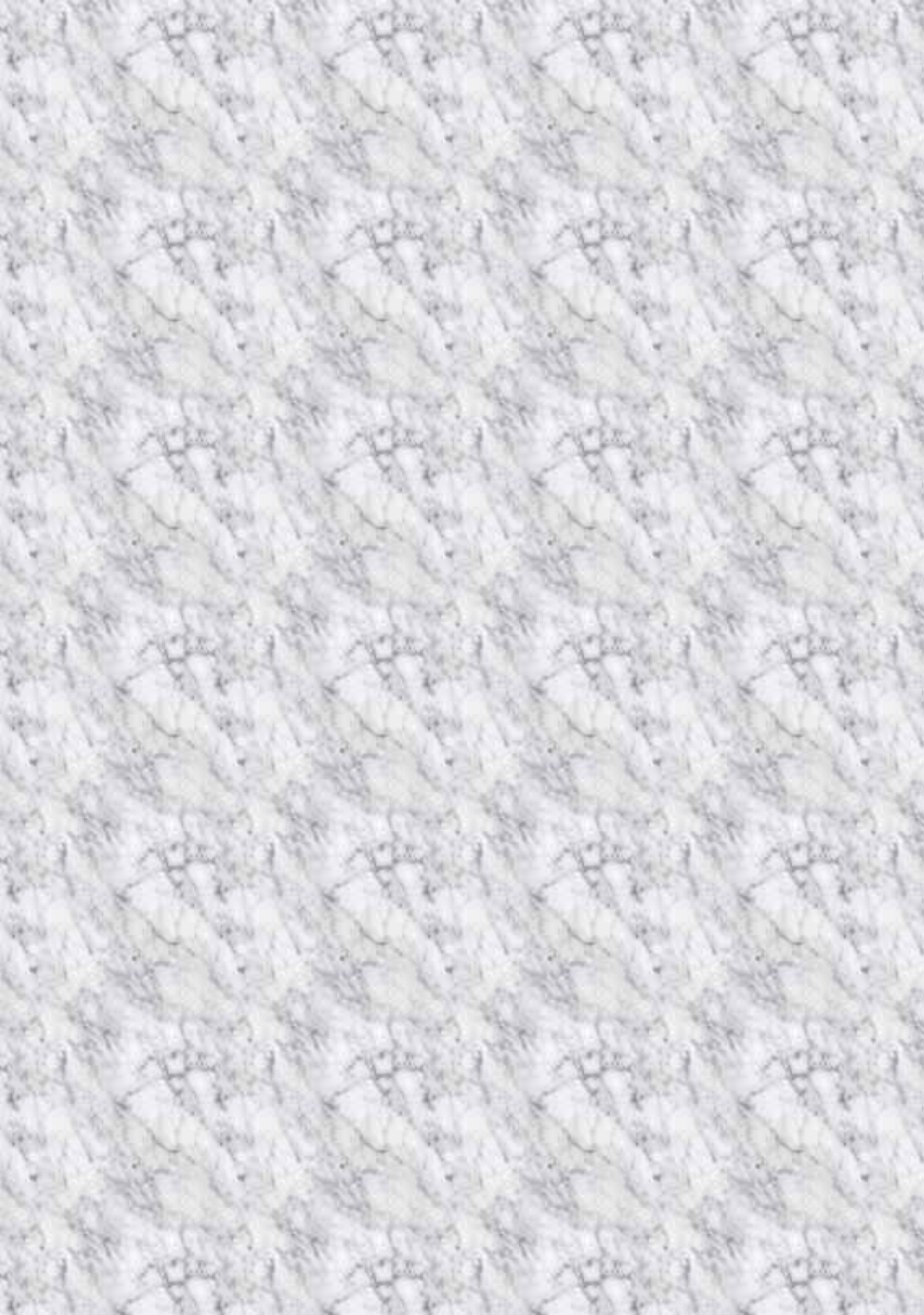
Purify Food and Clear Water**Putrify Food and Water**

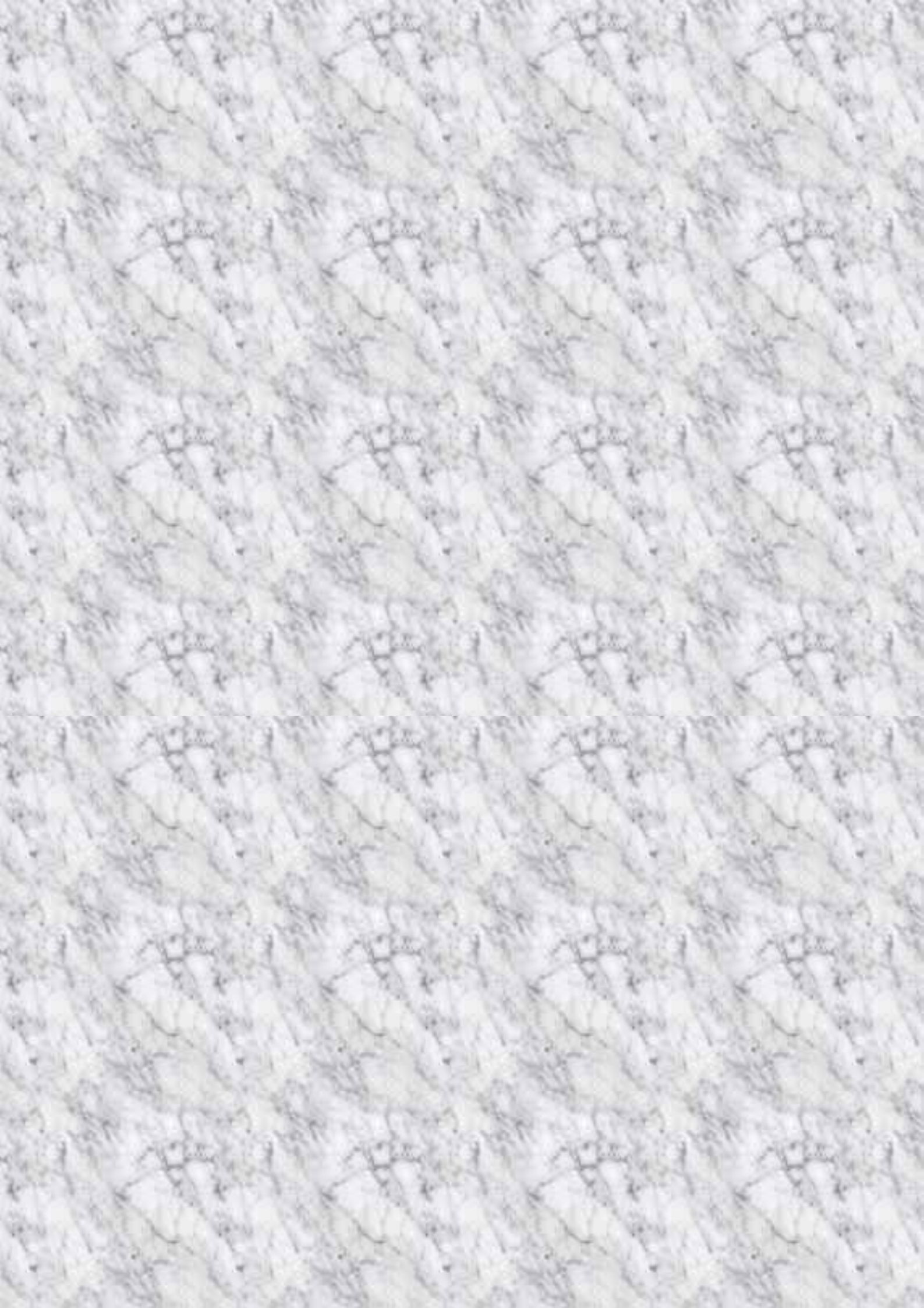
Range: 10'
Duration; Permanent
Effect: Makes Food and Water safe to consume
Casting Time; 1
Save: None

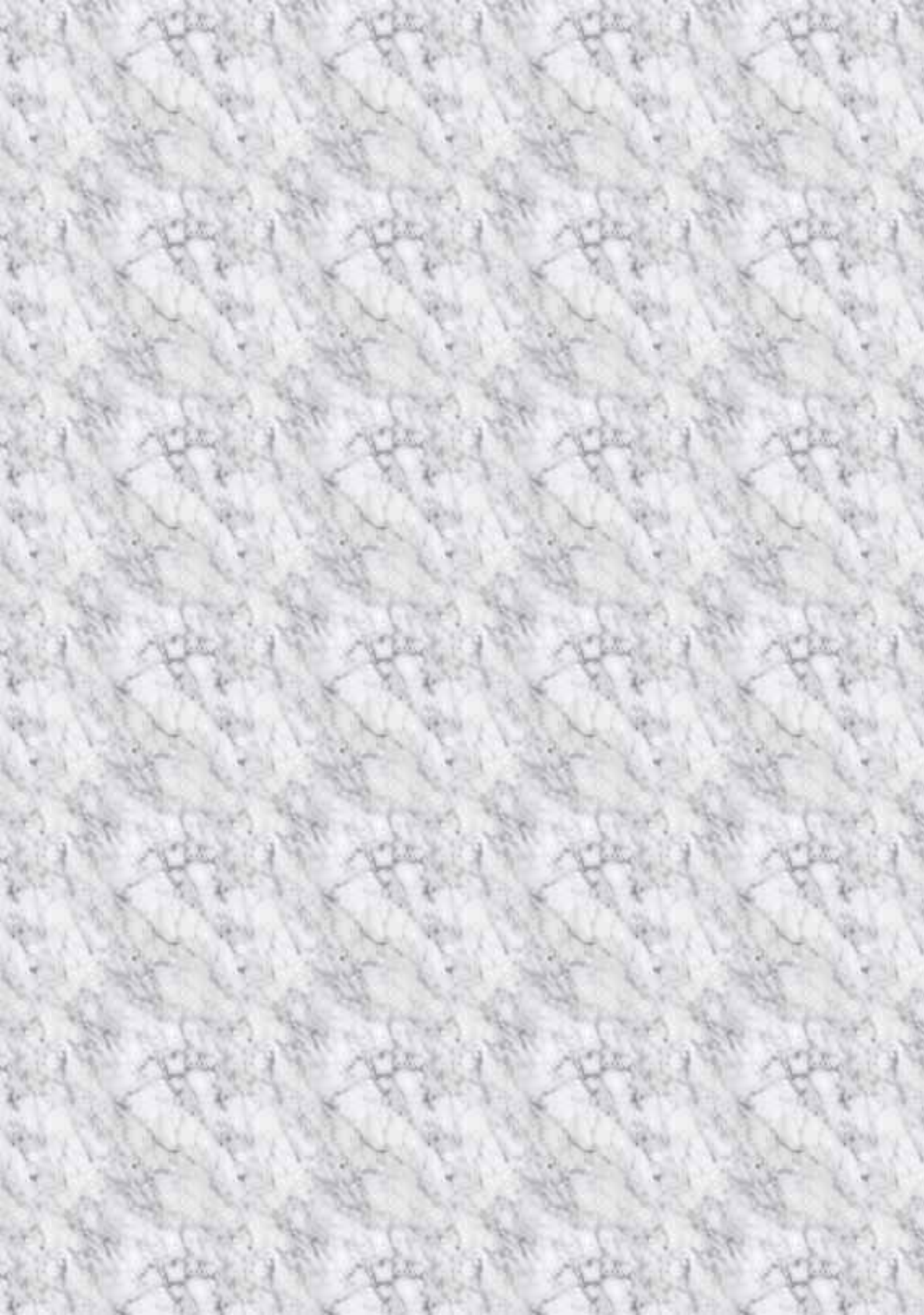
Healer 1, Druid 1 spell. (Only this version can be cast underwater.) uncommon. Most other priests use Purify Food and Drink which has a wider range of liquids to affect.

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of preserved food, or six waterskins of water, enough food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature. It can also be used to clear Mud, ink, or other obscuring substances from a 20' diameter globe. It makes the area into clear water which doesn't obscure vision. It can also be used to remove any water-based poisons from its area of effect. It has no effect on a Obscure spell.

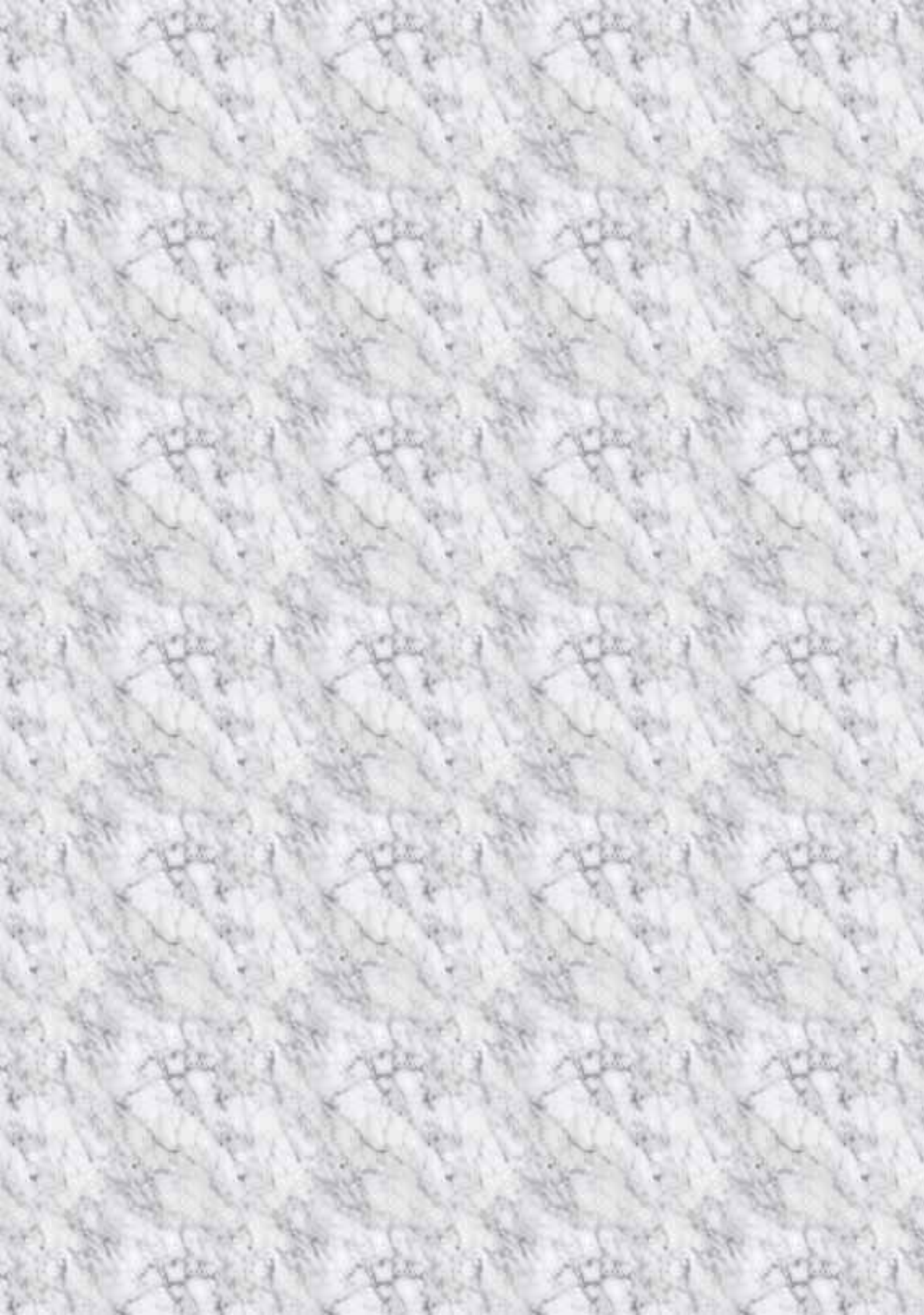
The reverse of this spell, **Putrify Food and Water** makes clean, pure water, dirty and contaminated water, or edible food spoiled and rotten, unsuitable for consumption. Up to 1 cubic feet per level of the caster can be affected. If still consumes, the peron will have severe stomach cramps within 3 Turns, and trying to regurgitate all taken. He'll be sick for at least 8 hours (THACO -3, Saves -2, Skills -1).

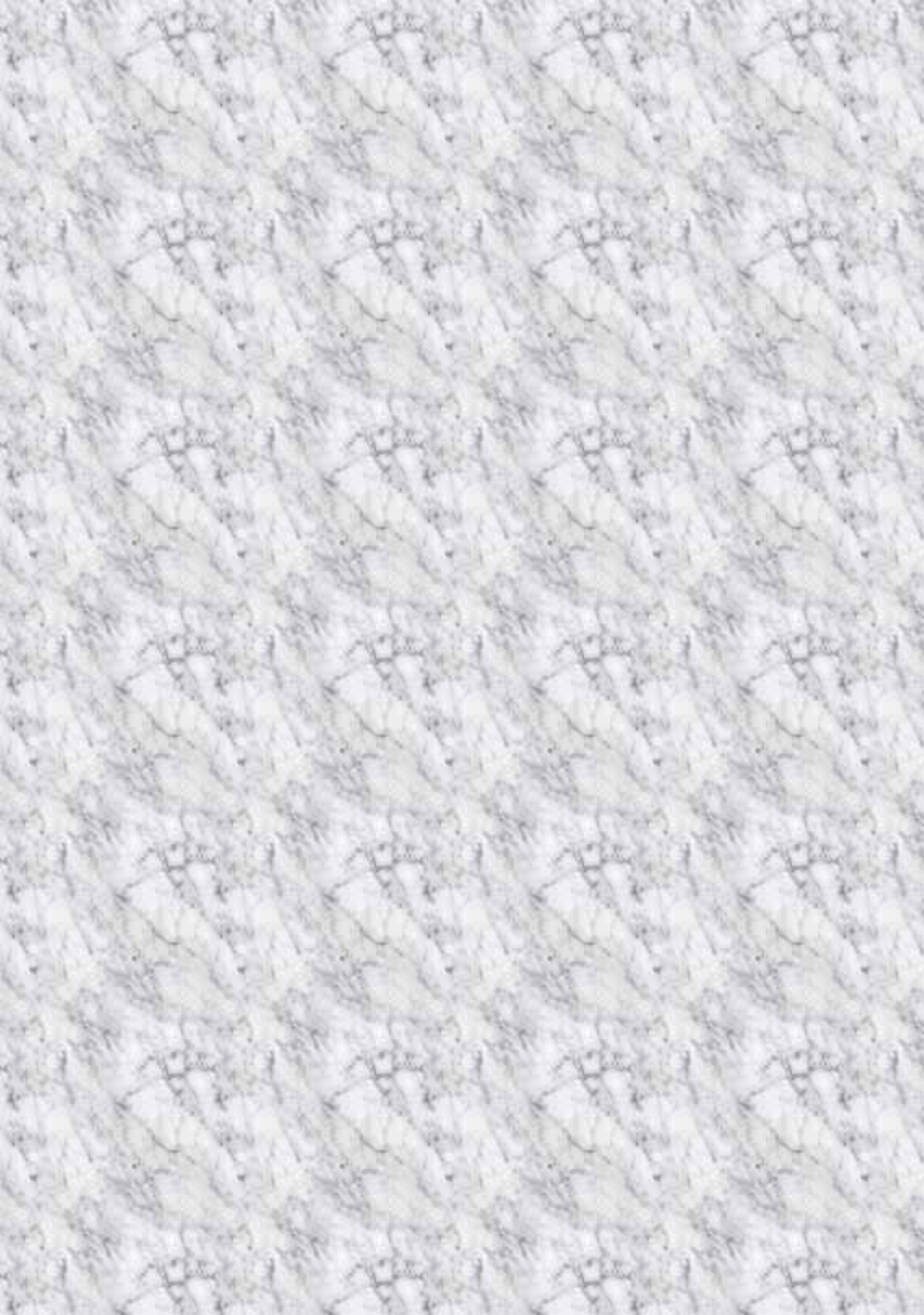


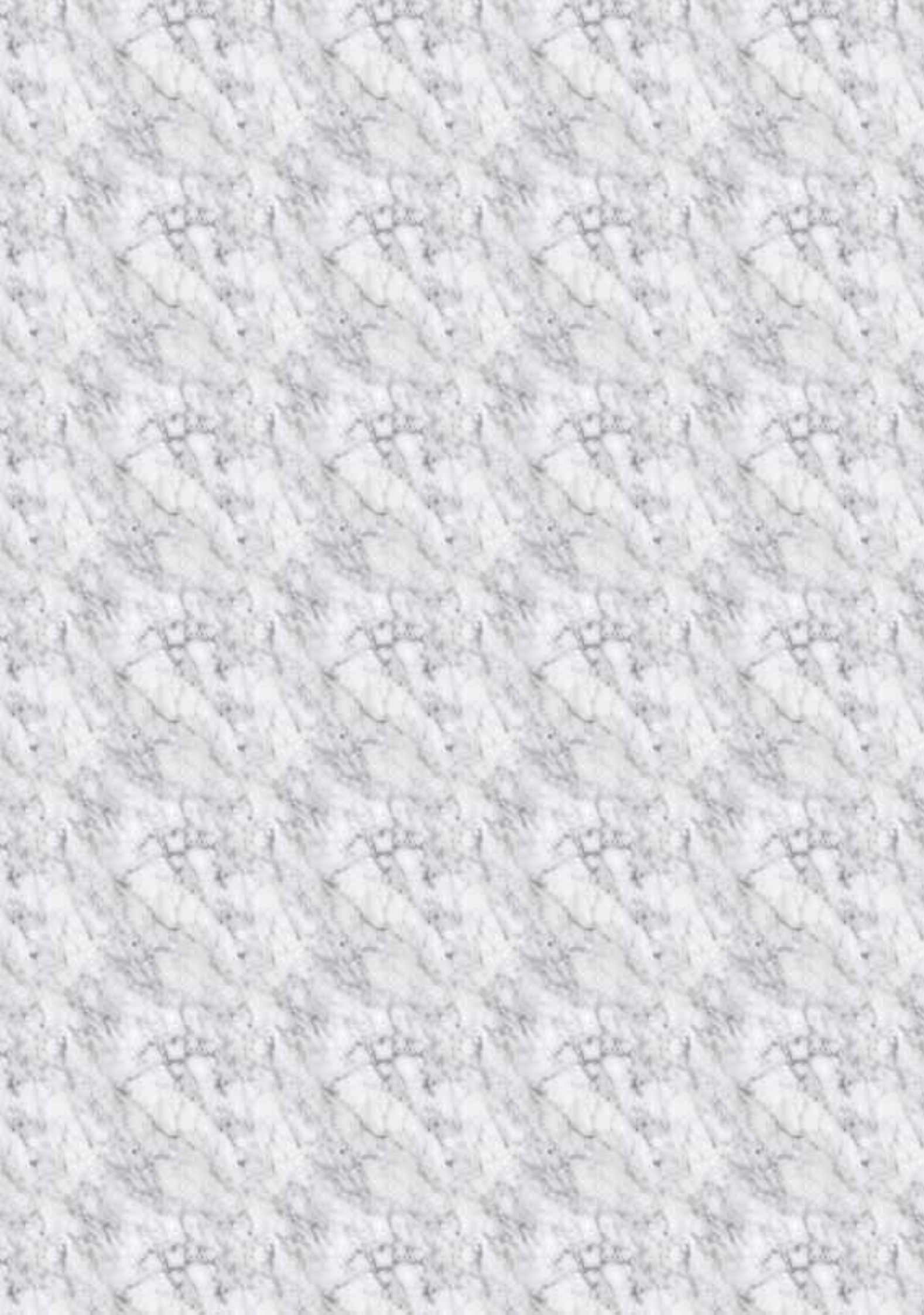


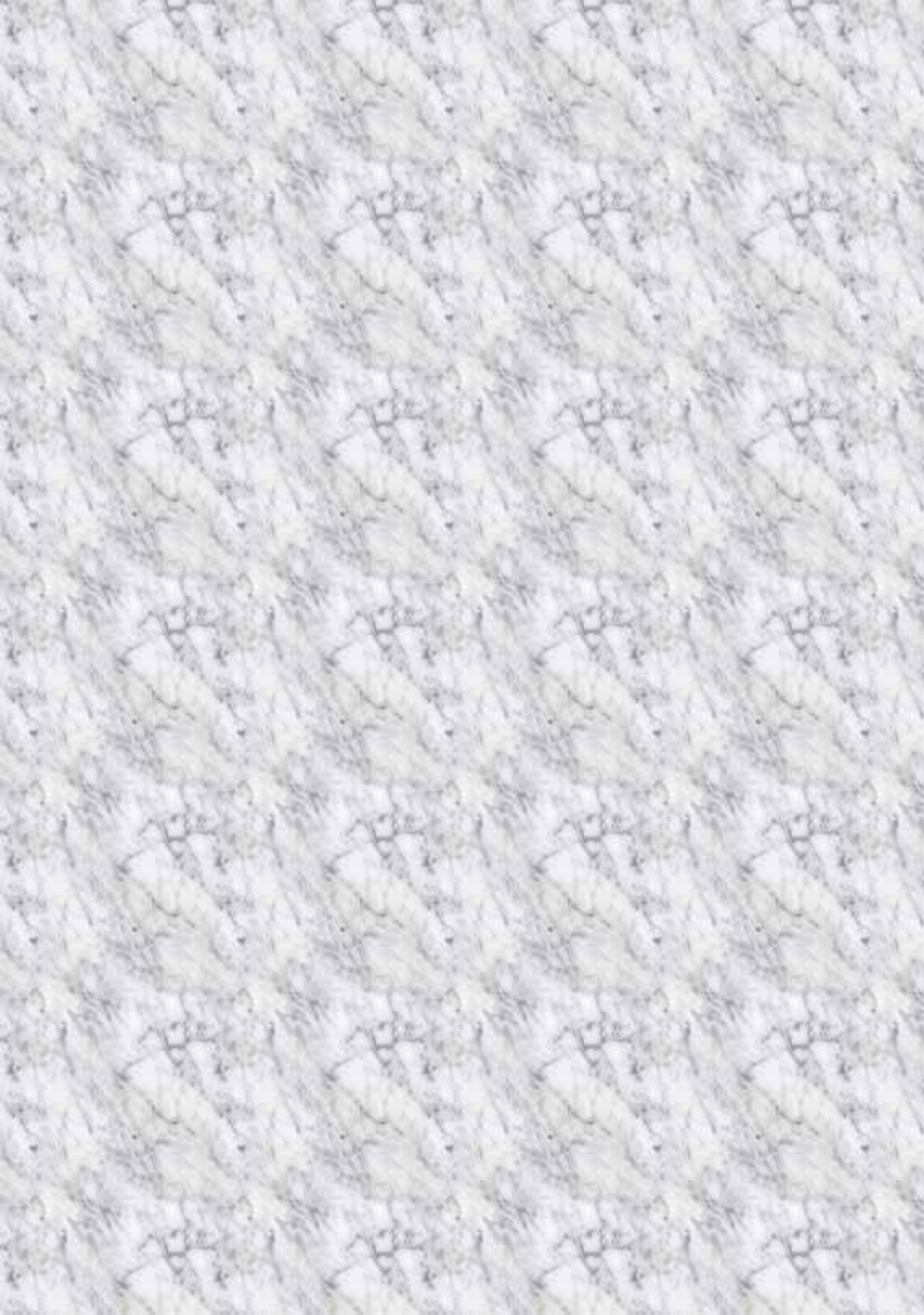












Range: Touch
 Duration; Special
 Casting Time: 3 r
 Effect: Creature touched
 Component; Prayer Device and Holy water. **Prayer device and Unholy Water**
 Save: None

Cleric, Exorcist, Healer 7 spell. Very rare

When a Regenerate spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, skin and organs grow back. The process of regeneration requires but one round if the severed members are present and are touching the creature, 2d4 Turns (20 to 80 minutes=120 r to 400 r) otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or if the injury is older than one day per level of the caster, the recipient must roll a successful constitution check to survive this spell.

The reverse, Whither, causes the member or organ touched to shrivel and cease functioning in one minute, dropping of into dust in 2d4 Turns. Creatures must be touched for the harmful effect to occur and thus need a successful THAC0. This spell does not work against creatures with a natural Regeneration power.

Regenerate Critical Wounds **Degenerate Critical Wounds**

Range: Touch
 Duration; 72 hours / level
 Casting Time: 8
 Effect: Creature touched
 Component; Holy symbol
 Save: None

Cleric, Exorcist, Healer 5 spell. Very rare

This spell heals 3d4+6 points of damage at a rate of 1 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reached full hit points or has regenerated the full 3d4+6 Hp. If the recipient is subject to a subsequent curative spell (including another Regenerate wounds spell), drinks a potion of healing, or uses other magical healing powers, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 72 Hr (4 days) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.



The reverse, Degenerate Critical Wounds spell, causes the recipient to suffer 3d4+6 points of damage at the rate of 1 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature dies. Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in.

Regenerate Light Wounds **Degenerate Light Wounds**

Range: Touch
 Duration; 24 hours / level
 Casting Time: 5
 Effect: Creature touched
 Component; Holy symbol
 Save: None

Cleric, Exorcist, Healer 1 spell. Very rare

This spell heals 1d4+1 points of damage at a rate of 1 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reached full hit points or has regenerated the full 1d4+1 Hp. If the recipient is subject to a subsequent curative spell (including another Regenerate wounds spell), drinks a potion of healing, or uses other magical healing powers, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 24Hr (1 day) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.



The reverse, Degenerate Critical Wounds spell, causes the recipient to suffer 1d4+1 points of damage at the rate of 1 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature dies. Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in.

Regenerate Serious Wounds**Degenerate Serious Wounds**

Range: Touch
 Duration: 48 hours / level
 Casting Time: 7
 Effect: Creature touched
 Component: Holy symbol
 Save: None

Cleric, Exorcist, Healer 4 spell. Very rare

This spell heals 2d4+3 points of damage at a rate of 1 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), te regeneration begins at that time. The spell ends when the individual reached full hit points or has regenerated the full 2d4+3 Hp. If the recipient is subject to a subsequent curative spell (including another Regenerate wounds spell), drinks a potion of healing, or uses other magical healing powers, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 48 Hr (2 days) per level



of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.

The reverse, **Degenerate Critical Wounds** spell, causes the recipient to suffer 2d4+3 points of damage at the rate of 1 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature dies. Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in.

Regenerate Heal**Degenerate Heal**

Range: Touch
 Duration: 1 Week / level
 Casting Time: 1 r
 Effect: Creature touched
 Component: Holy symbol
 Save: None

Cleric, Exorcist, Healer 7 spell. Very rare

This spell heals damage at a rate of 4 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), te regeneration begins at that time. The spell ends when the individual reached within 4 hp of his or her full hit points. If the recipient is subject to a subsequent Regenerate wounds spell, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 1 week (7 days) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.



The reverse, **Degenerate Critical Wounds** spell, causes the recipient to suffer damage at the rate of 4 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature is reduced to 4 Hp or less (it can severely weaken but not slay the subject). Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in. it causes no other harm to the recipient in the form of disease, insanity and so on.



Resist Injury

Range: 0
Duration; 3 r / level
Casting Time: 1 Turn
Effect: Caster
Components; Holy Symbol
Saving throw; None

Savage priests or barbarian clerics 3, Humanoid Shaman 3 spell.
Very rare (almost forgotten ancient ritual spell)

This spell negates the effects of damaging, even fatal wounds for its duration. For example, a dagger can be thrust through the priest's heart, yet he or she can function normally. Two points of damage per level of the caster can be negated, as well any extra damage or effects from critical hits. This spell is often used in rituals; its exceptionally long casting time makes it less useful for immediate encounters. The casting is a matter of mental preparation and emotional state.



Restore

Life Drain

Range: Touch
Duration; Permanent
Casting Time ; 3 r. 7
Effect: Restores 1 level lost to Energy Drain
Drains 1 level
Save: None

Cleric 7, Healer 6, Exorcist 6, Humanoid Shaman 7, Druid 7, Dervish 7, Master 7, Shaman 7 spell.

This spell restores one full level of Energy (experience) to any victim who has lost a level because of Energy drain (for instance, from a vampire's attack). It doesn't restore more than one level, not does it add a level if no level has been lost. Furthermore, the Cleric casting this spell loses one level of experience, as if struck by a Wight when the spell is cast; however, the Cleric's loss is not permanent, and the Cleric need only rest for 40 minus his or her level in days to regain the lost experience. This loss will not be regained as long as the caster doesn't rest continuously. It is clearly that the caster can't use this spell on him or herself, since the level added by use of this spell will be the same as the one that is drained by it.

The reverse of this spell, Life Drain, drains one level of experience from the victim touched, just like the touch from a Wight or Wraith. Casting the reversed spell causes no experience level loss to the Cleric, nor does it require any rest afterward, but it is a Chaotic and evil act, avoided by Lawful Clerics. Some Immortals (mostly those from Entropy, allow their Clerics and Shaman to add the drained level to their own, complete with hp. This will not restore lost levels, but places another one (with its corresponding hp) on the Cleric or Shaman.



Restore Strength

Range: Touch
Duration; Instantaneous
Casting Time; 5
Area of Effect: creature touched
Save: None
Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2 spell. uncommon

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores it to its normal strength and stamina. The spell is useful in countering the effects of Chill touch, Ray of enfeeblement, Ray of Fatigue, Touch of Shadows or Ropers, or any similar spell or effect. An individual who suffers an incapacitating physical injury receives no benefit. Strength or stamina reduced by pure natural causes such as exposure, disease, or exertion is not restored. The subject remains at the restored strength and endurance only until these are drained or otherwise reduced again.



Revitalize Animal

Range: Touch
Duration: Permanent
Casting Time: 4
Area of Effect: One animal
Save: None

Druid 1 spell.

This spell allows the caster to heal an animal by transferring life force (hp) from himself to the animal. If the animal is touched with one hand, it regains 1d4 hp, just as if it had received a cure light wounds spell. Touching the animal with both hands restores 2d4 hp. In either case, the caster temporarily loses the number of hp that the animal regains. The caster will recover his lost hp 1-4 hours later (if he transferred 3 hp, he recovers 3 hp in 1-4 hours). The caster's recovery of these hp has no effect on the restored animal. During the 1-4 hours before the caster recovers his transferred hp, he feels weak and dizzy, making all attack rolls at a -1 penalty during that time. Should the caster die during that 1-4 hour period, the recovery process stops immediately and no hp are recovered. The animal can't recover hp beyond the normal. For instance, an animal that normally has 10 hp, but has been reduced to 6 due an injury, can't receive more than 4 hp from this spell. Also, the caster will have at least 1 hp remaining after using this spell; if the caster has 6 hp, he won't transfer more than 5 to a damaged animal. Revitalize animal works on animals only; it has no effect on Demihuman-oids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive hp from an animal.



Revive Spirit

Range: 10 yards
Duration: instantaneous
Casting Time: 1 Turn
Area of Effect: one spirit
Components: the mixture of rare herbs and minerals cast 10 sp if bought on the market, or can be gathered in one day by an individual with the herbalism skill at 50% chance anywhere but underwater, in the desert or at barren landscapes, such as the mountains or poles.
Save: None

Shaman 3 spell. uncommon

The caster arranges a circle of small fires around the place where the target spirit is (enclosing an area no more than 20 yards across), and, while chanting, burns on them a mixture of rare herbs and minerals. As the casting begins a dark green smoke curls from the fires, enveloping the area in a sweet, olive fog, which dissipates in one round after the spell is completed or the casting is aborted. The effect of the spell is to completely restore the health of any one injured spirit within the circle all lost soul points are recovered by the spirit or the soul. The spell takes a great toll on the casting shaman, however, as he takes 1d6 damage from the effort alone. If both strength and constitution checks are failed, one point of constitution is permanently lost.



Robe of Healing

Range: Touch
Duration: 1 hour
Casting Time: 1 round
Area of Effect: One robe
Save: None

Cleric 7 Quest, Healer 6 Quest, Exorcist 7 Quest spell.

This spell enchants the Cleric's robe or cloak, enabling him to walk among wounded creatures and heal them. By touching the worn robe, a wounded creature is cured of 1d4+4 hp. As many creatures as can physically touch the robe within the spell duration can be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200 creatures to be healed. A creature can be affected only once per week by the robe of healing.

Slow Poison

Range: Touch
Duration: 1 round (cumulative) / level
Casting Time ; 3
Effect: Character touched
Components: Holy Symbol, a bud of garlic crushed and smeared on the wound, or eaten if the poison was ingested
Save: None



Cleric 2, Healer 1, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2 spell.

This spell slows the effects of any poison for a limited Time. When the spell dissipates the victim suffers the poison's full effect unless a Neutralize Poison spell is cast. The spell duration increases by 1 round cumulative per level of the caster. (level 1 = 1 round, level 2= 3 rounds, level 3 = 6 rounds , etc.). Even High level Paladins or Avengers can cast Slow poison.



Slow Rot

Range: Touch
Duration: 1 week/level
Casting Time: 1 round
Area of Effect: Special
Components: A pinch of Sugar
Save: None

Cleric 3, Healer 2, Druid 2, Dervish 2 spell. uncommon

This spell increases the amount of Time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind. The caster can affect as much as 100 cubic' of plant material per level. Thus, even a low level Cleric could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell doesn't prevent pests (such as Birds, Rats or insects) from eating the food.



Sterilize

Range: Special
Duration: 1 hour / level
Casting Time: 7
Effect: One room, or enclosed area of up to one 10'x10'x 10' / level
Save: None

Cleric 7, Healer 7, Druid 7 spell.

This spell will cleanse any room or enclosed area of up to 10³ cubic/level of the caster of any infection, or rid an area of Mold, Slime, or other nasty creatures of up to 5HD. These creatures will be repelled from the area magically and do not want to return to it as long as the spell is still active. This spell will not affect creatures larger than a common dog. Thus it will affect giant rats and Giant bats, common cats, but not wolves, human etc. The spell will only function in an enclosed space and when the area affected doesn't affect the connecting walls and ceiling—because the caster's level is too low to affect that area—it will be



Summon Midwife

Range: 30 yards/level
Duration: none
Casting Time: 1
Area of effect: 1 creature
Save: none

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell will summon the nearest midwife. The midwife will get the summons. She is under no obligation to respond to the summons, but very few midwives will ignore it unless unfortunate circumstances prevail. She will come as fast as she can, somehow sensing or knowing where she is needed and what kind of articles (or spells if she is a Caster) she will need. Of course will she refuse to come if no pregnancy of her interest is available at the site of casting.



Transfer Curse

Range: Special
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Shaman, humanoid shaman Level: 4 uncommon

Very similar to the transfer offense spell, this spell transfers a curse or malign spell from its victim to an animal the original caster. Wizards' and priests' magics, spirits' curses and the spells scapegoat. The method of casting the spell is identical-the creature is dressed with objects representing the victim of the curse, or the curse itself, and driven from the village. Any normal spell can be transferred in this way, regardless of the relative levels of the shaman and of extraplanar creatures can all be transferred.



Transfer Offense

Range: Special
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Shaman, humanoid shaman Level: 3 uncommon

This spell takes the wrong-doings of a community and ritually "transfers" them to an animal (a "scapegoat"). Any spirits that are displeased with a community will recognize the efforts by the shaman, and will accept that the burden of guilt has been shifted to the scapegoat, and thus the community's standing is restored in their eyes. This is handy if someone has misbehaved so badly that mere sacrifice is insufficient to appease the spirits, if the crimes cannot be precisely determined or if the perpetrator is unable or unwilling to beg forgiveness. An animal such as a goat or an ox is selected and symbolically dressed in the village's wrongs: representative ribbons, thongs, or ropes are tied to its horns, or the clothing of wrongdoers (if they are identified) are strapped to its back. A short speech or ceremony is then given, and the beast is driven or led away from the village, to be destroyed by wild animals. It is considered unlucky if the beast returns to the village, if a hunter should slay it and-particularly- if any human, demihuman, or humanoid should eat its meat (see sidebar). The animal and the items attached to it are the focus for the spell.

Eating a scapegoat violates tribal taboos and visits trouble on the perpetrators, in addition to the effects of the tribe. These ills are permanent until countered either by the tribal shaman or by any priest of at least 12th level. Typical ills include;

- . They become sickly (Co-3 and always suffering from some petty ailment).
- . Poor hunting luck (-2 on all rolls involving hunting, tracking, fishing, archery, and the like).
- . Ancestors Curse (equal to a minor curse).
- . A spirit of roughly the perpetrators power's attacks. If slain it reappears the next month.
- . Any game they kill or meat they butcher will be rancid and fly infested with a round.
- . Any plants they tend will die within a month.

Understand Curse

Range: 10 ft.
Duration: 3 month
Casting Time: 1 turn
Area of Effect: 1 creature or object
Saving Throw: None

Shaman, humanoid shaman Level: 2 uncommon.

This spell can be cast upon any creature or object that is suffering from any harmful magical affect or the unwelcome attentions if a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this. Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what manner of being it is (a spirit, a mortal wizard, a demigod, and so on): whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the curse or spell whether it's a curse or cause blindness spell, a spirit's attempts to drive a creature mad, and so on). Note that the spell does not reveal the nature of a spirit (though a local shaman may recognize the name, particularly if it is an ancestor or other spirit venerated by the people), nor the race of any mortal agent.



Orisons

Orisons are minor spells learned by priests during their long, rigorous, and tedious training for their calling. Any Cleric can pray for Orisons like they would pray for spells, even if they would not be able to receive spells (1st level or by class). The only classes not able to cast orisons are non-clerical-spell casting classes and those clerical spell caster of an immortal of lower than empyreal status. Orisons are granted by Piety Level and Wisdom adjustment, as per table. Orisons are memorized just as are higher-level spells. Most orisons are simple little spells of no great effect. When the individual becomes a 1st level priest, these small magic's are usually ignored in favor of the more powerful spells then available.

		Piety Points								
		0 or less	0-15	16-31	32-63	64-99	100	101-127	128-255	256
Wisdom Adjustment	-3 or less	0	0	0	0	0	0	0	1	1
	-2	0	0	0	0	0	0	1	1	2
	-1	0	0	0	0	0	1	1	2	2
	0	0	0	0	0	1	2	2	2	3
	+1	0	0	0	1	2	2	2	3	3
	+2	0	0	1	2	2	3	3	3	4
	+3	0	1	2	2	3	3	4	4	4
	+4	0	1	2	3	4	4	4	4	5
	+5	0	2	3	3	4	5	5	5	5
	+6 or more	0	3	3	4	5	5	5	5	6

However, a priest may choose to retain up to two orisons in place of one 1st level spell. All Orisons are granted by Immortals of Empyreal or greater Status (ask your DM—or look in the Book Immortals).

They manifest as a brief burst of magic that quickly fades, leaving at most a minor physical change that persists until altered by time or labour. Only orisons that involve living creatures allow any saving throw. Also, orisons do not generally break states of extreme concentration (such as when casting a spell). The effects of orisons, and the people and items affected by them, radiate a very faint magical aura that lasts for no more than a turn once the magic fades.

The orisons in this section are grouped according to whether they are cast by clerics (including specialty priests) or by druids (including barbarian or savage priests) or by both.

Orisons are cast the same way that spells are cast. Up to two orisons can be cast during any round by a single priest. Furthermore, the moment of casting in the round of casting is dependent on the usual factors: surprise, initiative, and so on. After the first of the two orisons is cast, the priest player rolls a four-sided die to determine how many segments later he or she can cast the second orison (if so desired). It is not possible to cast both a spell and an orison during the same round, no matter how short the casting times are.

Researching or Finding Orisons

Some orison effects might become available through the discovery of ancient tomes. A priest who finds an orison in such a tome must study the pages describing it for at least a week before being able to cast the found orison successfully. If the priest comes from a non-literate culture, then a similar period of withdrawal for intense meditation and suitable sacrifice to the divine patron for direct illumination may be sufficient. If the DM allows characters to develop special variant orisons that only they can cast, then an orison is assumed to be one half level for the purpose of magical research. Generally, an Orison can't affect more than 1 creature or die roll at a time, and an orison that can actually cause immediate harm should inflict no more than 1 or 2 points of damage. An offensive orison would be quite rare and most probably associated with an Evil priesthood.

In case of spell knowledge orisons count as **uncommon**. **And all orisons have a duration of 1 round per level of the caster unless otherwise noted.** Reversible orisons are not evil, and can be cast by any who prayed for either variation of it (reversible on casting).

Any Class (including Paladin, Avenger) Orisons

Alleviate

Range; touch.
 Area of Effect: 1 creature
 Casting Time: 4
 Components; Only soft, simple verbal and somatic.

A single Creature suffering from nausea or pain (non-magical) is relieved of its discomfort. Magical induced nausea or pain is alleviated only if the subject passes a saving throw vs. spells with a -2 penalty.

Cure Minor Wounds

Range; 10 yard range.
 Area of Effect: Creature touched
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

A minor cure, similar to cure light wounds. This orison restores 1 point of damage, or stops blood-loss by 1 point per round. This orison is not reversible.

Freshen

Range; 10 yard range.
 Area of Effect: 1 object
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

By means of this orison, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with on vegetables, flowers, herbs, and so on. Although it removes a slight taint of spoilage, restores drooping flowers, and so on, it is not as effective as a purify food & drink spell, and lasts for but an hour. The object must be of relatively small size: a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as purify food and drink, the orison inflicts 1d2 points of damage.

Healing

Range; touch.
Area of Effect: 1 creature
Casting Time: 4
Components; Only soft, simple verbal and somatic.
By a touch (attack roll) , the caster can heal a single hit point.

Resistance to Poison

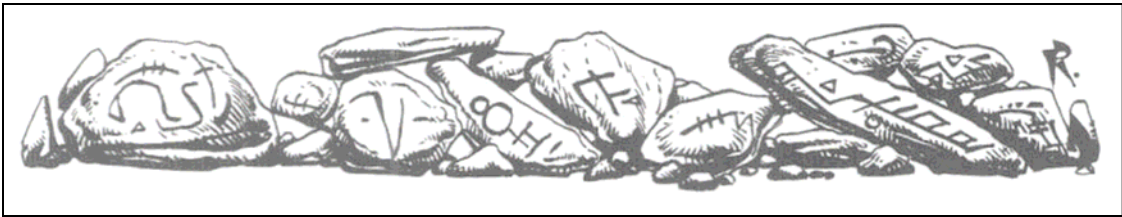
Range; 0
Area of Effect: The caster
Casting Time: 1
Components; Only soft, simple verbal and somatic.
The caster gains a +1 bonus to his or her next saving throw vs poison against any type of poison, as long as it occurs during the orison's duration.

Temperature

Range; 10 yard range.
Area of Effect; 1 creature
Casting Time; 2
Components; Only soft, simple verbal and somatic.
This orison protects an individual from extreme temperatures for 4 hours. Exposure to temperatures between -10° C. and 90° C. inflicts no damage. However, secondary effects like feeling the cold or heat still apply.

Watch

Range; 10 yard range.
Area of Effect; 1 animal
Casting Time; 2
Components; Only soft, simple verbal and somatic.
The caster charges an animal to watch over her or him while he or she sleeps (the animal may, however, make its saving throw vs. spell and ignore the charge). If the animal accepts, it remains alert and awake to the best of its ability. If anyone approaches within sensory (Sight, Sound, Smell, etc) range the creature will stay extra alert. If anyone approaches within 20 feet of the caster, the creature will attempt to awaken the caster. The animal will not fight for the caster unless it is also attacked.



Clerical, Exorcist, Shadow Elf Shaman, Healer Orisons

Candle

Range; 10 yard range.
Area of Effect; 1 candle
Casting Time; 1
Components; Only soft, simple verbal and somatic.
This orison causes a candle held in the caster's hand to light. For the next turn (10 minutes=60 rounds), the candle cannot be extinguished as long as the caster continues to hold it. The candle is consumed normally, but drafts, gusts of wind (non-magical) and so on can't put out the flame. Drowning or smothering the flame extinguishes it, however.

Clean

Range; 10 yard range.
Area of Effect; 4 square yards
Casting Time 2
Components; Only soft, simple verbal and somatic.
This orison enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. These surfaces are then spotless. Usually only one type of material is treated in a single application, as care must be taken in removal of pigments and the like.

Disinfect

Range; 10 yard range.
Area of Effect: 1 creature
Casting Time: 2
Components; Only soft, simple verbal and somatic.
When cast on a minor wound, this orison does nothing to heal the injury; it prevents the wound from becoming infected. The wound heals as if well tended even if not bandaged or kept clean. This orison does not negate the need for rest while healing.

Dry

Range; 10 yard range.
Area of Effect: 1 cu. yd.
Casting Time: 2

Components; Only soft, simple verbal and somatic.
This orison removes dampness and excess moisture from materials in the area of effect. It is useful for drying cloth or herbs and for cleaning chores.

Remove Pain

Range; 10 yard range.
Area of Effect: 1 creature
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison negates the effects of pain, allowing the recipient to gain 1 hit point, but only if currently wounded. This orison cannot help a healthy character, nor can a creature that has received this benefit receive it again for 24 hours. This orison is of greatly help with the Mend Bones spell, as it negates the painfactor totally.

Restful Sleep

Range; 10 yard range.
Area of Effect: 1 creature
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison allows a willing recipient to gain full benefit from half the rest; thus, the creature touched gains the benefits of eight hours of rest from only four hours of actual sleep. The creature can be awakened at any time, and may wake of its own volition in an emergency. The orison ends when the creature wakes.

Druid, Shaman, Dervishes, Hin Masters, Humanoid Shaman, Shamani Orisons

Cause Rash

Heal Rash

Range; 10 yard range.
Area of Effect: 1 man-sized creature 1 square foot
Casting Time: 1 1
Components; Only soft, simple verbal and somatic.

This orison causes an itchy rash to appear on an arm or leg of the subject. The rash is, for all practical purposes, the same as that caused by exposure to a rash-causing plant (poison ivy, poison oak) and must be treated in the same manner. The druid makes a scratching motion while whispering the arm or leg to be affected.

This is the reverse of the cause rash orison. In addition to countering the cause rash orison, it heals any rash caused by exposure to an imitating plant (such as poison ivy, poison oak, or poison sumac). An exceptionally large rash may require several castings, and magical effects are beyond its power. The caster makes a gentle stroking motion above the affected skin.

Liven

Range; 10 yard range.
Area of Effect: 1 plant
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison restores vigor to one small plant or tree branch. A plant that can bring forth fruit will on command. After one turn, the plant returns to its original state and any fruit not consumed turns to dust. The caster gently strokes the branch or plant from root to leaf.