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Character Creation

STATS

There are 3 STATS; STR, DEX and MIND.

Each has an initial value between 3 and 18.

If the STAT value is over 11 then the STAT has a bonus = $(STAT - 10)/2$ (round down)

If the STAT value is less than 9 then the STAT has a penalty = $(10 - STAT)/2$ (round down)

RACES

There are 4 RACES.

The differences between the races are determined by bonuses to their skill rolls.

- HUMAN (+1 to ALL skill rolls)
- ELF (+2 to all MIND rolls)
- DWARF (+2 to all STR rolls)
- HALFLINGS (+2 to all DEX rolls)

CLASSES

There are 4 CLASSES.

- FIGHTER. Adds +1 to his melee and missile ATTACK rolls AND the damage they inflict. This increases by an additional +1 to both at levels 5, 10, 15 and 20. The fighter also adds his level to his HP total.
- ROGUE. Can SNEAK ATTACK (see COMBAT).
- MAGI. Can cast arcane spells. (See MAGIC book)
- CLERIC. Can cast divine spells. (See MAGIC book) Can attempt to TURN un-dead at will.

SKILLS

There are 4 SKILLS; Physical, Subterfuge, Knowledge and Communication.

Each has a SKILL RANK.

SKILL RANK = Level + class bonus.

CLASS SKILL BONUS

- Fighter +3 physical
- Rogue +3 subterfuge
- Magi +3 knowledge
- Cleric + 3 communication.

Success in an attempt at an action requires a SKILL ROLL.

Roll higher than the given Difficulty Class (DC) of an action to succeed.

A natural 20 roll always succeeds. A natural 1 roll always fails.

SKILL ROLL = d20 + skill rank + STAT bonus

HIT POINTS

Each character has HIT POINTS (HP) = STR + (1D6 per level).

ARMOUR CLASS (AC)

AC class bonus assumes the character is wearing class appropriate protection in the form of armour and / or shields.

- Unarmoured AC = 10 + DEX bonus or penalty
- Armoured AC = 10 + DEX bonus or penalty + class bonus

AC CLASS BONUS

- Fighter +6
- Cleric +4
- Rogue +2
- Magi +0

EQUIPMENT

A character is assumed to own and use a backpack, sack or multi pocketed costume to carry his personal items.

This does not count as an item and allows the character to carry a number of items equal to his STR value.

He can only carry half that amount (round up) without a backpack etc.

100 coins counts as 1 item and bulky or heavy items can count as 2 or more items.

A character begins with 7 initial items. These are:

- Hand weapon
- Missile weapon with 10 missiles
- Class appropriate armour.
- 4 mundane items

EQUIPMENT SWAP

A character can change his initial equipment as follows:

- A fighter can swap a hand weapon for 2-handed weapon.
- A fighter or dwarf can swap his missile
- Weapon for a crossbow.
- A fighter or elf can swap his missile
- Weapon for a longbow.
- A Fighter or Rogue can swap his hand
- Weapon for a light weapon.
- A fighter or rogue can swap a mundane item for an extra 10 pieces of missile weapon ammunition.
- A rogue can swap a missile weapon for 5 throwing missiles.

LEVEL ADVANCEMENT

At each new level, the character:

- Adds +1d6 to Hit Points
- Adds +1 to all attack rolls
- Adds +1 to all skills.
- Add 1 point to STR, DEX or MIND, if the level divides by 3 (i.e. level 3, 6, 9, 12, 15, 18 etc.) .

- Fighters gain +1 to their attack and damage rolls at levels 5, 10, 15 etc.
- At levels 3,5,7,9,etc., Clerics and Magi gain access to new spell levels and new spells.
- At each new level, the character can choose a new item of equipment and swap an old item of equipment for a new item.

Combat

INITIATIVE

Each combatant makes an initiative roll at the start of a combat.

Actions are taken in order from the highest score to the lowest.

Each combatant can take 1 action per round.

INITIATIVE ROLL = d20 + level + DEX bonus.

TO HIT

In order to hit an opponent you must make a successful attack roll.

Add attack bonus to d20 roll and roll higher than opponent's AC to hit.

- MELEE ATTACK ROLL = d20 + melee attack bonus.
- MISSILE ATTACK ROLL = d20 + missile attack bonus
- MAGIC ATTACK = d20 + MIND bonus + level (see MAGIC book)

A missile weapon must be within range of the target.

In general, a move action takes a character from one range to another.

- Thrown weapon: Short range
- Short bow/slings: Medium range
- Longbow/crossbow: Long range

If the total attack bonus is +6 or more a second attack can be made with a -5 penalty in MELEE ONLY.

If the total bonus is +11 or more a third attack can be made at -10 penalties.

For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

- MELEE ATTACK BONUS = STR bonus + Level
- MISSILE ATTACK BONUS = DEX bonus + Level

If a hit is scored, roll for damage and subtract from opponent's HP.

The damage listed below assumes the usage of an ordinary hand weapon such as a sword, axe or mace.

Melee Damage = 1d8 + STR bonus.
Missile Damage = 1d8 + DEX bonus.

DIFFERENT ATTACKS

- LIGHT WEAPONS inflict 1d6 damage, use DEX bonus instead of STR bonus to hit and do not add STR bonus to damage.
- TWO HANDED WEAPONS inflict 1d10 damage. They are unwieldily and do not add STR bonus to hit but add TWICE the STR bonus to damage.
- UNARMED COMBAT inflicts 1d4 damage. A to-hit roll of 1 inflicts 1d4 damage on the attacker.
- IMPROVISED WEAPONS will break and are useless on a natural attack roll of 1 or 20.
- THROWN WEAPONS only cause 1d4 damage. ROGUES can make additional attacks with thrown weapons as if using a melee weapons.
- LONG BOWS are unwieldily and do not add DEX bonus to hit but add TWICE the DEX bonus to damage.
- CROSSBOWS but require a full round to reload between shots but double the damage that is rolled (not the DEX bonus).

SNEAK ATTACK

A rogue can attempt a SNEAK attack on any opponent if (a) he is higher in the initiative order and (b) it's his first attack that combat against that opponent.

He must make a DEX + subterfuge roll with a DC = 10 + opponent's level or TL (see MONSTER book) + subterfuge

bonus.

Success sees any attacks that hit that round inflicting additional damage equal to his subterfuge bonus.

SPECIAL MANOUVRES

A character may attempt a special manoeuvre such as disarming an opponent, knocking him prone, escaping from combat, breaking past an opponent etc.

Success requires that:

- A. The player declares the action and it's intended result,
- B. He then makes a single, successful attack with a -4 penalty that round
- C. The opponent must fail a DEX or STR (whichever is higher)+ physical roll using the hit roll as DC.

RECOVERY

If HP is reduced to 0 or less the character is mortally wounded, can take no actions and will die within a number of rounds equal to his STR unless he is healed.

Normally HP heals at a rate equal to the character's level but only with a full day's rest, otherwise only 1 HP per day is healed.

Adventuring

FALLING DAMAGE

A fall results in 1d6 hp of damage per 3 metres (10') fallen.

Spikes or jagged rocks add 1 hp of damage per 3 metres (10') fallen (maximum +10).

DROWNING/SUFFOCATION

Every round that a character spends underwater or amid a gas-cloud, he must make a STR + physical roll or suffer 1d6 damage.

The DC = 10 + 1 per round.

EXTREME HEAT AND COLD.

If not wearing suitable protection, a character must make a Physical +STR check once every 10 minutes.

The DC = 10, +1 per previous check.

1d6 damage is taken on each failed save.

HUNGER AND THIRST

Without food to eat a character must make a Physical + STR check at the end of every day (DC = 10, +1 per additional day) taking 1d6 damage for each failed save.

The same applies if the character is without water except that the penalty increases exponentially (+1 the first day, +3 the second day, +6 the third day and so on).

POISON

Any contact with poison requires a physical + STR DC roll.

If the roll is failed the character takes 1d6 immediate damage.

For a number of additional rounds equal to the amount that the roll was failed by (A natural 1 doubles this), the character must make an additional DC at the start of each round or suffer 1d6 damage.

He also suffers a penalty to ALL d20 rolls (except DC rolls to avoid this poison's additional effects) equal to the amount the roll was failed by.

DISEASE

Any contact with disease requires a physical + STR DC roll. If the DC is failed the character has contracted the disease.

The disease incubates for 1d4 days before symptoms develop.

Symptoms last for a number of days = the amount the physical + STR roll was failed by.

A natural 1 doubles this amount.

While symptoms persist the character (A) suffers a penalty to all D20 rolls equal the number of days the disease will last for (except DC rolls to avoid this disease's additional effects) AND (B) if a daily physical + STR roll fails, loses 1d6 HP permanently.

TRAPS

Each trap has an EL.

To save against a triggered trap requires a physical + DEX roll against a DC = 10 + (EL x 2).

Damage from a trap = 1d6 per EL, although a successful save halves this.

A ROGUE (and only a ROGUE) may attempt to search for AND disable a suspected trap. This requires TWO separate subterfuge + DEX rolls and takes 2d6 rounds.

A trap will have a percentage chance of re-setting itself equal to its EL.

If a trap has any additional features (poison, paralysis etc) simply use the trap's EL as a guide to effects.

DARKNESS

Total darkness gives a -8 penalty to all actions. Monsters with Dark Vision ignore this.

Poor light results in a -4 penalty to all actions. All other monsters only suffer -2 penalty because of their low-light vision.

Monsters with Tremor-Sense, Blind-Sight, Blind Sense or Scent ignore both.

CHARACTER ADVANCEMENT

Add up the Encounter Levels (EL) of every encounter you take part in.

When the total = 10 times your current level multiplied by the number of characters, you've advanced to the next level.

Reset the total to 0 after advancing.

EL = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.

Eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Monsters

To shape a monster for ICROFANTASY requires the monster's Total Level, Type and the monster's special abilities only.

TOTAL LEVEL

The defining factor with any monster is its TOTAL LEVEL (TL).

TL = the monster's HD + character level.

A monster with a character level has all of those class's abilities.

A monster's TL attributes are as follows:

- HP = 1d8 per TL. (1d12 for dragons, undead, constructs and oozes).
- AC = 10 + TL.
- Saves and Melee/missile attack bonus = TL
- DC to avoid effects of special attacks or overcome special defences = 10 + TL.
- SKILL bonus = TL (+3 to one skill if intelligent).
- Attack Damage = 1d6 + (1d6 per 5 TL) + TL.

Tougher monsters simply require more HD or (if intelligent) class levels.

If a monster inflicts two types of damage (EG slam/constrict, bite/fire, claw/bite etc.), the damage that is listed second is only inflicted if (a) the first attack hits AND (b) the player FAILS a physical + STR or DEX (whichever higher) roll.

The DC = 10+TL. It is possible to avoid a secondary effect if circumstances allow (IE a character cannot be trampled if he is above an opponent)

SPECIAL ABILITIES

Un-dead, constructs and ooze are immune to all spells that require a MAGIC roll to save against or avoid its effects.

The following special abilities work as follows:

- ABILITY SCORE LOSS = STR + physical save or lose STAT points = half TL (round up). STAT points recovered at rate of 1/day.
- ABILITY DRAIN = as ability score loss but permanent.
- ANTIMAGIC = prevents spell casting around it unless a MAGIC attack roll is made.
- BREATH WEAPON = every 1d4 rounds and effects everyone within range. A successful save halves the damage.
- CHARM/COMPULSION = requires a MIND + level save to avoid. Lasts 1 day or until saved against. A new save can be attempted if asked/commanded to kill, steal, commit arson etc.
- ENERGY DRAIN = HP damage is permanent unless a STR + physical save is made.
- FEAR/FRIGHTFUL = if HD or level is lower than monsters, MAGIC attack roll required to take action against monster that round. A single success overcomes this.
- GAZE = close eyes (treat as total darkness) of avoid effect or make save each round to avoid effect.
- IMMUNITY = failed save roll results in ½ damage. Successful save = no damage.
- INCORPOREAL = any ODD "to-hit" roll misses.
- POISON = a physical + STR roll is required in a round were damage is taken but only 1 roll is required. The DC = 10 + monster's TL.
- RAYS = missile attack. -5 for second ray attack, -10 for third etc.
- REGENERATION = the monster heals this amount of damage at the start of each round. Ordinarily fire and acid damage ignores this.
- RUST = this monster's touch destroys armour or weapon immediately unless a DEX + subterfuge roll is made.
- SPELL RESISTANCE = requires a MAGIC attack against 10 + TL for spell to work against monster.

- SWALLOW WHOLE = the monster can swallow a being no bigger than half it's size if it rolls a natural 20 to hit. Inside, the swallowed being must make a STR + physical save per round or take damage. The creature that makes a save can attempt to cut himself out if he has a blade and can make a second save to do so.
- TURN RESISTANCE = assume HP = 6 higher per point.
- VULNERABLE = successful save takes half damage, failed save takes double damage
- All other abilities = as is.

RAKSHASA (TL 7) / 7d8 / 17 / +7,+2 / +7 (+10 knowledge) / 2d6+7 / detect thoughts (as spell, MIND + level to negate), spells (a Rakshasa always casts spells as a Magi of a level equal to it's TL), change shape (at will and for as long as desired), dark vision, spell resistance, damage reduction (15) bypassed by piercing weapons.

TYRANNOSAUR (TL 18) / 18d8 / 28 / +18,+13,+8,+3 / +18 (+21 physical) / 4d6+18 / swallow whole, scent

TREASURE

Monsters can be given treasure following the SRD tables or as determined appropriate by the referee.

Alternatively the value of treasure in coinage a monster has equals 10 x TL².

Half of this will be as items.

SAMPLE MONSTERS

A monster's attributes are listed as follows:

Name (TL) / HD / AC + DC / attack / initiative, save and skill bonus (+3 if intelligent or appropriate) / damage / special

DIRE RAT (TL 1) / 1d8 / 11 / +1 / +1 (+4 subterfuge) / 1d6+1/ disease, scent

BUGBEAR (TL3) / 3d8 / 13 / +3 / +3 (+6 physical) / 1d6+3 /

TROLL (TL 6) / 6d8 / 16 / +6,+1 / +6 (+9 physical) / 2d6+6 / claw/bite, regeneration (5), scent. HELL HOUND (TL 4) / 4d8 / 14 / +4 / +4 / 1d6+4 / bite/fire, breath weapon (short range), dark vision, immune to fire, vulnerable to cold.

HILL GIANT (TL 12) / 12d8 / 22 / +12,+7,+2 / +12 (+15 physical) / 3d6+12 / rock throwing (extreme range)

Magic

SPELLS AND SPELLCASTING

Magi can cast any arcane spell and clerics can cast any divine spell from the SRD spell list.

The maximum spell level that a magi or cleric can cast is equal to $\frac{1}{2}$ their character level (round up).

Both classes know all the spells available of all the spell levels he can cast.

MAGIC POINTS (MP)

The casting of any spell requires the spending of a number of magic points (MP).

A spell caster has a maximum number of MP equal to his maximum number of HP at that level.

Casting a spell requires the spending of a number of MP equal to 1 + double the spell level.

If all MP are spent, then the caster may spend HP instead at a ratio of 2HP-to-1MP.

If a spell caster takes HP damage, he also loses that amount of MP at the same time.

MP are recovered in full after eight hours rest.

A MAGIC attack roll is made and the rolled total is the amount recovered to the maximum initial amount.

A roll of 20 has all MP recovered, while a roll of 1 sees no MP recovered.

If rest is not possible or available, MP are recovered at a rate of 1 per day.

SPELL'S DC

The DC to resist a spell's effects = 10 + the caster's level + caster's MIND bonus.

SIGNATURE SPELLS

Each caster has one "signature" spell per spell level.

The MP cost of casting this spell equals 1 + the spell's level.

TURNING UN-DEAD

A cleric's TURNING ability against un-dead requires the cleric to spend 1d4 MP per attempt.

A MAGIC ATTACK roll is made against a DC = an un-dead's CURRENT HP.

The roll is compared to each individual undead HP within 100'.

Turned un-dead cannot approach within 100' of the cleric for 1 hour per cleric level.

A roll of 20 turns all un-dead. If the totalled roll would have turned the un-dead anyway then the un-dead is destroyed.

A roll of 1 means the cleric cannot attempt to turn un-dead for another 24 hours.

SPELL SAVES

Any spell that inflicts damage should allow a save to half the damage. Any spell that has a negative effect on the character should have a save to prevent this from happening.

A save is normally:

- STR + physical if the character has to ENDURE a physical effect
- DEX + subterfuge if the character has to AVOID a physical effect
- MIND + level if the character has to RESIST a magical effect.

USING SPELLS DIFFERENTLY

If the caster wishes to use a spell in a different but possible manner, such as using a Magic Missile spell to blow out a lock on door, then the caster can do so by making an MAGIC attack roll against a DC = 10 + (spell level x2).

COUNTER SPELLS

A caster may wish to counter-spell a spell cast by another caster either as it is cast or in order to cancel a spell with a durational effect.

This requires a MAGIC attack using the DC of the original caster to resist the spell's effects.

Regardless of success or failure, it costs the counter-casting magi or cleric an amount of MP as if he had cast the original spell himself.

Spell Level / Level Required To Cast

0 / 1
1 / 1
2 / 3
3 / 5
4 / 7
5 / 9
6 / 11
7 / 13
8 / 15
9 / 17

Spell Level / MP cost / MP Cost (sig)

0 / 1 / 1
1 / 3 / 2
2 / 5 / 3
3 / 7 / 4
4 / 9 / 5
5 / 11 / 6
6 / 13 / 7
7 / 15 / 8
8 / 17 / 9
9 / 19 / 10

Arcane Spell Book

0-LEVEL ARCANES SPELLS: CANTRIPS

- Arcane Mark: Inscribe a permanent personal rune (visible or invisible).
- Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
- Ghost Sound: Figment sounds for 1 round/level. Light: Object shines like a torch for 10 min./level.
- Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
- Prestidigitation: Performs minor tricks for 1 hour.
- Read Magic: Read scrolls and spell books for 10 min./level.

1ST-LEVEL ARCANES SPELLS

- Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.
- Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
- Mage Armour: Gives subject +4 armour bonus for 1 hour/level.
- Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.
- Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2ND-LEVEL ARCANES SPELLS

- Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- Flaming Sphere: Creates rolling ball of fire, 2d6 damage, and lasts 1 round/level.
- Invisibility: Subject is invisible for 1 min./level or until it attacks. 10 min./level.
- Knock: Opens locked or magically sealed door.
- Levitate: Subject moves up and down at your direction for 1 min./level.

- Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3RD-LEVEL ARCANES SPELLS

- Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
- Dispel Magic: Cancels magical spells and effects.
- Fireball: 1d6 damage per level, 20-ft. radius.
- Fly: Subject flies at speed of 60 ft. for 1 min./level.
- Lightning Bolt: Electricity deals 1d6/level damage.
- Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp that last for 1 hour.

4TH-LEVEL ARCANES SPELLS

- Animate Dead: Creates level X2 HD of undead skeletons or zombies.
- Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.
- Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.
- Dimension Door: Teleports you short distance.
- Polymorph: Gives one willing subject a new form for 1 min./level.
- Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5TH-LEVEL ARCANES SPELLS

- Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.
- Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.
- Feeblemind: Subject's MIND score drops to 1.
- Passwall: Creates passage through wood or stone wall for 1 hour/level.
- Permanency: Makes certain spells permanent.
- Teleport: Instantly transports you as far as 100 miles/level.

6TH-LEVEL ARCANES SPELLS

- Antimagic Field: Negates magic within 10 ft. for 10 min./level.
- Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half

damage.

- Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
- Disintegrate: Destroys one creature or object.
- Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- True Seeing: Lets you see all things as they really are for 1 min./level.

7TH-LEVEL ARCANE SPELLS

- Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
- Ethereal Jaunt: You become ethereal for 1 round/level.
- Finger of Death: Kills one subject.
- Plane Shift: As many as eight subjects travel to another plane.
- Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
- Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8TH-LEVEL ARCANE SPELLS

- Clone: Duplicate awakens when original dies.
- Horrid Wilting: Deals 1d6/level damage within 30 ft.
- Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.
- Irresistible Dance: Forces subject to dance for 1d4+1 rounds.
- Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.
- Trap the Soul: Imprisons subject within gem.

9TH-LEVEL ARCANE SPELLS

- Astral Projection: Projects you and companions onto Astral Plane.
- Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
- Gate: Connects two planes for travel or summoning. Open for 1 round/level.
- Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
- Power Word Kill: Kills one creature

with 100 hp or less.

- Soul Bind: Traps newly dead soul to prevent resurrection.

Divine Spell Book

0-LEVEL DIVINE SPELLS: ORISONS

- Create Water: Creates 2 gallons/level of pure water.
- Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
- Light: Object shines like a torch for 10 min./level.
- Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
- Resistance: Subject gains +1 on saving throws for 1 minute.
- Virtue: Subject gains 1 temporary hp for 1 minute.

1ST-LEVEL DIVINE SPELLS

- Bless: Allies gain +1 on attack rolls and communication MIND checks against fear for 1 min./level.
- Bless Water: Makes holy water.
- Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
- Divine Favour: You gain +1 per three levels on attack and damage rolls for 1 minute.
- Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
- Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2ND-LEVEL DIVINE SPELLS

- Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
- Delay Poison: Stops poison from harming subject for 1 hour/level.
- Gentle Repose: Preserves one corpse.
- Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
- Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3RD-LEVEL DIVINE SPELLS

- Create Food and Water: Feeds three humans (or one horse)/level.
- Cure Serious Wounds: Cures 3d8

damage +1/level (max +15).

- Prayer: Allies get a +1 bonus on most rolls; enemies take a -1 penalty for 1 round/level.
- Remove Disease: Cures all diseases affecting subject.
- Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.
- Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4TH-LEVEL DIVINE SPELLS

- Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
- Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.
- Freedom of Movement: Subject moves normally despite impediments for 10 min./level.
- Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
- Restoration: Restores level and ability score drains.
- Tongues: Speak any language for 10 min./level.

5TH-LEVEL DIVINE SPELLS

- Atonement: Removes burden of misdeeds from subject.
- Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level.
- Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
- Flame Strike: Smite foes with divine fire (1d6/level damage).
- Raise Dead: Restores life to subject who died as long as one day/level ago.
- True Seeing: Lets you see all things as they really are for 1min./level.

6TH-LEVEL DIVINE SPELLS

- Banishment: Banishes 2 HD/level of extraplanar creatures.
- Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
- Harm: Deals 10 points/level damage to target.
- Heal: Cures 10 points/level of damage,

- all diseases and mental conditions.
- Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
- Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7TH-LEVEL DIVINE SPELLS

- Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
- Destruction: Kills subject and destroys remains.
- Ethereal Jaunt: You become ethereal for 1 round/level.
- Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- Restoration, Greater: As restoration, plus restores all levels and ability scores.
- Resurrection: Fully restores a dead subject from a small portion of the corpse.

8TH-LEVEL DIVINE SPELLS

- Antimagic Field: Negates magic within 10 ft. for 10 min./level.
- Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
- Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
- Discern Location: Reveals exact loc of create or object.
- Fire Storm: Deals 1d6/level fire damage.
- Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells

- Astral Projection: Projects you and companions onto Astral Plane.
- Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
- Gate: Connects two planes for travel or summoning. Open for 1 round/level.
- Heal, Mass: As heal, but with several subjects.

- Implosion: Kills one creature/round for 4 rounds or until concentration ends.
- Soul Bind: Traps newly dead soul to prevent resurrection.