

<i>RACE</i>	<i>ADVANTAGES</i>	<i>DISADVANTAGES</i>
Barbarian	+2 Body Points to Start Detect Celestial Magic: 2BP	Double cost for Scholarly skills
Biata	Break Charm: 2BP Resist Charm: 3BP Resist Sleep: 2BP	Cannot buy Read Magic
Dræe	Resist Charm: 3BP Resist Sleep: 2BP Half cost for Archery	-2 Body Points in the day Cannot buy Two Handed Blunt Cannot buy Two Handed Sword
Dwarf	+1 Body Point to Start Resist Poison: 4BP -1 cost for Armorsmith and Weaponsmith	Double cost for Read Magic Cannot buy two handed weapons
Elf	Resist Charm: 3BP Resist Sleep: 2BP Half cost for Archery	-1 Body Point to start Cannot buy Two Handed Blunt Cannot buy Two Handed Sword
Gypsy	Gypsy Curse/Remove Gypsy Curse: 2GP	-
Half Ogre	+2 Body Points to start	Double cost for Scholarly skills
Half Orc	+2 Body Points to start	Double cost for Scholarly skills
Hobling	Resist Poison: 4BP Half cost for Pick Locks Half cost for Disarm Traps	-1 Body Point to start Cannot use two handed weapons Cannot be a Fighter
Mystic Wood Elf	Break Charm: 2BP Resist Charm: 3BP -1 cost for Craftsman (Type)	Must buy "craft" skills each level
Sarr	Resist Poison: 4BP Scenting Ability	Cannot buy blunt weapons or ranged weapons Cannot buy Waylay
Scavenger	Resist Poison: 4BP Scenting Ability	Double cost for Scholarly skills

Total BP			Level	XP/ BP	Body Points			
	-				F	R	S	T
15	-	24	1	3	6	4	3	4
25	-	34	2	7	8	5	4	5
35	-	44	3	12	10	6	4	6
45	-	54	4	18	12	7	5	7
55	-	64	5	25	14	8	6	8
65	-	74	6	33	16	9	6	9
75	-	84	7	42	18	10	7	10
85	-	94	8	52	20	11	8	11
95	-	104	9	63	22	12	8	12
105	-	114	10	75	24	13	9	13
115	-	124	11	88	26	14	10	14
125	-	134	12	102	28	15	10	15
135	-	144	13	117	30	16	11	16
145	-	154	14	133	32	17	12	17
155	-	164	15	150	34	18	12	18
165	-	174	16	168	36	19	13	19
175	-	184	17	187	38	20	14	20
185	-	194	18	207	40	21	14	21
195	-	204	19	228	42	22	15	22
205	-	214	20	250	44	23	16	23
215	-	224	21	273	46	24	16	24
225	-	234	22	297	48	25	17	25
235	-	244	23	322	50	26	18	26
245	-	254	24	348	52	27	18	27
255	-	264	25	375	54	28	19	28
265	-	274	26	403	56	29	20	29
275	-	284	27	432	58	30	20	30
285	-	294	28	462	60	31	21	31
295	-	304	29	493	62	32	22	32
305	-	314	30	525	64	33	22	33

Minutes	No Killing Blow		Killing Blow
	Unconscious (at 0)	Dying (at -1)	
1	Any healing will work	First Aid brings to 0 (unconscious); Any healing will work	Life spell needed
2		Must be resurrected	
3			Life spell needed
4			
5			Life spell needed
6			
7			Life spell needed
8			
9			Life spell needed
10		Life spell needed	
11	Regains consciousness with 1 Body Point		

XP	XP/BP	B	L	XP	XP/BP	B	L		
0 -	2	3	15	1	160 -	171	12	40	3
3 -	5	3	16	1	172 -	183	12	41	3
6 -	8	3	17	1	184 -	195	12	42	3
9 -	11	3	18	1	196 -	207	12	43	3
12 -	14	3	19	1	208 -	219	12	44	3
15 -	17	3	20	1	220 -	237	18	45	4
18 -	20	3	21	1	238 -	255	18	46	4
21 -	23	3	22	1	256 -	273	18	47	4
24 -	26	3	23	1	274 -	291	18	48	4
27 -	29	3	24	1	292 -	309	18	49	4
30 -	36	7	25	2	310 -	327	18	50	4
37 -	43	7	26	2	328 -	345	18	51	4
44 -	50	7	27	2	346 -	363	18	52	4
51 -	57	7	28	2	364 -	381	18	53	4
58 -	64	7	29	2	382 -	399	18	54	4
65 -	71	7	30	2	400 -	424	25	55	5
72 -	78	7	31	2	425 -	449	25	56	5
79 -	85	7	32	2	450 -	474	25	57	5
86 -	92	7	33	2	475 -	499	25	58	5
93 -	99	7	34	2	500 -	524	25	59	5
100 -	111	12	35	3	525 -	549	25	60	5
112 -	123	12	36	3	550 -	574	25	61	5
124 -	135	12	37	3	575 -	599	25	62	5
136 -	147	12	38	3	600 -	624	25	63	5
148 -	159	12	39	3	625 -	649	25	64	5

XP	XP/BP	B	L	XP	XP/BP	B	L		
650 -	682	33	65	6	1660 -	1711	52	90	8
683 -	715	33	66	6	1712 -	1763	52	91	8
716 -	748	33	67	6	1764 -	1815	52	92	8
749 -	781	33	68	6	1816 -	1867	52	93	8
782 -	814	33	69	6	1868 -	1919	52	94	8
815 -	847	33	70	6	1920 -	1982	63	95	9
848 -	880	33	71	6	1983 -	2045	63	96	9
881 -	913	33	72	6	2046 -	2108	63	97	9
914 -	946	33	73	6	2109 -	2171	63	98	9
947 -	979	33	74	6	2172 -	2234	63	99	9
980 -	1021	42	75	7	2235 -	2297	63	100	9
1022 -	1063	42	76	7	2298 -	2360	63	101	9
1064 -	1105	42	77	7	2361 -	2423	63	102	9
1106 -	1147	42	78	7	2424 -	2486	63	103	9
1148 -	1189	42	79	7	2487 -	2549	63	104	9
1190 -	1231	42	80	7	2550 -	2624	75	105	10
1232 -	1273	42	81	7	2625 -	2699	75	106	10
1274 -	1315	42	82	7	2700 -	2774	75	107	10
1316 -	1357	42	83	7	2775 -	2849	75	108	10
1358 -	1399	42	84	7	2850 -	2924	75	109	10
1400 -	1451	52	85	8	2925 -	2999	75	110	10
1452 -	1503	52	86	8	3000 -	3074	75	111	10
1504 -	1555	52	87	8	3075 -	3149	75	112	10
1556 -	1607	52	88	8	3150 -	3224	75	113	10
1608 -	1659	52	89	8	3225 -	3299	75	114	10

XP	XP/BP	B	L	XP	XP/BP	B	L		
3300 -	3387	88	115	11	5785 -	5901	117	140	13
3388 -	3475	88	116	11	5902 -	6018	117	141	13
3476 -	3563	88	117	11	6019 -	6135	117	142	13
3564 -	3651	88	118	11	6136 -	6252	117	143	13
3652 -	3739	88	119	11	6253 -	6369	117	144	13
3740 -	3827	88	120	11	6370 -	6502	133	145	14
3828 -	3915	88	121	11	6503 -	6635	133	146	14
3916 -	4003	88	122	11	6636 -	6768	133	147	14
4004 -	4091	88	123	11	6769 -	6901	133	148	14
4092 -	4179	88	124	11	6902 -	7034	133	149	14
4180 -	4281	102	125	12	7035 -	7167	133	150	14
4282 -	4383	102	126	12	7168 -	7300	133	151	14
4384 -	4485	102	127	12	7301 -	7433	133	152	14
4486 -	4587	102	128	12	7434 -	7566	133	153	14
4588 -	4689	102	129	12	7567 -	7699	133	154	14
4690 -	4791	102	130	12	7700 -	7849	150	155	15
4792 -	4893	102	131	12	7850 -	7999	150	156	15
4894 -	4995	102	132	12	8000 -	8149	150	157	15
4996 -	5097	102	133	12	8150 -	8299	150	158	15
5098 -	5199	102	134	12	8300 -	8449	150	159	15
5200 -	5316	117	135	13	8450 -	8599	150	160	15
5317 -	5433	117	136	13	8600 -	8749	150	161	15
5434 -	5550	117	137	13	8750 -	8899	150	162	15
5551 -	5667	117	138	13	8900 -	9049	150	163	15
5668 -	5784	117	139	13	9050 -	9199	150	164	15

XP	XP/BP	B	L	XP	XP/BP	B	L		
9200 -	9367	168	165	16	13785 -	13991	207	190	18
9368 -	9535	168	166	16	13992 -	14198	207	191	18
9536 -	9703	168	167	16	14199 -	14405	207	192	18
9704 -	9871	168	168	16	14406 -	14612	207	193	18
9872 -	10039	168	169	16	14613 -	14819	207	194	18
10040 -	10207	168	170	16	14820 -	15047	228	195	19
10208 -	10375	168	171	16	15048 -	15275	228	196	19
10376 -	10543	168	172	16	15276 -	15503	228	197	19
10544 -	10711	168	173	16	15504 -	15731	228	198	19
10712 -	10879	168	174	16	15732 -	15959	228	199	19
10880 -	11066	187	175	17	15960 -	16187	228	200	19
11067 -	11253	187	176	17	16188 -	16415	228	201	19
11254 -	11440	187	177	17	16416 -	16643	228	202	19
11441 -	11627	187	178	17	16644 -	16871	228	203	19
11628 -	11814	187	179	17	16872 -	17099	228	204	19
11815 -	12001	187	180	17	17100 -	17349	250	205	20
12002 -	12188	187	181	17	17350 -	17599	250	206	20
12189 -	12375	187	182	17	17600 -	17849	250	207	20
12376 -	12562	187	183	17	17850 -	18099	250	208	20
12563 -	12749	187	184	17	18100 -	18349	250	209	20
12750 -	12956	207	185	18	18350 -	18599	250	210	20
12957 -	13163	207	186	18	18600 -	18849	250	211	20
13164 -	13370	207	187	18	18850 -	19099	250	212	20
13371 -	13577	207	188	18	19100 -	19349	250	213	20
13578 -	13784	207	189	18	19350 -	19599	250	214	20

Trades and Crafts	F	R	S	T	Prerequisite
Alchemy	6	3	4	5	Herbal Lore
Armorsmith	3	4	4	3	
Craftsman (Type)	3	3	3	3	
Create Potion	6	5	3	4	Any 4 <sup>th</sup> Level Earth Spell
Create Scroll	6	5	3	4	Any 4 <sup>th</sup> Level Celestial Spell
Create Trap	6	3	4	5	Disarm/Arm Trap
Disarm/Arm Trap	9	3	6	9	
Evaluate Item	6	3	6	6	
Herbal Lore	6	3	4	5	Read and Write
Pick Locks	9	3	9	9	
Weaponsmith	3	4	4	3	Read and Write
Racial Abilities	F	R	S	T	Prerequisite
Break Charm	2	2	2	2	Biata, Mystic Wood Elf
Detect Celestial Magic	2	2	2	2	Barbarian
Gypsy Curse / Remove Gypsy Curse	2	2	2	2	Gypsy
Resist Charm	3	3	3	3	Biata, Drae, Elf, Mystic Wood Elf
Resist Poison	4	4	4	4	Dwarf, Hobling, Sarr, Scavenger
Resist Sleep	2	2	2	2	Biata, Drae, Elf
Weapons and Armor	F	R	S	T	Prerequisite
Archery	6	10	15	12	
One Handed Blunt	3	4	8	5	
One Handed Edged	5	5	10	7	
Polearm	8	10	12	10	
Shield	5	10	15	7	
Small Weapon	2	2	2	2	
Staff	4	4	4	4	
Thrown Weapon	4	4	4	4	
Two Handed Blunt	6	8	12	8	
Two Handed Sword	8	12	16	12	
Florentine	6	6	12	8	A weapon skill
Style Master	10	15	20	15	A weapon skill
Two Weapons	2	4	4	4	Florentine
Weapon Master	15	18	20	18	
One Handed Weapon Master	8	10	14	10	
Two Handed Weapon Master	12	14	18	14	
Wear Extra Armor	2	2	4	2	
Scholarly Skills	F	R	S	T	Prerequisite
Read and Write	6	6	3	3	
Read Magic	8	6	4	4	Read and Write
Healing Skills	F	R	S	T	Prerequisite
First Aid	4	3	2	2	None
Healing Arts	4	3	2	2	Read and Write and First Aid

Celestial Magic (Primary)	F	R	S	T	Prerequisite
C.M. Level 1	3	2	1	1	Read Magic
C.M. Level 2	3	2	1	1	C.M. Level 1
C.M. Level 3	6	4	2	2	C.M. Level 2
C.M. Level 4	6	4	2	3	C.M. Level 3
C.M. Level 5	9	6	3	3	C.M. Level 4
C.M. Level 6	9	6	3	4	C.M. Level 5
C.M. Level 7	12	8	4	5	C.M. Level 6
C.M. Level 8	12	8	4	5	C.M. Level 7
C.M. Level 9	15	10	5	6	C.M. Level 8
Formal C.M.	12	8	4	4	C.M. Level 9
Celestial Magic (Secondary)	F	R	S	T	Prerequisite
C.M. Level 1	6	4	2	2	Read Magic
C.M. Level 2	6	4	2	2	C.M. Level 1
C.M. Level 3	12	8	4	4	C.M. Level 2
C.M. Level 4	12	8	4	6	C.M. Level 3
C.M. Level 5	18	12	6	6	C.M. Level 4
C.M. Level 6	18	12	6	8	C.M. Level 5
C.M. Level 7	24	16	8	10	C.M. Level 6
C.M. Level 8	24	16	8	10	C.M. Level 7
C.M. Level 9	30	20	10	12	C.M. Level 8
Formal C.M.	24	16	8	8	C.M. Level 9
Earth Magic (Primary)	F	R	S	T	Prerequisite
E.M. Level 1	3	2	1	1	Healing Arts
E.M. Level 2	3	2	1	1	E.M. Level 1
E.M. Level 3	6	4	2	2	E.M. Level 2
E.M. Level 4	6	4	2	3	E.M. Level 3
E.M. Level 5	9	6	3	3	E.M. Level 4
E.M. Level 6	9	6	3	4	E.M. Level 5
E.M. Level 7	12	8	4	5	E.M. Level 6
E.M. Level 8	12	8	4	5	E.M. Level 7
E.M. Level 9	15	10	5	6	E.M. Level 8
Formal E.M.	12	8	4	4	E.M. Level 9
Earth Magic (Secondary)	F	R	S	T	Prerequisite
E.M. Level 1	6	4	2	2	Healing Arts
E.M. Level 2	6	4	2	2	E.M. Level 1
E.M. Level 3	12	8	4	4	E.M. Level 2
E.M. Level 4	12	8	4	6	E.M. Level 3
E.M. Level 5	18	12	6	6	E.M. Level 4
E.M. Level 6	18	12	6	8	E.M. Level 5
E.M. Level 7	24	16	8	10	E.M. Level 6
E.M. Level 8	24	16	8	10	E.M. Level 7
E.M. Level 9	30	20	10	12	E.M. Level 8
Formal E.M.	24	16	8	8	E.M. Level 9

<b>Fighting Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
1 <sup>st</sup> Set Critical Attack #1	3	4	8	3	Weapon skill
1 <sup>st</sup> Set Crit Att #2	3	4	8	3	1 <sup>st</sup> Set Crit Att #1
1 <sup>st</sup> Set Crit Att #3	3	4	8	3	1 <sup>st</sup> Set Crit Att #2
1 <sup>st</sup> Set Crit Att #4	3	4	8	3	1 <sup>st</sup> Set Crit Att #3
Weapon Proficiency +1	3	4	8	3	1 <sup>st</sup> Set Crit Att #4
2 <sup>nd</sup> Set Crit Att #1	3	4	8	4	Weapon Prof +1
2 <sup>nd</sup> Set Crit Att #2	3	4	8	4	2 <sup>nd</sup> Set Crit Att #1
2 <sup>nd</sup> Set Crit Att #3	3	4	8	4	2 <sup>nd</sup> Set Crit Att #2
2 <sup>nd</sup> Set Crit Att #4	3	4	8	4	2 <sup>nd</sup> Set Crit Att #3
Weapon Prof +2	3	4	8	4	2 <sup>nd</sup> Set Crit Att #4
Additional Crit Attacks	3	4	8	5	Weapon Prof +2
Weapon Prof +3 and up	3	4	8	5	Additional Crit Attacks
1 <sup>st</sup> Crit Slay / Parry	10	15	20	15	Weapon Prof +2
2 <sup>nd</sup> Crit Slay / Parry	10	15	20	15	Weapon Prof +4
1 <sup>st</sup> Set Master Crit Att #1	3	4	8	4	Weapon skill
1 <sup>st</sup> Set Master Crit Att #2	3	4	8	4	1 <sup>st</sup> Set Master Crit Att #1
1 <sup>st</sup> Set Master Crit Att #3	3	4	8	4	1 <sup>st</sup> Set Master Crit Att #2
1 <sup>st</sup> Set Master Crit Att #4	3	4	8	4	1 <sup>st</sup> Set Master Crit Att #3
Master Prof +1	5	7	12	7	1 <sup>st</sup> Set Master Crit Att #4
2 <sup>nd</sup> Set Master Crit Att #1	3	4	8	4	Master Prof +1
2 <sup>nd</sup> Set Master Crit Att #2	3	4	8	4	2 <sup>nd</sup> Set Master Crit Att #1
2 <sup>nd</sup> Set Master Crit Att #3	3	4	8	4	2 <sup>nd</sup> Set Master Crit Att #2
2 <sup>nd</sup> Set Master Crit Att #4	3	4	8	4	2 <sup>nd</sup> Set Master Crit Att #3
Master Prof +2	5	8	12	8	2 <sup>nd</sup> Set Master Crit Att #4
Additional Master Crit Attacks	3	6	8	6	Master Prof +2 or greater
Master Prof +3 and up	5	8	12	8	Additional Master Crit Att 4
1 <sup>st</sup> Master Crit Slay / Parry	13	18	25	18	Master Prof +2
2 <sup>nd</sup> Master Crit Slay / Parry	13	18	25	18	Master Prof +4
<b>Stealth Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisite</b>
Waylay	12	6	12	12	None
1 <sup>st</sup> Set Back Attack #1	6	3	6	6	Weapon skill
1 <sup>st</sup> Set Back Att #2	6	3	6	6	1 <sup>st</sup> Set Back Att #1
1 <sup>st</sup> Set Back Att #3	6	3	6	6	1 <sup>st</sup> Set Back Att #2
1 <sup>st</sup> Set Back Att #4	6	3	6	6	1 <sup>st</sup> Set Back Att #3
Backstab +2	6	3	6	6	1 <sup>st</sup> Set Back Att #4
2 <sup>nd</sup> Set Back Att #1	6	3	6	6	Backstab +2
2 <sup>nd</sup> Set Back Att #2	6	3	6	6	2 <sup>nd</sup> Set Back Att #1
2 <sup>nd</sup> Set Back Att #3	6	3	6	6	2 <sup>nd</sup> Set Back Att #2
2 <sup>nd</sup> Set Back Att #4	6	3	6	6	2 <sup>nd</sup> Set Back Att #3
Backstab +4	6	3	6	6	2 <sup>nd</sup> Set Back Att #4
Additional Set Back Att #1-4	6	3	6	6	Backstab +4
Assassinate / Dodge	20	10	20	20	Backstab +4
Second Assassinate / Dodge	20	10	20	20	Backstab +8
Third Assassinate / Dodge	20	10	20	20	Backstab +12

POTIONS			
Awaken	16	Elemental Shield	24
Bless	4	Greater Bless	12
Cause Critical Wounds	24	Magic Armor	8
Cause Disease	12	Purify Blood	20
Cause Light Wounds	4	Reflect Magic	32
Cause Mortal Wounds	32	Release	20
Cause Serious Wounds	16	Remove Curse	28
Cause Wounds	8	Remove Weakness	12
Cure Critical Wounds	24	Restore Limb	28
Cure Disease	12	Shield Magic	20
Cure Light Wounds	4	Sleep	24
Cure Mortal Wounds	32	Taint Blood	20
Cure Serious Wounds	16	Unparalyze	32
Cure Wounds	8	Weakness	12
Curse	28	Wither Limb	28
Dispel Magic	32		

SCROLLS			
Awaken	16	Lightning Storm	24
Bind	16	Magic Armor	8
Delayed Endow	8	Magic Missile	4
Destroy	24	Pin	8
Detect Magic	8	Reflect Magic	32
Disarm	4	Release	20
Dispel Magic	32	Repel	8
Dragon's Breath	32	Shatter	12
Enchanted Blade	24	Shield	4
Endow	4	Shield Magic	20
Flame Blade	16	Shun	16
Flame Bolt	16	Sleep	24
Greater Shield	12	Wall of Force	28
Ice Bolt	12	Web	20
Ice Storm	28	Wizard's Lock	32
Lightning Bolt	8		

ALCHEMY	C	I	G
Alchemical Solvent	8		
Antidote (Contact)		8	
Antidote (Gas)		16	
Antidote (Ingested)		20	
Berserk		40	
Cause Damage		8	12
Cause Light Damage		4	8
Cause Serious Damage		16	20
Cure Light Damage		4	
Death		36	
Dominate			32
Enslavement		40	
Antidote			
Euphoria		40	
Antidote			
Feeblemind		24	28
Forget-it-Well		40	
Forget-Me-Not		28	
Hallucinoid		8	
Instant Death		40	
Intoxicant		2	
Laugh		20	24
Liquid Light	4		
Love		12	
Love Potion #9		40	
Nausea		20	24
Oil of Slipperiness	20		
Paralysis		32	36
Paranoia		8	12
Paste of Stickiness	20		
Poison Shield		16	
Sleep		24	28
Slow Poison		12	
Vertigo		20	24
Vorpal Coating 2	4		
Vorpal Coating 4	12		
Vorpal Coating 6	20		
Weakness		12	16

WEAPONS			
Bludgeon	4	Shield	8
Bow	12	Short Axe	16
Crossbow	12	Short Hammer	12
Dagger	4	Short Mace	12
Hatchet	4	Short Sword	20
Javelin	8	Silvering a Weapon	10
Long Axe	20	Spear	12
Long Hammer	16	Staff	4
Long Mace	16	Strengthening a Weapon	80
Long Sword	24	Throwing Dagger	4
Polearm	32	2 Handed Blunt	32
Quiver of Arrows / Bolts (Quantity 20)	4	2 Handed Sword	36
Sap	4		

ARMOR			
1	1	12	24
2	2	13	28
3	3	14	32
4	4	15	36
5	6	16	40
6	8	17	45
7	10	18	50
8	12	19	55
9	15	20	60
10	18	21	66
11	21	22	72

Trap Damage	Fire/Acid (cubic inches)	Explosive (cubic inches)
12	8	-
13-16	16	24
17-20	32	52
21-24	64	114
25-28	128	250
29-32	256	548
33-36	512	1208
37-40	1024	2656

TRAPS		
Weapon	2-40 points	2/point
Fire & Acid	12-40 points	2/point
Explosive	16-40 points	2/point

Level	Celestial	Earth
1	Disarm Endow Magic Missile Shield	Bless Cure/Cause Light Wounds Disarm Trap/Free Undead Light
2	Delayed Endow Detect Magic Lightning Bolt Magic Armor Pin Repel	Cure/Cause Wounds Detect Magic Magic Armor Pin Repel Turn/Control Undead
3	Greater Shield Ice Bolt Shatter	Cure/Cause Disease Greater Bless Harm/Help Undead Shatter Weakness/Remove Weakness
4	Awaken Bind Flame Blade Flame Bolt Shun	Awaken Bind Cure/Cause Wounds Poison Shield Sanctuary/Desecrate Shun
5	Release Shield Magic Silence Web	Purify/Taint Blood Release Shield Magic Silence Web
6	Destroy Enchanted Blade Enflame Lightning Storm Sleep	Cure/Cause Wounds Destroy Elemental Shield Sleep
7	Charm Ice Storm Wall of Force	Charm Curse/Remove Curse Destroy/Create Undead Restore/Wither Limb
8	Confine Dispel Magic Dragon's Breath Reflect Magic Wizard's Lock	Confine Cure/Cause Mortal Wounds Dispel Magic Paralyze/Unparalyze Reflect Magic
9	Circle of Power Duplicate Key Eldritch Blast Imprison Magic Storm Ward	Banish Circle of Power Life/Death

### Spell Verbals

I call forth		
C	1	a Magic Missile
C	2	a Lightning Bolt
C	3	an Ice Bolt
C	4	a Flame Bolt
C	6	a Lightning Storm
C	7	an Ice Storm
C	8	a Dragon's Breath
C	9	a(n) <Flame, Ice, Lightning> Blast
C	9	a Magic Storm

I call forth mystic power to		
C,E	2	Detect Magic
C,E	5	Shield Magic
C,E	8	Dispel Magic
C,E	8	Reflect Magic

I call upon chaos to		
E	1	Cause Light Wounds
E	1	Free Undead
E	2	Cause Wounds
E	2	Control Undead
E	3	Cause Disease
E	3	Help Undead
E	4	Cause Serious Wounds
E	4	Desecrate you
E	5	Taint Your Blood
E	6	Cause Critical Wounds
E	7	Create Undead
E	7	Wither Your <Limb>
E	8	Cause Mortal Wounds

I call upon the earth to		
E	1	Trap Undead
E	1	Cure Light Wounds
E	2	Cure Wounds
E	2	Turn Undead
E	3	Cure Disease
E	3	Harm Undead
E	4	Cure Serious Wounds
E	4	Grant You Sanctuary
E	6	Purify Your Blood
E	6	Cure Critical Wounds
E	7	Destroy Undead
E	7	Restore Your Limb
E	8	Cure Mortal Wounds

I command you to		
C,E	4	Awaken
C,E	4	Shun Me
C,E	5	Silence
C,E	6	Sleep
C,E	7	be Charmed

I curse you with		
E	3	Weakness
E	7	Destruction
E	8	Paralysis

I grant you the gift of		
E	9	Life
E	9	Death

I grant you the power of		
E	1	a Bless
C	1	an Endow
E	1	a Light
C	2	a Delayed Endow
C,E	2	a Magic Armor
E	3	a Greater Bless
C	4	a Flame Blade
E	4	a Poison Shield
C	6	an Enchanted Blade
E	6	an Elemental Shield

I rid you of		
E	3	Weakness
E	7	your Curse
E	8	Paralysis

I summon a force to		
C,E	1	Disarm your <item>
C,E	3	Shatter <item>
C,E	6	Destroy <item>
C	6	Enflame your <item>

With eldritch force I build a		
C	7	Wall
C	8	Wizard's Lock
C,E	9	Circle of Power
C	9	Duplicate Ward Key
C	9	Prison
C	9	Ward...Ward up

With eldritch force I grant you a		
C	1	Shield
C	3	Greater Shield

With mystic force I		
C,E	2	Pin you
C,E	2	Repel you
C,E	4	Bind you
C,E	5	Release you
C,E	5	Web you
C,E	8	Confine you
E	9	Banish you

Spell	School	Level	Potion or Scroll	Duration
Awaken	C&E	4	Potion & Scroll	Instant
Banish	E	9		Instant
Bind	C&E	4	Scroll	Line of Sight
Bless	E	1	Potion	Indefinite
Cause Critical Wounds	E	6	Potion	Instant
Cause Disease	E	3	Potion	Indefinite
Cause Light Wounds	E	1	Potion	Instant
Cause Mortal Wounds	E	8	Potion	Instant
Cause Serious Wounds	E	4	Potion	Instant
Cause Wounds	E	2	Potion	Instant
Charm	C&E	7		1 hour
Circle of Power	C&E	9		1 hour
Confine	C&E	8		Line of Sight
Control Undead	E	2		1 Hour
Create Undead	E	7		1 Hour
Cure Critical Wounds	E	6	Potion	Instant
Cure Disease	E	3	Potion	Instant
Cure Light Wounds	E	1	Potion	Instant
Cure Mortal Wounds	E	8	Potion	Instant
Cure Serious Wounds	E	4	Potion	Instant
Cure Wounds	E	2	Potion	Instant
Curse	E	7	Potion	Indefinite
Death	E	9		Instant
Delayed Endow	C	2	Scroll	Indefinite
Desecrate	E	4		Indefinite
Destroy	C&E	6	Scroll	Instant
Destroy Undead	E	7		Instant
Detect Magic	C&E	2	Scroll	Instant
Disarm	C&E	1	Scroll	5 seconds
Dispel Magic	C&E	8	Potion & Scroll	Instant
Dragon's Breath	C	8	Scroll	Instant
Duplicate Ward Key	C	9		5 Days
Eldritch Blast	C	9		Instant
Elemental Shield	E	6	Potion	Indefinite
Enchanted Blade	C	6	Scroll	Indefinite
Endow	C	1	Scroll	Indefinite
Enflame	C	6		Instant
Flame Blade	C	4	Scroll	Indefinite
Flame Bolt	C	4	Scroll	Instant
Free Undead	E	1		Instant
Greater Bless	E	3	Potion	Indefinite

Greater Shield	C	3	Scroll	Indefinite
Harm Undead	E	3		Instant
Help Undead	E	3		Instant
Ice Bolt	C	3	Scroll	Instant
Ice Storm	C	7	Scroll	Instant
Imprison	C	9		1 Hour
Life	E	9		Instant
Light	E	1		Indefinite
Lightning Bolt	C	2	Scroll	Instant
Lightning Storm	C	6	Scroll	Instant
Magic Armor	C&E	2	Potion & Scroll	Indefinite
Magic Missile	C	1	Scroll	Instant
Magic Storm	C	9		Indefinite
Paralyze	E	8		Line of Sight
Pin	C&E	2	Scroll	Line of Sight
Poison Shield	E	4		Indefinite
Purify Blood	E	5	Potion	Instant
Reflect Magic	C&E	8	Potion & Scroll	Indefinite
Release	C&E	5	Potion & Scroll	Instant
Remove Curse	E	7	Potion	Instant
Remove Weakness	E	3	Potion	Instant
Repel	C&E	2	Scroll	Concentration
Restore Limb	E	7	Potion	Instant
Sanctuary	E	4		Other
Shatter	C&E	3	Scroll	Instant
Shield	C	1	Scroll	Indefinite
Shield Magic	C&E	5	Potion & Scroll	Indefinite
Shun	C&E	4	Scroll	Line of Sight
Silence	C&E	5		10 minutes
Sleep	C&E	6	Potion & Scroll	10 minutes
Taint Blood	E	5	Potion	Indefinite
Trap Undead	E	1		Line of Sight
Turn Undead	E	2		10 minutes
Unparalyze	E	8	Potion	Instant
Wall of Force	C	7	Scroll	5 days
Ward	C	9		5 days
Weakness	E	3	Potion	Indefinite
Web	C&E	5	Scroll	Line of Sight
Wither Limb	E	7	Potion	Instant
Wizard's Lock	C	8	Scroll	5 days

Weapon	Blade/Head		Overall Length		Recommended Pipe Diameter	Max Grip	Min. Tip	Base Dam-age
	Min	Max	Min	Max				
Arrow	-	-	12"	-	-	-	2"	3
Bludgeon	8"	17"	12"	26"	½" CPVC	6"	2"	1
Bolt	-	-	12"	-	-	-	2"	3
Dagger	8"	17"	12"	26"	½" CPVC	6"	2"	1
Hatchet	8"	17"	12"	26"	½" CPVC	6"	2"	1
Javelin	-	-	36"	40"	-	-	2"	2
Long Axe	12"	18"	34"	46"	¾" CPVC	14"	2"	2
Long Hammer	12"	18"	34"	46"	¾" CPVC	14"	2"	2
Long Mace	12"	18"	34"	46"	¾" CPVC	14"	2"	2
Long Sword	25"	36"	34"	46"	¾" CPVC	14"	2"	2
Polearm	18"	24"	60"	72"	1" PVC	36"	3"	3
Sap	8"	17"	12"	26"	½" CPVC	6"	2"	1
Short Axe	12"	18"	26"	34"	½" or ¾" CPVC	14"	2"	2
Short Hammer	12"	*	26"	34"	½" or ¾" CPVC	14"	2"	2
Short Mace	12"	*	26"	34"	½" or ¾" CPVC	14"	2"	2
Short Sword	18"	24"	26"	34"	½" or ¾" CPVC	14"	2"	2
Spear	8"	8"	48"	58"	¾" PVC	30"	2 ½"	2
Staff	-	-	60"	72"	¾" PVC or ¾" Conduit	2 x 9"	2"	2
Throwing Dagger	-	-	12"	18"	-	-	-	1
Two Handed Blunt	18"	*	48"	62"	¾" PVC or 1" PVC	36"	2"	3
Two Handed Sword	40"	48"	50"	62"	¾" PVC	22"	2 ½"	3

- = the maximum volume for a blunt weapon is 2 cubic feet