

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**Swords & Wizardry**

RULES AND ALL EDITIONS BASED ON  
THE ORIGINAL 1974 ROLEPLAYING GAME



MAJESTIC REALMS BESTIARY I  
**Demons & Divine Servants**

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Rules

## **DEMONS**

Demons are those creatures banished to the Abyss by the gods at the end of the Dawn Wars. They are united only by their desire to dominate creation and all those who inhabit it. It was they who created many of the non-human races along with the various animal hybrids and monsters.

### ***The Abyss***

The Abyss was created to be their prison for all eternity. A large island in the middle of the ocean was taken up into a world. Around the Abyss's entrance a Maelstrom was created. Surrounding the Maelstrom are nine towers each topped by one of the Chromatic Crystals. Each chromatic crystal was created by one of the gods. The crystals create a ward preventing any of the demons inhabiting the Abyss from escaping. Gold Dragons live in the towers as wardens to ensure that nobody comes and tries to steal the crystals.

### ***Nature of Demons***

The Demons are those who decided that they knew what was best for all of creation at the beginning of time. One by one each demon decided that the order of the world was wrong and that theirs was the better way. And that way demanded dominion of others and their submission to the demon's will.

When they revealed themselves, they swept away nearly all of those who opposed them and for a time became masters of creation. During their reign they took the race of man and twisted him into new form, seeking to create the perfect servitor races. From these experiments developed all the other known sentient races; Dwarves, Halflings, Orcs, Centaurs, Reptile Men, etc.

Eventually the surviving gods organized the surviving free people. They took in escaped slaves and together an army was built that brought down the demons. With their victory the Abyss was created and the remaining demons were imprisoned.

### ***Good versus Evil***

In the Wilderlands men do good and evil acts. Even the worst villain generally has a human side where kindness and generosity is shown. However there are acts so vile that their execution maims the soul spiritually so. While it is possible to be redeemed after this, it is a long and difficult process not unlike a recovery from a grievous injury. Demons are what they are because they have performed vile acts so often that their souls are only a twisted remnant of what they were born or

created with. As a consequence the vast majority of demons can only view the world as something to dominate. That others are either slaves, threats, or too powerful to challenge at this time.

The Abyss is in a sense an insanity ward created by the Gods to protect the rest of reality from its inmates. The Gods designed it so that maimed souls are naturally drawn inside. It is said that Abyss contains the possibility of hope. That in its deepest and darkest reaches there is way out. The path is said to be harrowing and passes through regions horrifying even to demons. But those who have managed to heal can make it out and pass onto what lies beyond.

Some say that the final barrier is pride. The hurdle is more than acknowledging that the decisions that led to the soul's imprisonment within the Abyss were wrong. The soul has to realize that even the achievements that resulted from those decisions were nothing in light of the evil that was committed. Many souls find that they are unable to acknowledge that their lives were a waste.

### ***The Conjunction of Demons***

A side effect of the crystal is that the ambient mana of the Wilderlands emerges from the crystals in a concentrated form to allow the use of spells. Another more unfortunate side effect is that a willing spell caster can create a channel or portal into the Abyss and bring a demon back into the Wilderlands. Although not as common this can be reversed to allow a spell caster to enter the Abyss. However the spell caster has to be careful in arranging for someone on the outside to reopen the portal to allow him to return.

A summoned demon, regardless of personal power, is a highly dangerous creatures. It possesses knowledge dated to beginning of the world and will use it to achieve its evil ends. Its goal is domination of all life and to do that it will sow evil and discord whenever it can. It will lie, cheat, and deceive the summoner towards these ends.

Most summoned demons won't be in a position to do anything at first. Invariably a conjunction involves the summoner wanting something from the demon. Typical desires are: having the demon as a powerful servant, wanting a piece of knowledge that demon possesses, or desires to reap the benefit of a pact with demons.

### ***Demons as Servants***

Turning a demon into a servant is a difficult task due to the tendency of demons to try to dominate what they view as lesser beings. But magic users of sufficient cunning and power have and can successfully turned a demon into a servant. *Charm Monster* and *Geas* are two spells commonly used to enslave demons on a temporary basis particularly weaker demons. For the long term, the magic users will work to form a limited alliance usually exchanging some measure of freedom for the demon to act in the world for service. Unlike pacts, the magic user is the dominant partner. *Limited Wish* and *Wish* were found not able to control demons, attempting to use these spells to control demons results in the same type of backlash when they are used to interfere with any other being's free will. Something that philosophers and theologians find interesting in regards to demons.

### ***Demons as Sources of Knowledge***

Demons appear to be immortal, there are records going back centuries of magic users dealing with the same demons. Whether this is true, or an elaborate ruse on the part of the demons, magic-user find that various demons possess a vast and extensive understanding of the world. The problem is that demons invariably slant their information to inflict the greatest harm from its use.

### ***Demonic Pacts***

A magic user can make a pact with a demon. The pact will bind the summoner's soul to the abyss so that on death it will be drawn into the maelstrom and imprisoned along with the demonic master. On death, the pact literally transforms the soul into a demon. The benefit of the pact is that the demon will be far more forthcoming with knowledge, and aid. Sometimes the demon will bestow special powers on the summoner. After the pact is made, the summoner's soul now has a demonic taint. This will mark him when it comes to *Detect Evil*, and the sense evil abilities of various holy warriors.

### ***Types of Demons***

The following are the different types of demons. The demon don't have any systematic hierarchy except that which is created by might makes right. The nature of magic has however caused broad categories to evolve. For example scourge demons are typical of powerful demons who focus on combat prowess. Even with the existence of these categories, exceptions abound.

**Demon, Beast**, AC -1[20], HD 11; HP 40; ATK 3; HTB +13 DMG 1d4 (claws x2), 1d6+2 (bite); MV 90'/140' (fly); Save 4; Special: Vicious Fighter, Magical Immunity, Damage Immunity, Cause Discord, Innate Magic; Harvest: Demonic Ichor 400d, 2 viz (tusks); CL/XP 13/2300;  
**Vicious Fighter:** The Beast Demon ferocity gives it a +2 bonus to hit over and above what its hit dice gives. This is reflected in the stat block.  
**Magical Immunity:** Beast Demons are immune to fire and spell casters need to roll 14 or better in order to affect them with a spell.  
**Damage Immunity:** Only magical weapons +1 or better or magic can hurt Beast Demons.  
**Cause Discord:** Can create a *Symbol of Discord* once per day.  
**Innate Magic:** A Beast Demon can cast *Cause Fear*, *Dispel Magic* (use HD for level), and *Polymorph Self* at will.

Beast Demons have a body of a giant gorilla, the head of a boar, and cloven hooves. Along with a small bat wings sprouting from their back. They are ungainly flyers due to their bulk and small wings. In battle, hordes of Beast Demon are sent in as shock troops to break the front lines. Their ferocity and brutality are legendary throughout the Abyss. When unleashed, they like to plant a Symbol of Discord on a unsuspecting village, watch collapse into anarchy as the inhabitants turn on each other and when finally weakened launching an attack, ripping the survivors apart from limb to limb.

**Demon, Fury**, AC 2[17], HD 6; HP 21; ATK 2; HTB +6 DMG 1d6 (short sword). Entangle (whip), MV 120'/240' (fly); Save 11; Special: Entangle, Preternatural Sense, Horrific Appearance, Magical Immunity; Harvest: Demonic Ichor 200d, 1 viz (horns); CL/XP 9/1100;  
**Entangle:** A Fury Demon is able to attack with its whip and entangle its victim. If the saving throw check is fails, victim is bound and unable to move unless it rolls a 20 or better on an Athletic Check.  
**Preternatural Sense:** A Fury Demon is able to *See Invisible*, and *Locate Object* at will.

**Horrific Appearance:** Anybody seeing a Fury Demon must make a saving thrown or run away in terror.  
Magical Immunity: The Fury Demon is immune to both cold and fire, and spell casters have to roll a 16 or better on a 1d20 in order for their spells to effect the demon.

Fury Demons are hunters of escaped slaves and prisoners. Many of them also serve as prison guards for the Demon Lords. Most are female in gender, and all of them have an appearance so hideous that it inspires terror in those who see them. They appear as humans with large bat wings.

**Demon, Horned**, AC -3[22], HD 10; HP 35; ATK 5; HTB +1 DMG 2d6 (pincers x2) 1d3 (claws x2), 1d4+1 (bite), MV 90'; Save 5; Special: Magical Immunity, Aura of Fear, Aura of Darkness Levitation, Shape Change; Harvest: Demonic Ichor 300d, 2 viz (horns); CL/XP 11/1700;

**Magical Immunity:** Horned Demons are immune to fire and spell casters need to roll 13 or better in order to affect them with a spell.

**Aura of Fear:** Their horrific appearances causes anybody seeing one for the first time make a saving throw or run away in fear.

**Aura of Darkness:** A Horned Demon can envelop itself in a cloud of darkness, 20 feet in radius that is impenetrable to normal sight or *Darkvision*.

**Levitation:** A Horned Demon can levitate itself at a rate of 10' per combat round.

**Shape Change:** A Horned Demon can polymorph himself into another form of its size or smaller.

In its natural form, Horned Demons are massive and hideous in appearance. They average ten feet in height. They have goat horns and a general humanoid shape albeit with four arms. Two huge arms ending in pincers and two smaller arms with clawed fingers.

**Demon Lord**, AC -6[25], HD 30; HP 125; ATK 3; HTB +30; DMG 1d8+5 (weapon), 2d6 (tail), 2d8+death (claw) ; MV 120'/240' (fly); Save 18; Magical Immunity, Death Touch, Summon Demonic Minions, Innate Magic, Spellcasting; Harvest: Demonic Ichor 1,000d, 5 viz (body parts); CL/XP 35/5900;

**Magical Immunity:** Demon Lords are immune to fire and to mind affecting magic. Spell casters need to roll 16 or better in order to affect them with a spell.

**Death Touch:** If a Demon Lord is successful with a claw attack then the target must make a saving throw or die instantly.

**Summon Demonic Minions:** A Demon Lord can teleport in 2d6 minions per round.

**Innate Magic:** A Demon Lord can cast *Darkness (15 foot radius)*, *Fear*, *Dispel Magic (30<sup>th</sup> level)*, *ESP*, *Polymorph Self*, and *Suggestion* at will.

**Spellcasting:** A Demon Lord can memorize the following spells: 1<sup>st</sup> Level x6, 2<sup>nd</sup> level x5, 3<sup>rd</sup> level x4, 4<sup>th</sup> level x3, 5<sup>th</sup> Level x2, and 6<sup>th</sup> Level x1. He cast the spells as a 15<sup>th</sup> level caster (equal to ½ of its HD).

This represents the power level of the average Demon Lord. Immensely powerful and old the Demon Lords are the rulers of the Abyss. Many have created magic items to enhance their power. See the below example:

### **Staff of Orcus**

A six foot long quarterstaff with a skull attached at end by gold enchanted bands. It acts as a +3 magic weapon, and does 1d6+3 damage if it hits. If it hits, the target has to make a saving throw or die. It can cast *Animate Dead* at will acting as a 15<sup>th</sup> level caster. This will animate 7d6 skeletons or zombies per round. In addition it allows the wielder to control any undead within line of sight.

### **Typical Spell List**

1<sup>st</sup> Level: *Charm Person*, *Magic Missile x2*, *Protection from Evil*, *Sleep x2*

2<sup>nd</sup> Level: *Detect Evil*, *Invisibility x2*, *Mirror Image*, *Web*

3<sup>rd</sup> Level: *Fireball*, *Haste*, *Hold Person*, *Lightning Bolt*

4<sup>th</sup> Level: *Dimension Door*, *Ice Storm*, *Wall of Fire*

5<sup>th</sup> Level: *Monster Summoning III*, *Teleport*

6<sup>th</sup> Level: *Geas*

Demon Lords differ in appearance and motivations. They all desire dominion and mastery over the Wilderlands although the specifics vary. Whatever their goals are they pursue regardless of the consequences ignoring any spiritual, mental, or physical damage they cause. Some of the known Demon Lords are

### ***Astaroth***

Astaroth collects and studies knowledge about the nature of the cosmology of the Wilderlands. His goal is to leave the world behind and go to wherever the One, the creator of the universe, resides. He believes there is a multitude of universes and want to learn about them. As a consequence he has collected one of the largest libraries in existence. After the Uttermost War this now includes how to escape the Abyss.

### ***Baal***

Baal wants to be supreme ruler, specifically to have legions of slaves toiling to build monuments to his glory. Currently he is one of the most powerful demon lords in the Abyss and has the most troops and resources.

### ***Beleth***

Beleth desires wealth, he is obsessed with collecting unique and rare items and creatures. Obstinate to study but in reality to show off. His knowledge of unique artifacts and their locations exceeds even that of Astaroth.

### ***Demogorgon***

Known as the Tyrant of Terror, like Baal Demogorgon wants to be the supreme ruler. However he more focused on dominating and enslaving individuals rather than monuments and other displays of powers. He takes great pleasure in breaking individuals who are paragons of their profession and turning them into his slaves.

### ***Paimon***

Paimon is a Temptation Demon that achieved the power of a Demon Lord. S/he desires to experience every pain and pleasure in existence. Much of s/he power stems from the vast network of Temptation Demons informers under s/he control.

### ***Orcus***

Orcus desires to master and defeat death. His knowledge has enabled him to become the Lord of the Undead. He bears a special enmity for Hamakhis, the Judge of the Dead. Demon Lord desires Hamakhis' knowledge of the primordial chaos that existed before creation.



**Demon, Scourge.** AC 2[17], HD 9; HP 30; ATK 2; HTB +9 DMG 1d12+2 (sword) Special (whip), MV 60'/150' (fly); Save 6; Special: Whip, Attack, Magic Resistance, Aura of Fire; Harvest: Demonic Ichor 600d, 2 viz (horns); CL/XP 10/1,400;

**Aura of Fire:** Any person within melee range (5 feet) will take 3d6 fire damage.

**Whip Attack:** As a second attack, a Scourge Demon can strike out to 60 feet with its whip and with a successful attack bind its target. On the next round the Scourge Demon can use its second attack to drag the victim within its Aura of Fire.

**Magic Resistance:** The Scourge Demon is immune to spell 5<sup>th</sup> level or below. Spell that are 6<sup>th</sup> level or higher will only effect the Scourge Demon if the caster roll a 16 or higher on a d20.

A Scourge Demon appears as a giant minotaur with bat wings spreading from its back. They are wreathed with hell fire and wield a jagged swords, and a spiked whip. Scourge Demons are known to have lesser demons under their command.

**Demon, Temptation**, AC 9[10], HD 6; HP 21; ATK 2; HTB +6 DMG 1d3 (small claws), MV 120'/180' (fly); Save 11; Special: Demonic Favor, Magical Immunity, Damage Immunity, Aura of Darkness, Drain Vitality, Change Shape, Innate Magic; Harvest: Demonic Ichor 100d, 1 viz (hair); CL/XP 9/1,100;

**Magical Immunity:** Spell casters need to roll 13 or better in order to affect them with a spell.

**Damage Immunity:** Only magical weapons +0 or better or magic can hurt Temptation Demons.

**Drain Vitality:** A Temptation Demon can drain 1d6 points of constitution with its kiss.

**Change Shape:** Can cast *Polymorph Self* at will.

**Aura of Darkness:** A Temptation Demon can envelop itself in a cloud of darkness, 5 feet in radius that is impenetrable to normal sight or *Darkvision*.

**Innate Magic:** A Temptation Demon can cast *Charm Person*, *ESP*, *Clairaudience*, and *Suggestion* at will.

**Demonic Favor:** In the Abyss a Temptation Demon quickly develops a circle of allies, who are enthralled to it through lust. Beast Demons are a favorite target followed by Scourge Demons. Rarely a Temptation Demon will have a Demon Lord as an ally. If the Temptation Demons feels the need they call on their ally and they will appear if it rolls a 13 or better on 1d20. Use the following table to see what type of Demon the Temptation Demon as an ally.

Roll (1d20)	Ally
1-14	Beast Demon
15-18	Scourge Demon
19	Other Demon Type
20	Demon Lord

**Demon, Toad**, AC 0[19], HD 9; HP 32; ATK 3; HTB +9 DMG 1d3 (claws x2), 2d6 (bite); MV 90'/120' (fly); Save 6; Special: Magical Immunity, Preternatural Sense, Aura of Darkness, Innate Magic; Harvest: Demonic Ichor 150d; CL/XP 11/1700;

**Magical Immunity:** Toad Demons are immune to fire and spell casters need to roll 11 or better in order to affect them with a spell.

**Preternatural Sense:** A Toad Demon is able to *See Invisible* at will.

**Aura of Darkness:** A Toad Demon can envelop itself in a cloud of darkness, 20 feet in radius that is impenetrable to normal sight or *Darkvision*.

These are toad-like demons with bat wings. One of the weaker demons, they serve a common soldiers in the armies of the demon lords.

**Demon, Vulture**, AC 1[18], HD 8; HP 28; ATK 5; HTB +8 DMG 1d6 (beak), 1d4 (hand claw x2), 1d6 (feet claws x2); MV 120'/180'; Save 8; Special: Magical Immunity, Aura of Darkness; Harvest: Demonic Ichor 100d; CL/XP 9/1100;

**Magical Immunity:** Vulture Demons are immune to fire and spell casters need to roll 11 or better in order to affect them with a spell.

**Aura of Darkness:** A Temptation Demon can envelop itself in a cloud of darkness, 5 feet in radius that is impenetrable to normal sight or *Darkvision*.

They appear as vulture head humanoids with feathered bodies and huge dark-feathered wings. They can use their wings to hover which allows them to attack with beak, and all sets of claws. They are typical seen as aerial soldiers in the armies of the Demon Lords.

**Demon Warrior**, AC -3[22], HD 8; HP 28; ATK 7; HTB +8 DMG 1d8 (longsword x6), 1d8 (tail); MV 120'; Save 8; Special: Constriction, Magical Immunity, Damage Immunity, Innate Spells; Harvest: Demonic Ichor 500d, 1 viz (tail tip); CL/XP 13/2300;

**Magical Immunity:** Warrior Demons are immune to fire and spell casters need to roll 16 or better in order to affect them with a spell.

**Damage Immunity:** Only magical weapons +1 or better or magic can hurt Warrior Demons.

**Innate Magic:** Warrior Demons can cast *Charm Person*, *Levitate*, and *Polymorph Other* at will.

**Constriction:** A Warrior Demon is able to attack with its tail and bind its victim. If the saving throw check is fails, victim is bound and unable to move unless it rolls a 25 or better on an Athletic Check. For every turn the target it bound the Warrior Demon can constrict and automatically do 1d8 damage.

Warrior demons appear as a handsome/beautiful human with cruel eyes, a six-armed torso along with the lower body of a huge constrictor snake. Most Warrior demons are female. All of them are feared as they are among the Abyss' most effective fighters even over the fiery Scourge Demons. They are often found as generals and commanders in the armies of the Demon Lords. Some are minor lords with their own domains.

**Demon, Wretch**, AC 2[17], HD 4; HP 14; ATK 3; HTB +4 DMG 1d4 (claws x2), 1d6 (bite), MV 90'; Save 13; Special: Foul Odor, Summon Vermin, Teleport, Cause Darkness; Harvest: Demonic Ichor 100d; CL/XP 6/400;

**Foul Odor:** Once a day a wretch can create a cloud of foul odor that will incapacitate anybody within a 20 feet radius if they fail their saving throw.

**Summon Vermin:** Once a day, a wretch can summon 1d4 giant rats.

**Teleport:** Once a day, a wretch can Teleport to any known location or within line of sight.

**Cause Darkness:** Once a day, a wretch can create a cloud of darkness, 20 feet in radius that is impenetrable to normal sight or *Darkvision*.

These malformed humanoid creatures are the remnants of those souls that made demonic pacts, committed evil acts that tied them to the abyss, or demons stripped to their lowest power. These creatures have lost most of their intelligence leaving little more than a high animal cunning.

**Lemures**, AC 7[12], HD 3; HP 10; ATK 1; HTB +3 DMG 1d3 (claws); MV 30'; Save 14; Special: Regenerate; Harvest: 1 viz (body); CL/XP 4/120;  
*Regenerate*: Regenerate 1 hit point per round.

Souls drawn to the abyss due to demonic pacts or committing acts of great evil first manifest as slug like lemures. They appear as three foot long slugs, with tortured human faces and small fore claws. They serve as a form of money within the Abyss some make their way to the Wilderlands as payment by a demon to its summoner.

If a lemure is found within the physical world a vial of holy water will dissolve its body sending the demonic soul back to the Abyss.

**Quasit**, AC 2[17], HD 3; HP 10; ATK 3; HTB +3 DMG 1d2 + poison (claws x2), 1d3 (bite); MV 140'; Save 14; Special: Magical Immunity, Regeneration, Poisonous Claws, Innate Magic; Harvest: Demonic Ichor 50d, Quasit Poison (50d), 1 viz (claws); CL/XP 7/600;

**Magical Immunity**: Spell casters need to roll 6 or better in order to affect them with a spell.

**Regenerate**: Regenerate 1 hit point per round.

**Poisonous Claws**: when hit by the Quasit's claws the target needs to make a saving throw or lose 1 points of Dexterity for 2d6 rounds.

**Innate Magic**: A Quasit can become *Invisible* at will and cast a *Fear* spell once per day.

Quasits appear as small two foot high demonic looking humans. In the abyss they are used as messengers, scribes, and couriers. Quasits are valued as familiars by warlocks and covens for their knowledge of demonic affairs.

## **DIVINE SERVANTS**

After the conclusion of the Dawn Wars the deities decided it was better to withdraw from the world and fulfill their mandate as teachers through faith and religion.

The fact remained that Abyss was physically connected to the world. Even though it was guarded by the Maelstrom, Chromatic Crystals, and the Dragons there was a chance that the barriers would fall and the demons be released and be free to roam. Another danger was the ability to use mana to open a temporary gateway to the Abyss and allow a demon to pass into the Wilderlands. One of the few exceptions to the rule of non-interference by the deities was the release of a Demon Lord.

As a bulwark against these possibilities, some of the hidden refugees created during the Dawn Wars were refurbished, and a handful of new ones created. The Great Lords assigned various lesser and greater servants to these refuges to maintain them. The deities also charged them to maintain a small network of allies and contacts throughout the Wilderlands to combat the arrival of summoned demons.

There also exist a handful of rogues. These divine servants gave into the temptations of the Majestic Wilderlands and abandoned their oaths and duties. While not all these rogues are evil, they jealously guard their freedom and will go to extreme measures to preserve it.

**Divine Servant, Lesser**, AC 0[20], HD 17; HP 55; ATK 1; HTB +17 DMG 2d8 (weapon), MV 210'; Save 3; CL/XP 19/4,100; Special: Spells; Harvest: Divine Ichor 1,000d;

This is a lesser divine servant of one of the deities of the Majestic Wilderlands. When encountered in the Wilderlands typically they are acting as messengers, or guardians.

### ***Magic-User Spells (cast as 9<sup>th</sup> level)***

*Charm Person* (1), *Sleep* (1), *Invisibility* (2), *Mirror Image* (2), *Fireball* (3), *Fly* (3), *Polymorph Other* (4), *Confusion* (4), *Conjure Elemental* (5), *Feeblemind*(5)

### ***Cleric Spells (cast as 10<sup>th</sup> level)***

*Light* (1), *Protection From Evil* (1), *Hold Person* (2), *Speak with Animals* (2), *Cure Disease* (3), *Dispel Magic* (3), *Cure Serious Wounds* (4), *Neutralize Poison* (4), *Finger of Death* (5), *Quest* (5)

**Divine Servant, Greater**, AC -3[22], HD 22; HP 70; ATK 1; HTB +20  
DMG 2d8 (weapon), MV 210'; Save 3; CL/XP 24/5,700; Special: Spells;  
Harvest: Divine Ichor 1,000d;

This is a greater divine servant of one of the deities of the Majestic Wilderlands. They are typically in command of 4d4 lesser divine servants. On average only one greater divine servants are assigned to a region of the Wilderlands. Due to the competing interests of the deities sometime multiple refugees or networks will be established in a region each commanded by a greater divine servant of that deity.

***Magic-User Spells (cast as 16<sup>th</sup> level)***

*Charm Person* (1), *Sleep* (1), *Invisibility* (2), *Mirror Image* (2), *Fireball* (3), *Fly* (3), *Polymorph Other* (4), *Confusion* (4), *Conjure Elemental* (5), *Feeblemind*(5), *Anti-magic Shell* (6), *Stone to Flesh* (6), *Limited Wish* (7), *Power Word Stun* (7).

***Cleric Spells (cast as 16<sup>th</sup> level)***

*Light* (1), *Protection From Evil* (1), *Hold Person* (2), *Speak with Animals* (2), *Cure Disease* (3), *Dispel Magic* (3), *Cure Serious Wounds* (4), *Neutralize Poison* (4), *Finger of Death* (5), *Quest* (5), *Blade Barrier* (6), *Word of Recall* (6), *Earthquake* (7), *Resurrection (Raise Dead Fully)* (7).