LORE

Range: 0 (magic-user only)
Duration: Permanent
Effect: Reveals details of 1 item, place, or person

By means of this spell, the magic-user may gain knowledge of one item, place, or person. If the caster holds the item being studied, the spell takes 1d4 turns to complete, and the magic-user learns the item's name, method of operation and command words (if any), and approximate number of charges (if any, within five of the correct number).

If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each lore spell used, and the spell will not even hint that the object has any other functions. If the spell is being used to investigate a place or person, or an item which the caster is not holding, the spell may take 1d100 days to complete. A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem. The Dungeon Master should reveal only general details if the place is large, or if the person is of great power.

TELEPORT

Range: 10'
Duration: Instantaneous
Effect: Transports one creature with equipment

This spell instantly transports the spell-caster or another recipient to any unoccupied destination on the same plane of existence. Distance does not matter so long as the destination is on the same plane. The recipient arrives at the destination with all equipment he was carrying. An unwilling victim can make a saving throw vs. spell to

avoid the spell effects.

The caster may not deliberately choose a destination he knows to be occupied by a solid object, and he must choose to appear on a surface (such as ground level or the top of a building); he can not choose to appear far up in the air.

Teleporting is dangerous; there is a chance the teleporter will appear in a solid object. The teleporter's chance of arriving safely depends on how carefully the caster has studied the area.

On the chart below, the DM determines how well the caster knows the destination.

Teleport Chances

Knowledge of Destination			Result
Casual	**General**	**Exact**	
01-50	01-80	01-95	**Success**
51-75	81-90	96-99	**Too High**
76-00	91-00	00	**Too Low**

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means.

"General Knowledge" means the caster has been to the area often, or has spent several weeks studying the area magically (via crystal ball, etc.).

"Exact Knowledge" means the caster has made a detailed personal study of the area.

Once the DM has determined how well the character knows the destination, the DM rolls

d%. If the result is "Success," the teleporter arrives exactly where the caster desired.

If the result is "Too High," the recipient arrives 1d10x10' above the desired destination, then falls, taking damage on impact (1d6 points of damage per 10' fallen). (If he had already cast a fly or levitate spell, or already had a flying device operating, he can avoid this damage.)

If the result is "Too Low," the recipient arrives 1d10x10' below the desired location. Any creature teleporting into a solid object is instantly killed unless a vacant area (such as a cave or dungeon) lies at that point (DM's discretion).

DANCE

Range: Touch
Duration: 3 or more rounds
Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The magic-user must touch the victim for the spell to take effect (a normal attack roll). The victim gets no saving throw, and can not attack, use spells (or spell-like abilities), or flee. While dancing, the victim suffers a -4 penalty to his saving throws, and a +4 penalty to his armor class.

The duration is three rounds for a caster of 18th to 20th level; four rounds for levels 21-24, five rounds at levels 25-28, six rounds at levels 29-32, and seven rounds at levels 33-36.

MASS CHARM*

Range:120'
Duration: Special (as charm person spell)
Effect: 30 Levels of creatures

This spell creates the same effect as a charm person or charm monster spell, except that the spell affects 30 levels (or Hit Dice) at once. Each victim may make a saving throw vs. spells to avoid the charm, but with a -2 penalty to the toll. The spell will not affect a creature of 31 of more levels or Hit Dice.

The duration of each charm is determined by the victim's Intelligence (see charm person, above). If the magic-user attacks one of the charmed victims, only that one creature's charm is automatically broken. Any other charmed creatures seeing the attack may make another saving throw, but other creatures' charms are not affected.

The reverse of this spell, remove charm, will unfailingly remove all charm effects within a 20'x 20'x 20' volume. It will also prevent any object in that area from creating charm effects for one turn.