

# O.S.R.I.C.<sup>TM</sup>

## PLAYER'S GUIDE

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Editor-in-Chief  
Stuart Marshall

# OSRIC™ PLAYER'S GUIDE

OLD SCHOOL REFERENCE AND INDEX



Editor-in-Chief  
**Stuart Marshall**

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# EXPLANATORY NOTES AND DEFINITION OF TERMS

The authors envisage that OSRIC will be used primarily by people who are already familiar with 1e-compatible systems, so we have not burdened the following text with long passages of explanation concerning matters probably already familiar to our target audience. Nevertheless, we cannot assume that everyone who uses OSRIC will already be familiar with every term that we use, so we have provided brief explanations of some of the terminology here.

Readers who are familiar with 1e-compatible systems will probably not need to refer to this section and should skip on ahead to the next.

**Attribute;** (also called: Ability Score; Characteristic)—defined in paragraph 1, page 1.

**Character;** A character is an individual featuring in the game. Each player controls one character, save the GM, who controls all the characters not controlled by a player.

**Class;** Characters in OSRIC-compatible games frequently have special skills and talents. (This is always the case with PCs.) These special skills and talents are summarised by describing the individual as a member of a particular character class—"class" for short. See Chapter I for a detailed explanation of character classes.

**Demi-Human;** Demi-humans are human-like creatures generally of good alignment or well-disposed towards humankind. They include elves, dwarfs, gnomes, halflings, and other similar creatures.

**Dice and Notation;** Game and hobby stores often sell dice with varying numbers of sides. If there is no such game or hobby store near you, you can also order them from distributors such as Chessex (<http://www.chessex.com>). You will need a set of such dice in order to play OSRIC.

The abbreviation "d" means "die" or "dice", always printed in conjunction with a subsequent number indicating the number of sides (hence, a traditional cube-shaped die with six sides is called a d6). A number appearing before the "d" indicates how many dice are to be rolled (and if there is no number, it should be assumed to be 1)—hence, "3d8" means "roll three eight-sided dice and sum the total."

You will need at least one d4, d6, d8, d10, d12 and d20 to play OSRIC, and the authors recommend at least one complete set per player. The special notation "d%" means "roll 2d10 and treat the first number as tens and the second number as units", thus generating a random number from 1 to 100. (If both dice show "0", this is interpreted as a roll of "100".)

**GM;** The Game Master ("GM") does not normally have a particular character of his or her own. Instead, he or she is responsible for controlling the remainder of the game universe apart from the player characters. The GM has ultimate power over the game, including the ability to waive or rewrite the rules, and also controls all the Non-Player Characters ("NPCs"—see below) in the game universe. The GM's job is to ensure that the game is entertaining, yet difficult and demanding, for the players.

**Humanoid;** Humanoids are human-like creatures generally of evil alignment or ill-disposed towards humankind, for example, orcs, goblins or hobgoblins.

**Level;** This term has a wide variety of meanings in OSRIC-compatible games. It can refer to a character's progression on his or her experience chart, to a monster's power relative to character level, to the relative power of a spell, or to a particular depth into a dungeon.

**Monster;** "Monster" is sometimes used interchangeably with "NPC"—thus, a wandering "monster" table might include helpful creatures and humans or humanoids. Generally, "NPC" means a human or humanoid character while "monster" could mean any creature the players might encounter.

**Player;** In an OSRIC-compatible game, one participant must be the GM (see above). All the others are referred to as "players". This term is sometimes used to distinguish between a player and his or her character.

**"PC" and "NPC";** "PC" is an abbreviation for "Player Character" and refers to a character controlled by a player. "NPC" is an abbreviation for "Non-Player Character" and refers to a character controlled by the GM.

**Prime Requisite;** The Prime Requisites for a character class are those Attributes which affect its experience point bonus, e.g. strength for fighters, intelligence for magic users, and so on. Classes such as assassin which have no experience point bonus use the most logical attribute. (In the case of assassins, this would be dexterity.)

**Race;** This refers to a character's species (rather than his or her ethnic origin, which is irrelevant to OSRIC-compatible games except in very unusual circumstances). OSRIC-compatible games feature a wide variety of non-human races, some of which (such as elves or dwarfs) can be PCs, but the majority of which (such as dragons) are confined to NPCs only. See Chapter I for a detailed description of the various nonhuman PC races.

**To Hit and Saving Throw Tables;** The numbers indicated on the to hit and saving throw tables are the scores required (or greater) on a d20 for the creature to hit its target or save against an attack of the type indicated.

**Weapon Proficiencies;** Each character class may only have a certain number of "Weapons of Proficiency" at first level. All classes gain additional proficiencies at regular intervals. The weapon proficiencies for each specific class are described in the rules entry pertaining to that class.

The Weapon of Proficiency must be an individual weapon type (e.g. "Longsword" rather than "Sword"). If a character is fighting with a weapon with which he or she is not proficient, the Non-Proficiency Penalty is applied to his or her rolls "to hit."



## PREAMBLE:

### OSRIC—FIRST EDITION REBORN

Much has happened since my friend and colleague Matt Finch wrote the paragraphs below (the ones entitled “Introduction and Purpose”). I think it’s fair to say that Matt wrote these words in fear and hope—fear that the document might not be well-received by the gaming public, balanced by the hope that we would achieve what we always intended: a revival of First Edition in print. I certainly believe that Matt’s fears have been allayed, and his hopes wildly exceeded.

I write this now with the advantage of considerable hindsight, and I can say that OSRIC’s success has gone beyond anything we ever expected. I certainly never expected such demand for a print edition! And neither did I expect to receive so much help in drafting it.

This document is a collaborative work from more than twenty artists, editors and authors, who have given freely of their time and expertise to bring it to you. I am immensely proud of it.

There have been challenges along the way, and doubtless there are more to come, but nevertheless, OSRIC has reached the stage where I feel I can truly describe it as: First Edition Reborn. I hope there remain new heights to reach.

I cannot thank everyone I ought to thank, or this book would be much longer. Writing OSRIC has been such a huge project, involving so many people, that it is quite beyond me to express my gratitude to every single one of you. So I hope you will forgive me for simply saying, if you contributed to OSRIC in some way—large or small, with advice, suggestions, or merely a kindly word of encouragement—then, thank you!

— *Stuart Marshall*



## INTRODUCTION AND PURPOSE

This document represents a compilation of rules for old school-style fantasy gaming. The book is intended to reproduce underlying rules used in the late 1970s to early 1980s, which being rules are not subject to copyright, without using any of the copyrighted “artistic presentation” originally used to convey those rules. In creating this new “artistic presentation,” we have made use of the System Reference Document produced by Wizards of the Coast (“WOTC”).

The reason for going back to square one and restating the underlying rules is simple. It allows old school publishers (both commercial and fans) to reference the rules set forth in this document without making reference to any protected trademark. (This document is trademarked, but the use of the trademark is permitted under the terms of the OSRIC Open License—see below). By using this document in tandem with the Open Game License (“OGL”) of WOTC, a publisher should be able to create products for old-school fantasy gaming and clearly refer to this particular rule set without violating the terms of the OGL.

Thus, in many ways, this entire book is nothing more than a tool for old-school writers, a stepping stone to put the original, non-copyrightable portion of the old-school rules into an open license, as permitted by law. Great pains have been taken to ensure that we have used none of the original artistic presentation, for we have the greatest possible respect for the authors who originally created these games.

We considered the non-copyrightable rules to be the numerical algorithms that would be in a computer version of the game (most precedent in the area of game copyrights has come from computer games, not RPGs), and have included these and the relations between the results of the formulae. “To hit” numbers are a clear example. On the other hand, level titles other than “name” level are clearly artistic presentation and are excluded.

When “name” level does not create a numerical effect such as taxes from a stronghold or the ability to improve fighting power with followers, we have not used name level titles, even though the titles themselves are generic words.

In a few cases you may find that rules themselves have been clarified, or are more based on the SRD than on original rules (when it was difficult to separate rules from artistic presentation). The greatest difference is in the inclusion of some random factors into the experience progression.



**ABILITY SCORES**

A character's basic attributes are represented in the game by six "ability scores." These abilities are Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). The first three represent the character's physical qualities, and the second three his or her mental ones. Each of these abilities is represented by a number from 3-18, the higher the better. The Game Master ("GM") will decide how you should generate these scores. For a truly brutal game, characters are generated using 3d6 for each ability in order. Because these numbers will be relatively low (compared to other methods for generating scores, described hereafter) and cannot be switched around, the players will be forced to use their utmost skill in creating a party of adventurers from whatever raw material the dice hand to them.

Many GMs will allow the players to roll up six ability scores and then decide which scores will go with which ability. This gives the players more flexibility to create a good party and to decide among themselves who will be playing which class. A player may come to the table wanting to play a particular type of character, and unless the gamers agree that they want to test their skills with a completely random challenge it is usually

best to let the players take on the fantasy roles that satisfy them most.

As well as eliminating or reducing the randomness of a character's strengths and weaknesses, the GM may also allow players a bit of a numerical advantage. Many GMs permit ability scores to be rolled using 4d6, dropping the result of the lowest die. This method, obviously, will tend to result in higher scores.

**STRENGTH**

Strength ("Str") is a measure of physical power, and is the most important attribute for fighters. If a fighter, paladin, or ranger character rolls an 18 strength, the player then rolls a d%, and that number is added as a decimal, or percentage, to the 18 strength. (See the table below for details.) A roll of 00 on the percentage die indicates a strength score of 19. Members of other classes cannot naturally gain strength in excess of 18.

The following table summarises the bonuses and penalties for strength scores. Note that an "Extraordinary Success" indicates the possibility for extremely strong characters to perform exceptional or normally impossible feats of strength, such as opening a door which is held closed by some relatively minor magic rather than a lock.

<b>Strength</b>	<b>Bonus to Hit</b>	<b>Bonus to Damage</b>	<b>Encumbrance Adjustment (in lbs)</b>	<b>Minor Tests, e.g. forcing doors (chance on d6)</b>	<b>Major Tests, e.g. bending bars and lifting portcullis (chance on d%)</b>
3	-3	-1	-35	1	0
4-5	-2	-1	-25	1	0
6-7	-1	0	-15	1	0
8-9	0	0	0	1-2	1
10-11	0	0	0	1-2	2
12-13	0	0	+10	1-2	4
14-15	0	0	+20	1-2	7
16	0	+1	+35	1-3	10
17	+1	+1	+50	1-3	13
18	+1	+2	+75	1-3	16
18.01-18.50	+1	+3	+100	1-3	20
18.51-18.75	+2	+3	+125	1-4	25
18.76-18.90	+2	+4	+150	1-4	30
18.91-18.99	+2	+5	+200	1-4 (1 in 6 extraordinary success)	35
19	+3	+6	+300	1-5 (1 in 6 extraordinary success)	40

**DEXTERITY**

Dexterity (“Dex”) is a measure of the character’s speed, hand-eye coordination, and nimbleness of foot. It affects the accuracy of missile fire and the character’s ability to dodge blows, so a high dexterity score can be extremely useful to characters of any class. It is the most important ability score for thieves.



Except in surprise situations, dexterity does not modify the initiative roll in melee combat. However, it may modify initiative in missile combat (see “Combat”).

Dexterity	Surprise Bonus	Missile Bonus to Hit	AC Adjustment
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	0	0	+1
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
18	+3	+3	-4
19	+3	+3	-4

**CONSTITUTION**

Constitution (“Con”) is a measure of the character’s overall health and vitality. A high constitution score can give the character bonus hit points (“hp”), so it is a desirable score for any character class. Constitution is also important in two other regards, for it determines both a character’s ability to survive being raised from the dead (Survive Resurrection/Raise Dead) and to survive a traumatic magical change in form, such as that caused by a polymorph spell (Survive System Shock).

Constitution	Hit Point Bonus per Die	Survive Resurrection/Raise Dead (d%)	Survive System Shock (Minor Test) (d%)
3	-2	40	35
4	-1	45	40
5	-1	50	45
6	-1	55	50
7	0	60	55
8	0	65	60
9	0	70	65
10	0	75	70
11	0	80	75
12	0	85	80
13	0	90	85
14	0	92	88
15	+1	94	91
16	+2	96	95
17	+2 (+3 for Fighters, Paladins, and Rangers)	98	97
18	+2 (+4 for Fighters, Paladins, and Rangers)	100	99
19	+2 (+5 for Fighters, Paladins and Rangers)	100	99

**INTELLIGENCE**

Intelligence (“Int”) is a measure of a character’s raw mental power—his or her ability to calculate, recall facts, and solve abstract problems. It is the most important attribute for magic users and



illusionists. Intelligence also determines how many additional languages the character may learn beyond those he or she knows at the start of play.

Characters with intelligence higher than 18 are not affected by certain spells of the illusion type (whether cast by a magic user, cleric, illusionist, etc.). A character with intelligence 19 is immune to the effects of first level illusion spells. If a character were somehow to attain the godly intelligence of 20, he or she would also be immune to second level illusion spells, and so on.

Intelligence	Maximum Additional Languages
3	0
4	0
5	0
6	0
7	0
8	1
9	1
10	2
11	2
12	3
13	3
14	4
15	4
16	5
17	6
18	7
19	8

many ways, a measure of the “sixth sense.” Wisdom is the most important attribute for clerics and druids.



*“It didn’t work.”*

**WISDOM**

A character’s wisdom score (“Wis”) indicates how “in tune” the character is with his or her surroundings. This translates not only to general awareness, but also to mystical attunement and the ability to understand peoples’ motives. It is, in

Wisdom	Mental Saving Throw Bonus
3	-3
4	-2
5	-1
6	-1
7	-1
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	+1
16	+2
17	+3
18	+4
19	+5

## CHARISMA

Charisma (“Cha”) determines the character’s maximum number of henchmen (see Chapter III), the henchmen’s loyalty (which is also applied as a modifier to the henchmen’s morale scores, see “Morale” in Chapter III) and a Reaction Bonus. The Reaction Bonus should be added to the d% roll which indicates how an NPC or creature reacts to negotiation approaches; scores under 30% will generally indicate hostility or attacks, while higher scores may indicate a willingness to negotiate or even make friends. Note that a character is not always permitted a Reaction roll, since some creatures will be hostile irrespective of the character’s charisma, and of course any negotiation approaches must be made in a language that the creature understands.

Charisma does not determine the outcome of negotiations, although it will affect them. The GM may well wish to roleplay through the encounter and determine the creature or NPC’s reactions based on what the player says rather than the scores on the character sheet.

For players who understand the importance of henchmen and use them intelligently, charisma is the most important attribute in OSRIC.

Charisma	Maximum Henchmen	Loyalty Bonus (d%)	Reaction Bonus (d%)
3	1	-30	-25
4	1	-25	-20
5	2	-20	-15
6	2	-15	-10
7	3	-10	-5
8	3	-5	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+5
14	6	+5	+10
15	7	+15	+15
16	8	+20	+25
17	10	+30	+30
18	15	+40	+35
19	20	+50	+40



## CHARACTER RACES

A character’s race is a matter for the creating player’s choice, from all the races for which the character qualifies by virtue of his or her ability scores. It is possible for a player voluntarily to lower an ability score in order to qualify for a desired race, but not to raise it for the same reason unless the GM grants special permission.

**A note on starting ages and aging:** It is a matter for the GM’s discretion whether to adjust a character’s ability scores based on the character’s age. Some GMs add to constitution, and sometimes strength, and subtract from wisdom for younger characters, and make the converse change for older ones.

**A note on racial languages:** Demi-humans usually begin with several “free” languages. None may learn more than two additional languages over and above these, however, irrespective of their intelligence, save elves, who may learn three languages if their intelligence is 18.

## DWARFS

Dwarfs are a short and burly race, living in mountain fastnesses underground. They are loyal friends and fierce adversaries, known for their steadfastness in all things.

The dwarfs are inherently resistant to many spells and spell-like effects. Dwarfish characters gain bonuses against the use of most magic, including all spells, wands, rods, and staves. The amount of the bonus depends upon the dwarf's constitution: every 3.5 points of constitution (rounding down fractions) grants a bonus of +1 against such magic. Moreover, the hardy dwarfish nature imparts a similar bonus on any saving throws against poison.

Dwarfs are not a numerous folk, but they are adventurous, loving the lustre of gold, the glitter of gems, and the quality of well-wrought metals. Dwarfs can live to an age of 350 years or more.

### Summary of Dwarfish Racial Abilities:

- +1 constitution, -1 charisma (with respect to all but dwarfs)
- +1 to hit against goblins, half-orcs, hobgoblins, and orcs
- +1 bonus per 3.5 points of Con to saves against magic and poison
- -4 penalty to any attacks made against the dwarf by giants, ogres, ogre mages, titans and trolls.

**Languages:** Dwarfish, gnomish, goblin, kobold, and orcish, and the common tongue and the appropriate alignment tongue. Regardless of intelligence, a dwarf may only ever learn two languages in addition to those listed.

**Infra-vision:** 60 ft

Within ten ft, a dwarf can detect certain facts concerning engineering, stonework, etc. Although no significant time is required, the character must deliberately observe his or her surroundings (i.e., the player must state that the dwarf is using this particular talent in order to gain information).

- Detect the existence of slopes or grades: 75%
- Detect the existence of new construction: 75%

- Detect sliding or shifting rooms or walls: 66%
- Detect traps involving stonework: 50%
- Determine depth underground: 50%

**Multi-class restrictions:** The more restrictive of any two class requirements apply to multi-classed Dwarfish characters for the use of class abilities.

**Permitted class options:** Assassin, Cleric, Fighter, Thief, Fighter/Thief

**Movement Rate:** 90 ft

**Starting Age\*:**

- Cleric 250 + 2d20
- Fighter 40+5d4
- Thief 75+3d6

\* For the purposes of starting age, for all races, treat assassins as thieves, illusionists as magic users, druids as clerics, and paladins and rangers as fighters.

### Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of dwarf is not a valid choice for the character:

- Strength 8/18
- Dexterity 3/17
- Constitution 12/19
- Intelligence 3/18
- Wisdom 3/18
- Charisma 3/16

### Level Limitations:

- Assassin 9
- Cleric 8
- Druid N/A
- Fighter 9 (Str 18), 8 (Str 17), 7 (Str 16 or less)
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

## ELVES

Elves are thinner and generally smaller in stature than humans. The elves have a powerful bond with nature and do not have souls; their thinking and motives are quite alien to those of humankind, and in any dealings with elves, it is perilous to forget this.

Some elven clans have built elaborate civilisations, remote and beautiful places of profound learning, master craftsmanship, and long history. Such elves tend to be chaotic good in alignment and friendly, if aloof, from humans. More numerous are the wilder elves, predominantly chaotic neutral in alignment and often not friendly to other races, inclining even toward hostility.

Intruding into the territory of such elves is inadvisable, for their sense of humour with regard to humans is, at best, arbitrary and, at worst, cruel. Different as they are, these varied elven cultures all share the same racial abilities, unless the GM chooses otherwise. Elves can live to an age of 1,000 years or more.

### Summary of Elven Racial Abilities:

- +1 dexterity, -1 constitution
- 90% resistance to *sleep* and *charm* spells

**Any pulled bow:** +1 to hit

**Longsword and short sword:** +1 to hit

**Languages:** Common, elven, gnoll, gnomish, goblin, halfling, hobgoblin, orcish. Languages in addition to these are only possible if the character has an intelligence of 16+, with one additional language possible for each point of intelligence over 15.

**Infravision:** 60 ft

**Detect secret doors:** 1 in 6 chance to notice secret doors when passing within 10 ft, 2 in 6 chance to discover secret doors when searching, and 3 in 6 chance to discover concealed doors when searching.

**Surprise:** 4 in 6 chance to surprise when travelling in non-metal armour and alone, or more than 90 ft in advance of others, or with a party entirely consisting of elves and/or halflings. If a

door must be opened (or some similar task), the chance of surprise drops to 2 in 6.

**Multi-class restrictions:** The less restrictive of any two class requirements apply to multi-classed elven characters, except that thieving abilities can only be used while wearing armour permitted to thieves.

**Permitted Class Options:** Assassin, Cleric, Fighter, Magic user, Thief, Fighter/Magic user, Fighter/Thief, Magic user/Thief, Fighter/Magic user/Thief.



**Movement Rate:** 120 ft

### Starting Age:

- Cleric: 500 + 10d10
- Fighter: 130+5d6
- Magic User: 150+5d6
- Thief: 100+5d6

### Racial Limitations:

**Minimum/Maximum ability scores (after adjustment for race);** if the ability scores rolled do not fall within these limits, then the race of Elf is not a valid choice for the character:

- Strength 3/18
- Dexterity 7/19
- Constitution 8/17
- Intelligence 8/18
- Wisdom 3/18
- Charisma 8/18

#### Level Limitations:

- Assassin 10
- Cleric 7
- Druid N/A
- Fighter 7 (Str 18), 6 (Str 17), 5 (Str 16 and below)
- Illusionist N/A
- Magic User 11 (Int 18+), 10 (Int 17), 9 (Int 16 and below)
- Paladin N/A
- Ranger N/A
- Thief Unlimited

### GNOMES

Gnomes are small folk imbued with the wilding power of illusion and misdirection. They are inveterate burrowers, often seeking hilly lands where gems and precious metals may be found. On average, they are shorter and slimmer of build than dwarfs, with larger noses and longer beards.

Like dwarfs, who are perhaps related to gnomes from some time in the distant and mythical past, gnomes are quite resistant to magic and sensitive to the nuances of construction. Gnomes can live to an age of 650 years or more.

#### Summary of Gnomish Racial Abilities:

- +1 bonus per 3.5 points of Con to saves against magic and poison
- +1 to hit kobolds and goblins
- -4 to attack rolls by bugbears, giants, gnolls, ogres, ogre mages, titans, and trolls.

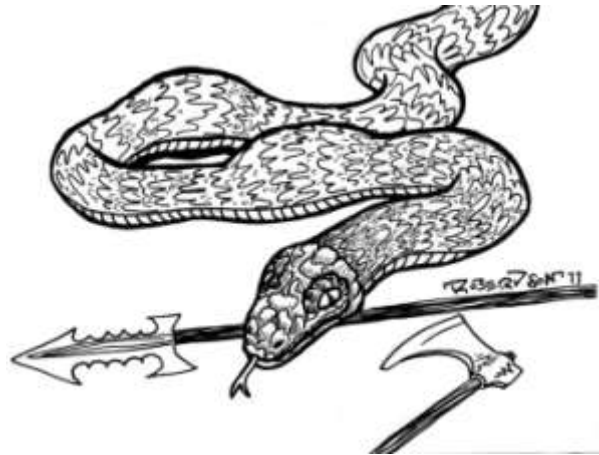
**Languages:** Common, dwarfish, gnomish, goblin, halfling, kobold. Gnomes may communicate with any normal burrowing animal. They may not learn more than two additional languages to those listed, regardless of intelligence.

**Infravision:** 60 ft

Within ten ft, a gnome can detect certain facts concerning engineering, stonework, etc. Although

no significant time is required, the character must deliberately observe his or her surroundings (i.e., the player must state that the gnome is using this particular talent in order to gain information).

- Detect the existence of slopes or grades: 80%
- Detect the existence of an unsafe wall, ceiling, floor: 70%
- Determine depth underground: 60%
- Determine direction of north underground: 50%



**Multi-class restrictions:** Multi-classed gnomish characters may wear only leather armour, no better.

**Permitted Class Options:** Assassin, Cleric, Fighter, Illusionist, Thief, Fighter/Illusionist, Fighter/Thief, Illusionist/Thief.

**Movement Rate:** 90 ft

#### Starting Age:

- Cleric 300 + 3d12
- Fighter 60+5d4
- Magic User 100+2d12
- Thief 80+5d4

#### Racial Limitations:

**Minimum/Maximum ability scores (after adjustment for race);** if the ability scores rolled do not fall within these limits, then the race of gnome is not a valid choice for the character:

- Strength 6/18
- Dexterity 3/18
- Constitution 8/18
- Intelligence 7/18
- Wisdom 3/18
- Charisma 3/18

**Level Limitations:**

- Assassin 8
- Cleric 7
- Druid N/A
- Fighter 6 (Str 18), 5 (Str 17 and below)
- Illusionist 7 (One of Dex or Int 18+ and the other 17+), 6 (Dex and Int 17), 5 (Dex or Int under 17)
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

**HALF ELVES**

It is possible for elves and humans to interbreed, although elven fastidiousness makes this a fairly uncommon occurrence. Half elves do not have a separate culture or civilisation of their own, usually assimilating into the elven or human society in which they were raised.

**Summary of half-elven racial abilities:**

- 30% resistance to sleep and charm spells

**Secret doors:** When searching, a half-elf character can detect secret doors on a 2 in 6 and concealed doors on a 3 in 6. When passing within ten ft of a concealed door, a half-elf will notice it on a 1 in 6.

**Languages:** Common, elven, gnoll, gnomish, goblin, halfling, hobgoblin, orcish.

**Multi-class restrictions:** The less restrictive of any class requirements apply to multi-classed half-elven characters, except that thieving abilities can only be used while wearing armour permitted to thieves.

**Permitted Class Options:** Assassin, Cleric, Fighter, Magic user, Ranger, Thief, Cleric/Fighter, Cleric/Ranger, Cleric/Magic user, Fighter/Magic user, Fighter/Thief, Magic user/Thief, Cleric/Fighter/ Magic user, or Fighter/Magic user/Thief.

**Infra-vision:** 60 ft

**Movement Rate:** 120 ft

**Starting Age:**

- Cleric 40+2d4
- Fighter 22+3d4
- Magic User 30+2d8
- Thief 22+3d8

**Racial Limitations:**

**Minimum/Maximum ability scores (after adjustment for race);** if the ability scores rolled do not fall within these limits, then the race of half-elf is not a valid choice for the character:

- Strength 3/18
- Dexterity 6/18
- Constitution 6/18
- Intelligence 4/18
- Wisdom 3/18
- Charisma 3/18

**Level Limitations:**

- Assassin 11
- Cleric 5
- Druid N/A
- Fighter 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- Illusionist N/A
- Magic User 8 (Int 18+), 7 (Int 17), 6 (Int 16 and below)
- Paladin N/A
- Ranger 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- Thief Unlimited

**HALFLINGS**

Halflings are a small and unprepossessing race, often living near human settlements at an agreeable remove from the bustle and hurriedness characteristic of humans. Halfling society is comfortable and staid, rooted in a polite, placid, well-fed life. Halfling adventurers are thought aberrant, even lunatic, but also dashing and heroic figures, a charming and amusing contradiction of logic.

Halflings value learning and craftsmanship, as long as nothing is taken to an embarrassing extreme. They are capable of moving very quietly

and are excellent marksmen; given the right personality, halflings can become excellent thieves. Halflings live to be 150 or more years old.

#### Summary of halfling racial abilities:

- -1 Str, +1 Dex
- +1 bonus per 3.5 points of Con to saves against magic (both aimed magic items and spells) and poison.
- +3 bonus to attacks with a bow or sling



**Surprise:** 4 in 6 chance to surprise when travelling in non-metal armour and alone, or more than 90 ft in advance of others, or with a party entirely consisting of elves and/or halflings. If a door must be opened (or some similar task), the chance of surprise drops to 2 in 6.

**Languages:** Common, dwarfish, gnomish, goblin, halfling and orcish. For every point of intelligence above 16, a halfling may learn an additional language, but may not learn more than two additional languages regardless of intelligence.

**Multi-class restrictions:** Use of thieving abilities is only possible when wearing armour permitted to thieves.

**Infravision:** 60 ft

**Movement Rate:** 90 ft

#### Starting Age:

- Fighter 20+3d4
- Druid 40+3d4
- Thief 40+2d4

#### Racial Limitations:

**Minimum/Maximum ability scores (after adjustment for race);** if the ability scores rolled do not fall within these limits, then the race of halfling is not a valid choice for the character:

- Strength 6/17
- Dexterity 8/19
- Constitution 10/18
- Intelligence 6/18
- Wisdom 3/17
- Charisma 3/18

#### Level Limitations:

- Assassin N/A
- Cleric N/A
- Druid 6
- Fighter 4
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

#### HALF-ORCS

The progeny of human/orc breeding are normally indistinguishable from orcs. However, a few are sufficiently human to gain levels in a character class, although they are severely limited in classes that do not focus upon violence and death.

Orcish blood runs strong in these half-breeds, and most of them are shifty, morally questionable, and unsophisticated. They are typically ugly, carrying the mark of orcish ancestry, but the same ancestry makes them deadly adversaries when the chips are down and the swords are out. Half-orcs can live to be 70 years old or older.

**Summary of half-orcish racial abilities:**

- +1 Str and Con, -2 Cha

**Languages:** Common, orcish. A half-orc may learn a maximum of two additional languages, regardless of intelligence.

**Multi-class Restrictions:** For armour, the more restrictive of any two class requirements apply to multi-classed half-orc characters for the use of class abilities. For weapons, the less restrictive requirements apply.

**Class Options:** Assassin, Cleric, Fighter, Thief, Cleric/Fighter, Cleric/Thief, Cleric/Assassin, Fighter/Thief, Fighter/Assassin.

**Infravision:** 60 ft

**Movement Rate:** 120 ft

**Starting Age:**

- Cleric 20+1d4
- Fighter 13+1d4
- Thief 20+2d4

**Racial Limitations:**

**Minimum/Maximum ability scores (after adjustment for race);** if the ability scores rolled do not fall within these limits, then the race of half-orc is not a valid choice for the character:

- Strength 6/18
- Dexterity 3/17
- Constitution 13/19
- Intelligence 3/17
- Wisdom 3/14
- Charisma 3/12

**Level Limitations:**

- Assassin 15
- Cleric 4
- Druid N/A
- Fighter 10
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief 7 (Dex 17), 6 (Dex 16 and below)

**HUMANS**

Humans are the standard for the game, and as such, humans have no unusual abilities or limitations in game terms. Because of their potential for unlimited progression in all the character classes save assassin and druid, humans are a popular choice for most players. This is an intentional feature of the rules.

A common house rule in OSRIC-compatible games is the adjustment or removal of demi-human level limits. This will unbalance the game in favour of demi-humans unless humans are given some corresponding advantage. GMs considering such a house rule for their own OSRIC-compatible games are advised to ensure that in most campaigns, humans should still represent an attractive choice for their players.

**Level Limitations:**

- Assassin 15
- Cleric Unlimited
- Druid 14
- Fighter Unlimited
- Illusionist Unlimited
- Magic User Unlimited
- Paladin Unlimited
- Ranger Unlimited
- Thief Unlimited

**Starting age:**

- Cleric 20+1d4
- Fighter 15+1d4
- Mage 24+2d8
- Thief 20+1d4

**CHARACTER CLASSES**

A character's class is a matter for the creating player's choice, within the range of classes for which the character qualifies by virtue of his or her ability scores and race. Some classes—particularly those with very high ability score requirements, such as paladin—should be very rare within the campaign, and even if some exceptional player character qualifies for the class, non-player characters of that class will be very uncommon.



Non-player characters will, for the most part, lack any kind of class at all. Such individuals are called “0-level” and their abilities are subsumed into fighters, hence the “0-level” entries for fighters; all player character fighters should begin at level 1. In the author’s campaign, perhaps one non-player character in a hundred has a class (rising to as many as one in fifty in borderlands, or even one in thirty in the wilderness).



***“In keeping with contemporary usage and political correctness, we demand the following changes: dwarfs should be called ‘vertically challenged,’ thieves are now known as ‘politicians,’ and assassins would like to be called ‘end-of-life counselors.’”***

## ASSASSIN

Assassins are stealthy killers, trained by their shadowy guilds in the arts of spying, disguise, poison, and murder. Although assassins of lower level are little more than well-trained thugs, the eminences of this reprehensible profession are so feared as to be spoken of only in whispers. High-level assassins are artists of murder, and their experience with hunting highly-placed targets, coupled with extensive education and training, often gives the sinister nobility of this class a silken, refined veneer over their true, murderous natures. This veneer, like many things pertaining to the assassins, is deceptive; survival in the higher echelons of an assassins’ guild requires animal cunning and a complete absence of mercy. Assassin characters must begin with an evil alignment.

Virtually all cities (and many towns) will have a guild of assassins operating within the city walls and in the surrounding region, made up of 6-24 assassins of varying level. Player character assassins, if they are identified by the local guild, will be invited to join (such invitations ranging from polite to violent). Joining a guild places the assassin under the command of the local

guildmaster, which may be inconvenient (and will require the assassin to pay a share of his take to the guild), but assassins’ guilds take a very dim view of freelancers working in their territory. Freelance assassins—and their companions—do not ordinarily live to enjoy old age. There are, of course, benefits to joining such a guild; training costs may be reduced, and the guild may be a good source of information about potential missions or nearby enemies.

Assassins’ guilds are controlled by a guildmaster of 14th level—an assassin of lower level might take control, but would be unable to inspire the fear necessary to keep rival guilds from forming. To gain 14th level, an assassin character must take control of an assassins’ guild by killing (directly or indirectly) the existing guildmaster. Whenever the control of an assassins’ guild changes hands, most of the assassins will abandon the guild and depart the area, normally leaving the guild reduced to a quarter of its original membership.

The grandmaster of assassins (a campaign may have one or more) is a figure of legend and fear. These dark eminences usually live far from the cities, in remote and well-guarded locations—their fame is such that those who need their services will seek them out. To advance to 15th level, an assassin must find and kill one of the existing grandmasters.

### The Assassin Character

**Minimum Scores:** Str 12, Dex 12, Con 6, Int 11, Wis 6

**Hit Die Type:** d6 (max 15)

**Alignment:** Any evil

**Experience bonus:** None

**Armour/Shield Permitted:** Leather or studded leather only (shields allowed)

**Weapons Permitted:** Any

**Weapon Proficiencies:** 3 + 1 every 4 levels

**Penalty to hit for non-proficiency:** -3

**Weapon Specialisation:** N/A

### Assassin Class Abilities:

**Assassination:** If an assassin gains surprise (see “Combat”) he or she may elect to assassinate the victim. The assassin need not roll to hit for an assassination attempt, which is a special attack resulting in a chance to kill the victim instantly and ensure damage even if the victim is not successfully killed. The percentage chance to kill a victim is 50%, with a bonus of 5% per level of the assassin and a penalty of 5% for every two levels of the target (rounding down; in the case of monsters, substitute “hit dice” for “level”). These numbers are approximate, for the GM should modify the assassin’s chances slightly upward or downward according to the circumstances—guarded or wary targets are less likely to be killed, and unwary victims are more likely to die. If the assassination attempt does not succeed, the attack still inflicts normal damage, together with any applicable bonuses. The assassin does not gain backstab multiple damage on a failed assassination attempt, even if the assassination attempt was made from behind.

**Backstab:** An assassin may backstab with any of the melee weapons permissible to the thief class. Backstabbing doubles the weapon’s damage at levels 1-4, triple at levels 5-8, quadruple at level 9-12, and so on. Also, an assassin attacks from behind with a bonus to hit of +4 rather than the ordinary +2.

**Disguise:** Assassins are masters of disguise. Within reasonable limits, an assassin can make him- or herself appear slightly shorter or considerably taller, fatter or thinner, or of the opposite gender. An assassin can even disguise him- or herself as a member of another race (again, within reason). Any person observing the disguised assassin has a base 2% chance to see through the disguise, with one chance per day to do so. The base chance of seeing through a disguise increases another 2% if the assassin is posing as another class, race or gender (max 8% chance). The GM may assign additional penalties and bonuses to this check if the observer is unusually wise or intelligent (or particularly stupid), and common sense, of course, applies at all times.

**Poison:** Assassins are not inherently better at using poison than any other character class capable of using poison, but generally have more

opportunities to gain knowledge of poisons and their effects.



**Thief Abilities:** The assassin has thief abilities as a thief two levels below the assassin’s level. At first level, the assassin has the thieving abilities of a first level thief, but does not gain the abilities of a second level thief until reaching fourth level.

### Advanced Abilities

**Languages (9th):** Ninth and higher-level assassins with Int 15+ may learn languages that would be impossible for a non-assassin to learn. An assassin can learn an alignment tongue other than his or her own, druids’ cant, and thieves’ cant as additional languages, but can only learn a maximum of four such special languages, one for each point of intelligence above 14. Only one such language can be learned per level above eighth. Such languages are over and above any limits imposed by the assassin’s race and intelligence.

**Read Scrolls (12th):** When an assassin reaches 12th level, he or she has received sufficient training to cast spells from an arcane scroll (magic user or illusionist).

**Assassin Level Advancement**

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	
2	1,600	2	
3	3,000	3	
4	5,750	4	The assassin may recruit assassins as henchmen
5	12,250	5	
6	24,750	6	
7	50,000	7	
8	99,000	8	The assassin may recruit thieves as henchmen
9	200,500	9	Master Assassin
10	300,000	10	
11	400,000	11	
12	600,000	12	The assassin may recruit henchmen of any class
13	750,000	13	
14	1,000,000	14	Guildmaster
15*	1,500,000	15	Grandmaster Assassin

\*Level 15 at 1,500,000 experience points is the ceiling for assassins. Any further experience points gained by a character of this level are simply lost.

**Assassin Saving Throw Table**

Level	Aimed Magic Items (e.g., rod, staff, wand)	TYPE OF SAVING THROW			
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-15	8	13	10	9	9

**Assassin To Hit Table****ROLL REQUIRED TO HIT ARMOUR CLASS**

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-15	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4

**CLERIC**

Clerics are moral and spiritual leaders, warriors of faith who preach the will of the gods, interpret omens and portents, and strike down the evil or unfaithful. Most clerics have a patron deity, but some are champions of a particular moral alignment, venerating all deities of that alignment in addition to a patron deity, and yet others are the servants of a particular pantheon of deities. In a

world of swords and sorcery, force of arms often speaks louder than moral suasion, and clerics are trained to do battle against the enemies of their gods. Some clerics are fanatics, zealously seeking new converts or hunting heretics. Others seem almost burdened by an inconvenient or even oppressive relationship with the divine forces. Evil clerics—sinister villains who prey upon fear and jealousy—sow discord in the world and gather converts for their demonic masters.

Clerics play an important support role for an adventuring party. Most clerical spells are oriented toward healing, strengthening, and defending others. However, when the need arises the cleric is fully capable of taking a place in the line of battle and smiting down infidels and foes. Clerics employ their holy symbols rather than spell books as a focus for their meditation. Cleric spells are automatically acquired as the cleric gains levels and no check is necessary to ensure they are understood; thus clerics may normally memorise any spell appropriate to their level. However, in some circumstances the powers the cleric serves may intervene and grant different spells to those requested; it is suggested that this is only done in extreme cases (such as when the cleric has been guilty of an alignment transgression of some kind, for example; more serious transgressions may result in fewer spells being granted, or even none at all). Some GMs may permit clerics of specific deities to have slightly different abilities from those described here.

When a cleric attains ninth level, he or she has accumulated sufficient divine favour and mortal renown to found a temple/stronghold. Such places are normally carved from the wilderness, in the same manner as a fighter establishes a freehold. For a cleric to assume the leadership of an existing temple, the details are left to the discretion of the GM; a level somewhat higher than ninth might be required. Whether the cleric establishes a stronghold or a temple, followers and acolytes will flock to the cleric's banner.

### The Cleric Character

**Minimum Scores:** Str 6, Dex 3, Con 6, Int 6, Wis 9, Cha 6

**Hit Die Type:** d8 (max 9)

**Alignment:** Any

**Experience bonus:** Wisdom 16+

**Armour/Shield Permitted:** Any

**Weapons Permitted:** Blunt only—club, flail, hammer, mace, oil, staff; clerics may hurl hammers, clubs, or oil, but may not employ other missile weapons

**Weapon Proficiencies:** 2 + 1 every 3 levels

**Penalty to hit for non-proficiency:** -3

**Weapon Specialisation:** N/A

### Cleric Class Abilities

**Spell Casting:** Clerics may memorise and cast clerical spells in accordance with the tables provided hereafter.

**Turning Undead:** Clerics can “turn” the undead, making them flee from the cleric's holiness (or, in the case of an evil cleric, bringing them to heel as servants and minions). Because paladins are also capable of turning undead (though not with the same power as a cleric), rules for turning the undead are found later in this book rather than repeating them in the descriptions of both the paladin and cleric classes.

**Bonus spells:** These are awarded to clerics with high wisdom. They are not cumulative and are awarded by level; hence “2/2/1/1” means the cleric is granted 2—1st level, 2—2nd level, 1—3rd level, and 1—4th level bonus spells.

Wisdom	Bonus Spells	Chance of Spell Failure (d%)
9	0	15
10	0	10
11	0	5
12	0	1
13	1	0
14	2	0
15	2/1	0
16	2/2	0
17	2/2/1	0
18	2/2/1/1	0
19	3/2/1/1	0



**Cleric Level Advancement**

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spells By Level						
				1	2	3	4	5	6	7
1	0	1		1	-	-	-	-	-	-
2	1,550	2		2	-	-	-	-	-	-
3	2,900	3		2	1	-	-	-	-	-
4	6,000	4		3	2	-	-	-	-	-
5	13,250	5		3	3	1	-	-	-	-
6	27,000	6		3	3	2	-	-	-	-
7	55,000	7		3	3	2	1	-	-	-
8	110,000	8		3	3	3	2	-	-	-
9	220,000	9	High Priest(ess)	4	4	3	2	1	-	-
10	450,000	9+2*		4	4	3	3	2	-	-
11	675,000	9+4*		5	4	4	3	2	1	-
12	900,000	9+6*		6	5	5	3	2	2	-
13	1,125,000	9+8*		6	6	6	4	2	2	-
14	1,350,000	9+10*		6	6	6	5	3	2	-
15	1,575,000	9+12*		7	7	7	5	4	2	-
16	1,800,000	9+14*		7	7	7	6	5	3	1
17	2,025,000	9+16*		8	8	8	6	5	3	1
18	2,250,000	9+18*		8	8	8	7	6	4	1
19	2,475,000	9+20*		9	9	9	7	6	4	2
20	2,700,000	9+22*		9	9	9	8	7	5	2
21	2,925,000	9+24*		9	9	9	9	8	6	2
22	3,150,000	9+26*		9	9	9	9	9	6	3
23	3,375,000	9+28*		9	9	9	9	9	7	3
24	3,600,000	9+30*		9	9	9	9	9	8	3

\* Constitution hp adjustments no longer apply

Each level gained thereafter requires 225,000 experience points and grants +2 hit points.

**Cleric Saving Throw Table**

Level	Aimed Magic Items (e.g., rod, staff, wand)	TYPE OF SAVING THROW			
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

**Cleric To Hit Table**

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1



## DRUID

Druids worship the spiritual power of nature, maintain and protect holy places, perform festivals and ritual observances, and protect balance and harmony between civilisation and nature. Their magic is rooted in the mystical oneness of nature, and they have particular power over fire, stone, and weather, as well as over plant and animal life.

Some druids pay homage to particular nature gods (some of these quite savage), while others eschew all deities and commune directly with the spiritual power of nature.

Rather than using a holy symbol as clerics do, druids require mistletoe, holly, or (if neither can be found) oak leaves to cast their spells, and one of these is a required component for all druidic spells unless a druidic spell has no material component specified in the spell description.

The druid must harvest these materials by the light of a full moon, or the darkness of a new moon, in order for the component to work with full efficacy. If mistletoe or holly is not gathered by the druid's hand at the proper time, the druid's spells will have only half the normal effect. Oak leaves always produce spells of half power, and if they are not harvested properly, oak leaves will permit spells of only one-quarter power.

Player character druids must be neutral, although druids of differing alignments may be found as non-player characters in some GMs' campaigns.

Druids receive bonus spells for high wisdom, just as clerics do. See the table provided under "Cleric" for details.

There can only be a certain number of high-level druids in the world. The limits are: 12th level druid (High Druid)—no more than three in the world at any one time; 13th level druid (Archdruid)—no more than two in the world at any given time, 14th level druid (Supreme Druid)—no more than a single Supreme Druid can exist.

If a druid receives so many experience points that he or she is eligible to increase to these levels, but all the vacant slots are already filled, then he or she must create a vacancy. This is done by issuing a formal challenge to the druid in question, following which the two characters must compete in a contest of some kind—often, but not necessarily, a duel.

The loser of the contest goes down to the next lowest level (losing all experience down to the very minimum to qualify for the new level). This may, in turn, result in a further contest if the preceding level is also fully occupied.

### The Druid Character

**Minimum Scores:** Str 6, Dex 6, Con 6, Int 6, Wis 12, Cha 15

**Hit Die Type:** d8 (max 14)

**Alignment:** Neutral only

**Experience bonus:** Wisdom and Charisma 16+

**Armour/Shield Permitted:** Leather only, wooden shields only

**Weapons Permitted:** Club, dagger, dart, hammer, oil, scimitar, sling, spear, staff

**Weapon Proficiencies:** 2 + 1 every 3 levels

**Penalty to hit for non-proficiency:** -4

**Weapon Specialisation:** N/A

### Druid Class Abilities

**Druids' Cant:** All druids speak a secret language called the druids' cant. The druidic cant cannot be learned by non-druids (unless otherwise noted, such as in the case of higher-level assassins).

**Saving Throw Bonus:** All druids gain a saving throw bonus of +2 against fire and lightning attacks of all kinds.

**Spell Casting:** Druids may memorise and cast druidic spells in accordance with the tables provided below.

### Advanced Abilities

**Druid's Knowledge (3rd):** At third level and higher, a druid can identify plant and animal types, and can determine when water is pure and safe to drink.

**Wilderness Movement (3rd):** At third level and higher, a druid can move through any natural undergrowth leaving no trace of his or her passage, and may do so with no reduction in his or her normal movement speed.

**Immunity to Fey Charm (7th):** At seventh level and higher, the druid becomes immune to charms and other such mental enchantments cast by fey creatures such as dryads, pixies, brownies, etc.

**Shapeshift (7th):** Druids of seventh level or higher may change their forms up to three times per day. The form assumed must be a natural animal, no smaller than a mouse, and no larger than double the druid's normal weight; in the process of shapeshifting, the druid recovers 1d6 x 10 percent of any hit points he or she might have sustained as damage.



### Druid Level Advancement

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spells by Level						
				1	2	3	4	5	6	7
1	0	1		2	-	-	-	-	-	-
2	2,000	2		2	1	-	-	-	-	-
3	4,000	3	Druid's Knowledge; Wilderness Movement	3	2	1	-	-	-	-
4	8,000	4		4	2	2	-	-	-	-
5	12,000	5		4	3	2	-	-	-	-
6	20,000	6		4	3	2	1	-	-	-
7	35,000	7	Immunity to Fey Charm; Shapeshift	4	4	3	1	-	-	-
8	60,000	8		4	4	3	2	-	-	-
9	90,000	9		5	4	3	2	1	-	-
10	125,000	10		5	4	3	3	2	-	-
11	200,000	11		5	5	3	3	2	1	-
12	300,000	12	High Druid	5	5	4	4	3	2	1
13	750,000	13	Archdruid	6	5	5	5	4	3	2
14*	1,500,000	14	Supreme Druid	6	6	6	6	5	4	3

\* 14th level (at 1,500,000 experience points) is the ceiling for druids. Any further experience points the druid receives will simply be lost.

### Druid Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	TYPE OF SAVING THROW			Spells for unlisted categories
			Death, Paralysis, Poison	Petrification, Polymorph		
1-3	14	16	10	13	15	
4-6	13	15	9	12	14	
7-9	11	13	7	10	12	
10-12	10	12	6	9	11	
13-14	9	11	5	8	10	

Druid To Hit Table

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-14	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2





## FIGHTER

When the clash of steel rings out in dark forests or dimly lit dungeons beneath the earth, it is the fighter who bears the brunt of the combat. Fighters are trained in the use of weapons and armour, usually beginning their adventuring careers after a stint of training as a town guardsman, soldier, man-at-arms, bandit, pirate, or mercenary.

Fighters are the backbone of an adventuring party; without them to hold the line, the other members of the party will be overrun before they can bring their own skills to bear. Fighters are the most powerful characters in melee or missile combat, whether on offence or defence. Together with the ranger and paladin, they have the most hit points, and their ability to survive the most brutal battles is therefore unrivalled.

They also have the best chance “to hit” of all the classes, particularly at higher level. They may use any kind of armour, shield, or weapon. Most fighters look forward to the day when their reputations will bring them into the ranks of the lesser nobility, where fighting prowess and armed followers are more important than high-flown bloodlines. It is no small matter to carve a freehold out of the wilderness, but to do so is to leave behind a legacy in a world where most fortune-seekers die an unsung death.

A fighter of 9th level or higher who has built a castle and cleared a wide area around it of monsters (at least a 20 mile radius), will attract a body of mercenaries to his or her service, provided that these are paid a fair wage. He or she will also be able to tax each freeholder, at up to the maximum rate of 1 gp per month per resident. Some players may choose to retire a character at this point, satisfied that the character has entered the historical records and legends of the campaign world. Others may choose to view the stronghold merely as the first step toward the pinnacles of mythic power. Such player-held castles and villages provide a higher-level party with a base for adventures, a stronghold against enemies, and possibly the introduction of feudal politics and war into their already eventful lives.

### The Fighter Character

**Minimum Scores:** Str 9, Dex 6, Con 7, Int 3, Wis 6, Cha 6

**Hit Die Type:** d10 (max 9 hit dice)

**Alignment:** Any

**Experience Bonus:** Strength 16+

**Armour/Shield Permitted:** Any

**Weapons Permitted:** Any

**Weapon Proficiencies:** 4 + 1 every 2 levels

**Penalty to hit for non-proficiency:** -2

**Weapon Specialisation:** Optional

### Fighter Class Abilities

**Bonus Attacks:** Fighters with melee weapons attack once per round at first to sixth levels (1/1 attacks); at seventh to 12th levels, they attack thrice every two rounds (3/2 attacks); and at 13th or higher levels they attack twice per round (2/1 attacks). A partial additional attack (e.g. 3/2 attacks) means that the extra attack is taken on odd-numbered rounds in the combat sequence, hence two attacks on the first round, one on the second, two on the third and one on the fourth, if applicable.

**Fighting the Unskilled:** When the fighter is attacking creatures with less than a full hit die (i.e. less than 1d8 hit points), the fighter receives one attack for each of his or her levels of experience, e.g. a fourth level fighter attacking goblins would receive four attacks per round.

**NB:** A fighter exercising multiple attacks departs from the normal initiative procedure. The fighter will automatically attack first in the round unless fighting an opponent with multiple attacks of its own (in which case initiative should be rolled as normal). The fighter's second attack in any given melee round will come last in the sequence.

**Weapon Specialisation (optional):** With the permission of the GM, weapon specialisation may be selected during character generation. If weapon specialisation is not selected during character generation, it remains forever unavailable to the character, barring some magical or divine intervention.

If weapon specialisation is in play, fighters may take a second proficiency in the same weapon as the first, granting them one extra attack every two

rounds with the weapon (hence 3/2 attacks with a melee weapon at first level, 2/1 at seventh and 5/2 at 13th), +1 to hit and +2 damage owing to their skill. Specialisation costs one proficiency "slot" for melee weapons and crossbows, and two "slots" for missile weapons other than crossbows.

**Double Specialisation (optional):** For melee weapons that are not polearms or two-handed swords, a third weapon proficiency may be used to specialise further; this increases combat bonuses to +3 to hit and +3 damage with the weapon.



**Fighter Level Advancement**

Level	Base Experience Points Required	Hit Dice (d10)	Notes
1	0	1	
2	1,900	2	
3	4,250	3	
4	7,750	4	
5	16,000	5	
6	35,000	6	
7	75,000	7	Bonus attacks
8	125,000	8	
9	250,000	9	Lord (Lady)
10	500,000	9+3*	
11	750,000	9+6	

\* Constitution-based hp adjustments no longer apply.

Each level gained thereafter requires 250,000 additional experience points and gains +3 hit points.

**Fighter Saving Throw Table**

Level	TYPE OF SAVING THROW				
	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5



**Fighter To Hit Table****ROLL REQUIRED TO HIT ARMOUR CLASS**

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

**Optional Rule:** Where a fighter of extremely high level or with many bonuses “to hit” actually requires a negative score to hit his or her target, then at the GM’s option, the negative score may be converted to a positive and applied as additional damage to the automatic hit. Thus, for example, a 20th level fighter with 19 strength and a +5 sword attacking an AC 2 dragon would require a roll of -8 to hit it; the character would be allowed to modify his or her damage roll by +8.

**ILLUSIONIST**

Illusionists are practitioners of phantasmal magic, a type of spell casting that influences the minds and senses of other beings, and at higher levels becomes intertwined with the shadow-realities beyond the Prime Material Plane. They are often classed with magic users, since phantasmal magic operates in the same manner as arcane spells—indeed, some sages state that it represents a different means of tapping into the same source. Illusionists are dependent upon their spell books, and can only normally cast spells they have learned from these books (exception: spells may be cast from illusionist scrolls). Acquisition of new spells is difficult and demanding, and must normally be accomplished through adventuring, although illusionists will automatically receive one new spell of the highest spell level that he or she may cast upon completing training after acquiring a new level of experience. They are limited by their intelligence

in what spells they can learn according to the same table as provided under magic users.

At tenth level, an illusionist may establish a stronghold, usually a tower or small keep, as a fighter does.

**The Illusionist Character**

**Minimum Scores:** Str 6, Dex 16, Int 15, Wis 6, Cha 6

**Hit Die Type:** d4 (max 10)

**Alignment:** Any

**Experience Bonus:** None

**Armour/Shield Permitted:** None

**Weapons Permitted:** Dagger, dart, oil, staff

**Weapons Proficiencies:** 1 + 1 per 5 levels

**Penalty to hit for non-proficiency:** -5

**Weapon Specialisation:** N/A

**Illusionist Class Abilities**

**Spellcasting:** Illusionists may memorise and cast phantasmal spells in accordance with the tables provided below. A beginning illusionist character will know four spells. Two spells should be chosen

by the player from the list of first level spells, and the other two should be determined randomly from the list of first level spells. Illusionist spells are written in phantasmal script, which can

ordinarily only be deciphered by an illusionist. Illusionists do not employ (or require) the read magic spell.



**Illusionist Level Advancement**

Level	Base Experience Points Required	Hit Dice (d4)	Notes	Spells By Level						
				1	2	3	4	5	6	7
1	0	1		1	-	-	-	-	-	-
2	2,500	2		2	-	-	-	-	-	-
3	4,750	3		2	1	-	-	-	-	-
4	9,000	4		3	2	-	-	-	-	-
5	18,000	5		4	3	1	-	-	-	-
6	35,000	6		4	3	2	-	-	-	-
7	60,250	7	May hire followers	4	3	2	1	-	-	-
8	95,000	8		4	3	2	2	-	-	-
9	144,500	9		5	3	3	2	-	-	-
10	220,000	10	Master of Phantasms	5	4	3	2	1	-	-
11	440,000	10+1*		5	4	3	3	2	-	-
12	660,000	10+2*		5	5	4	3	2	1	-
13	880,000	10+3*		5	5	4	3	2	2	-
14	1,100,000	10+4*		5	5	4	3	2	2	1
15	1,320,000	10+5*		5	5	4	4	2	2	2
16	1,540,000	10+6*		5	5	5	4	3	2	2
17	1,760,000	10+7*		6	5	5	4	3	3	2
18	1,980,000	10+8*		6	6	5	4	4	3	2
19	2,200,000	10+9*		6	6	5	5	5	3	2
20	2,420,000	10+10*		6	6	6	5	5	4	2
21	2,640,000	10+11*		6	6	6	6	5	4	3
22	2,860,000	10+12*		6	6	6	6	5	5	3
23	3,080,000	10+13*		6	6	6	6	6	5	4
24	3,300,000	10+14*		6	6	6	6	6	6	5

\* Constitution-based hp adjustments no longer apply.  
 Each level gained thereafter requires 220,000 experience points and grants +1 hit point.

**Illusionist Saving Throw Table**

Level	Aimed Magic Items (e.g., rod, staff, wand)	TYPE OF SAVING THROW			Spells for unlisted categories
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

**Illusionist To Hit Table**

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-5	26	25	24	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	
6-10	24	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
11-15	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
16-20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

## MAGIC USER

Magic users are a rare breed—practitioners of the mysterious art of arcane spell casting. A lengthy apprenticeship of study and practice allows these somewhat eerie individuals to store arcane energy within their minds and to release it in the form of spells. Magic users cast spells by speaking a few magic words, weaving complex gestures in the air, and employing rare and magical materials. While magic users (with illusionists) are the weakest character class in combat, this weakness is balanced by possessing the most powerful and versatile spells in the game.

The full underlying principles of magic are beyond mortal comprehension; even wizards of the profoundest intellect struggle from momentary inklings to understand its more complex patterns. Nevertheless, those characters who possess formidable intelligence and a certain intuitive gift, who are willing to devote themselves to a lifetime of study, may in time sufficiently master the art to be capable of shifting mountains and shattering entire armies. High-level magic users are the most feared and dangerous characters in the game.

Magic users do not gain bonus spells for high intelligence scores; intelligence does determine which spells they can understand and how many spells they may learn for each spell level.

Magic users are dependent upon their spell books, and normally may only cast a spell they have learned from these books (exception: magic users may cast spells from arcane magical scrolls). Mages may not cast spells from divine, druidic or phantasmal magic scrolls. The acquisition of a new spell is difficult and demanding and must normally be accomplished through adventuring, although the mage will automatically receive one new spell of the highest spell level that he or she may cast upon acquiring a new level of experience.

OSRIC magic users are superficially similar to the wizards of fantasy literature such as Gandalf and Merlin, but they are more closely similar to mages described in the works of Jack Vance. His “Dying Earth” cycle, and particularly “Rhalto the Marvellous”, are highly recommended.

Magic users are the only class capable of fabricating magic items that they cannot themselves employ. Clerics, druids and illusionists can fabricate magic items, but only those they

themselves can use; items such as magical swords, that no primary spell casting class may use, are in their creation the sole province of magic users.

At 11th level, a magic user may establish a stronghold (usually a tower or small keep) in the same manner as a fighter.

### The Magic User Character

**Minimum Scores:** Str 3, Dex 6, Int 9, Wis 6, Con 6, Cha 6

**Hit Die Type:** d4 (max 11)

**Alignment:** Any

**Experience bonus:** Int 16+

**Armour/Shield Permitted:** None

**Weapons Permitted:** Dagger, dart, oil, staff

**Weapon Proficiencies:** 1 + 1 per 5 levels

**Penalty to hit for non-proficiency:** -5

**Weapon Specialisation:** N/A

### Magic User Class Abilities

**Spellcasting:** Magic users may memorise and cast arcane spells in accordance with the tables provided below. A beginning magic user character will know four spells. One of these will automatically be Read Magic. The second spell should be chosen by the player from the list of first level spells, and the last two should be determined randomly from the list of first level spells.

### Advanced Abilities

**Eldritch Craft (7th):** Mages of 7th or higher level may create magical potions, scribe arcane scrolls (of spells that he or she already knows) and recharge magical rods, staves and wands. This process should be overseen by the GM, who must take care to ensure that it is not too easy! A long list of ingredients will always be required, some of which should be expensive, and others of which should be a challenge to acquire.

**Eldritch Power (12th):** Magic users of 12th level or higher may attempt to create other magical

items by means of the *enchant an item* spell. However, this is even more difficult than creating a potion or scroll, and the various components required should be of a rarity and value appropriate to the magic item under consideration. Even then, success will not be guaranteed.



**Magic User Spell Acquisition Table**

Intelligence	Chance to Understand Spells (d%)	Min/Max Spells Understood Per Level
9	35	4/6
10-12	45	5/7
13-14	55	6/9
15-16	65	7/11
17	75	8/14
18	85	9/18
19	90	10/22

**Magic User Level Advancement**

Level	Base Experience Points Required	Hit Dice (d4)	Notes	Spells By Level									
				1	2	3	4	5	6	7	8	9	
1	0	1		1	-	-	-	-	-	-	-	-	-
2	2,400	2		2	-	-	-	-	-	-	-	-	-
3	4,800	3		2	1	-	-	-	-	-	-	-	-
4	10,250	4		3	2	-	-	-	-	-	-	-	-
5	22,000	5		4	2	1	-	-	-	-	-	-	-
6	40,000	6		4	3	2	-	-	-	-	-	-	-
7	60,000	7	Eldritch Craft	4	3	2	1	-	-	-	-	-	-
8	80,000	8		4	3	3	2	-	-	-	-	-	-
9	140,000	9		4	4	3	2	1	-	-	-	-	-
10	250,000	10		4	4	3	2	2	-	-	-	-	-
11	375,000	11	Wizard	4	4	4	3	3	-	-	-	-	-
12	750,000	11+1*	Eldritch Power	5	4	4	3	3	1	-	-	-	-
13	1,125,000	11+2*		5	5	4	3	3	2	-	-	-	-
14	1,500,000	11+3*		5	5	5	4	4	2	1	-	-	-
15	1,875,000	11+4*		5	5	5	4	4	3	2	-	-	-
16	2,250,000	11+5*	Mage	5	5	5	4	4	3	2	1	-	-
17	2,625,000	11+6*		5	5	5	5	5	4	3	2	-	-
18	3,000,000	11+7*	Archmage	5	5	5	5	5	4	3	2	1	-
19	3,375,000	11+8*		5	5	5	5	5	5	4	3	1	-
20	3,750,000	11+9*		5	5	5	5	5	5	4	3	2	-
21	4,125,000	11+10*		6	6	5	5	5	5	4	4	2	-
22	4,500,000	11+11*		6	6	6	6	5	5	5	4	2	-
23	4,875,000	11+12*		6	6	6	6	6	6	5	4	3	-
24	5,250,000	11+13*		6	6	6	6	6	6	6	5	3	-

\* Constitution-based hp adjustments no longer apply. Each level gained thereafter requires 375,000 experience points and grants +1 hit point.

**Magic User Saving Throw Table**

Level	TYPE OF SAVING THROW				Spells for unlisted categories
	Aimed Magic Items (e.g., Rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

**Magic User To Hit Table**

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

**PALADIN**

A paladin is a paragon of righteousness sworn to be, and always to remain, Lawful Good. If this vow is ever breached, the paladin must atone and perform penance to be decided by a powerful NPC cleric of the same alignment—unless the breach was intentional, in which case the paladin instantly loses his or her enhanced status as a paladin and may never regain it. Such a “fallen paladin” is in all respects a fighter, with no special powers, for the remainder of his or her career.

The Paladin class in OSRIC superficially resembles such legendary warriors as Sir Galahad or Sir Gawaine of the Arthurian cycle, but is more closely similar to characters described in the works of Poul Anderson. His “Three Hearts and Three Lions” is particularly highly recommended.

Paladins suffer the following restrictions:

First, the paladin may never possess more than ten magic items, and no more than a single suit of magic armour with no more than one magic shield may be so owned.

Second, the paladin must always give away a tenth of any money which he or she receives to some Lawful Good cause, and if he or she has any money remaining after paying his or her costs (such as maintaining equipment and paying servants' wages) this surplus must be likewise donated.

Third, paladins will not associate with characters who are not Good in alignment save under very exceptional circumstances (i.e., if approved by the GM).

**The Paladin Character**

**Minimum Scores:** Str 12, Dex 6, Con 9, Int 9, Wis 13, Cha 17

**Hit Die Type:** d10 (max 9 hit dice)

**Alignment:** Lawful Good only

**Experience bonus:** Str and Wis 16+

**Armour/Shield Permitted:** Any

**Weapons Permitted:** Any

**Weapon Proficiencies:** 3 + 1 every 2 levels

**Penalty to hit for non-proficiency:** -2

**Weapon Specialisation:** Optional rule - as fighter

**Paladin Class Abilities**

**Improved Saving Throws:** The paladin uses a more favourable saving throw table than other classes (see table, below).

**Cure Disease:** Paladins can cure disease (as the clerical spell) by touch, once per week. Paladins of higher than 5th level may do so twice per week, and those higher than 10th level thrice per week. Paladins themselves are completely immune to disease.

**Detect Evil:** A paladin may detect evil at any range up to 60 ft at will, provided he or she concentrates on doing so.

**Protection from Evil:** A paladin radiates an aura within a 10 ft radius, equivalent to the clerical spell protection from evil.

**Lay on Hands:** Once per day, the paladin may heal two hit points per level to any creature touched (e.g. a third level paladin would heal six hit points with this ability).

**Advanced Abilities**

**Turn Undead (3rd):** Paladins of third level and higher gain the ability to turn undead as a good aligned cleric does, but as a cleric of two levels lower than the paladin's level.



**Summon Warhorse (4th):** At fourth level, the paladin may summon a special Paladin's Warhorse, a heavy warhorse with enhanced hit points, intelligence and movement speed. Such a destrier may be called only once every ten years.

**Bonus Attacks (8th):** Paladins gain additional attacks as fighters do, but less swiftly. A paladin has one attack at first to seventh level, 3/2 attacks at eighth to 14th level, and two attacks at 15th

level and above. If the optional weapon specialisation rules are permitted by the GM, paladins may specialise as fighters do, save that they receive fewer proficiencies and gain extra attacks more slowly as described above.

**Clerical Spellcasting (9th):** Paladins gain the ability to cast certain cleric spells at 9th level (see table, below).

### Paladin Level Advancement

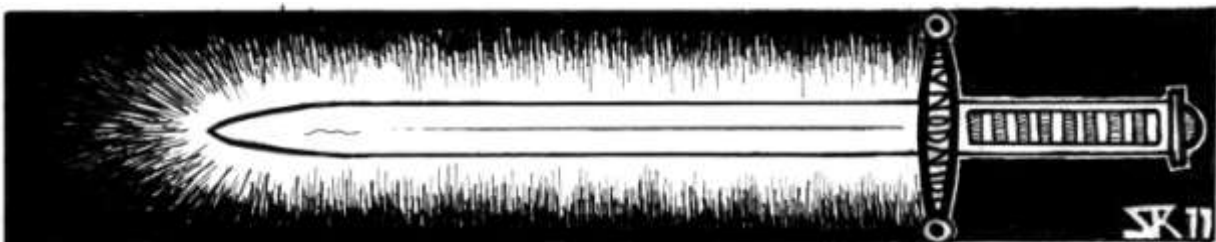
Level	Base Experience Points Required	Hit Dice (d10)	Notes	Spell Casting Level	Spells By Level			
					1	2	3	4
1	0	1		0	-	-	-	-
2	2,550	2		0	-	-	-	-
3	5,500	3	Turn Undead	0	-	-	-	-
4	12,500	4	Warhorse	0	-	-	-	-
5	25,000	5		0	-	-	-	-
6	45,000	6		0	-	-	-	-
7	95,000	7		0	-	-	-	-
8	175,000	8	Bonus Attacks	0	-	-	-	-
9	325,000	9	Knight	1	1	-	-	-
10	600,000	9+3*		2	2	-	-	-
11	1,000,000	9+6*		3	2	1	-	-
12	1,350,000	9+9*		4	2	2	-	-
13	1,700,000	9+12*		5	2	2	1	-
14	2,050,000	9+15*		6	3	2	1	-
15	2,400,000	9+18*		7	3	2	1	1
16	2,750,000	9+21*		8**	3	3	1	1
17	3,100,000	9+24*		8**	3	3	2	1
18	3,450,000	9+27*		8**	3	3	3	1
19	3,800,000	9+30*		8**	3	3	3	2
20	4,150,000	9+33*		8**	3	3	3	3
21	4,500,000	9+36*		8**	4	3	3	3
22	4,850,000	9+39*		8**	4	4	3	3
23	5,200,000	9+42*		8**	4	4	4	3
24	5,550,000	9+45*		8**	4	4	4	4

\* Constitution-based hp adjustments no longer apply

\*\* 8th is the spell casting level ceiling for paladins; they may never cast spells as a High Priest or Priestess does.

Each level gained thereafter requires 350,000 additional experience points and gains +3 hit points.

**NB:** Paladins do not gain bonus cleric spells for having high wisdom. This ability is limited to "true" priests, i.e. clerics or druids.



**Paladin Saving Throw Table**

Level	TYPE OF SAVING THROW				Spells for unlisted categories
	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	
1-2	14	15	12	13	15
3-4	13	14	11	12	14
5-6	11	11	9	10	12
7-8	10	10	8	9	11
9-10	8	7	6	7	9
11-12	7	6	5	6	8
13-14	5	3	3	4	6
15-16	4	2	2	3	5
17-18	3	2	2	2	4
19+	2	2	2	2	3

**Paladin To Hit Table**

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

**RANGER**

Rangers are a special variation of the fighter class. They are modelled on such characters of fiction as Aragorn and Robin Hood and are particularly expert in wilderness situations. Rangers are defenders of the poor and serve to protect civilisation from the evil forces that lurk beyond civilised lands.

Rangers must abide by certain limitations, in the same fashion as paladins:

First, the ranger must always remain of good alignment (lawful, neutral or chaotic). Any deliberate change in the ranger's alignment away from good will result in the character becoming a mere fighter, with 8-sided hit dice, never able to

regain ranger-hood. An unintentional change will transform the character into a fighter as above, but in this case, with sufficient questing and atonement, the ranger may be permitted to recover his or her status. The GM will determine the precise details of this process according to the situation.

Second, rangers may not employ mercenaries or servants until they reach eighth level or higher. Even once permitted, a ranger may not employ any mercenary or servant who he or she suspects (or ought to suspect) is not of good alignment.

Third, a maximum of three rangers may travel or operate together at any one time.

Fourth, rangers travel light and may not keep any more treasure than they can lift (including any amount the ranger can carry on his or her steed, if any).

### The Ranger Character

**Minimum Scores:** Str 13, Dex 6, Con 14, Int 13, Wis 14, Cha 6

**Hit Die Type:** d8 (max 11 at 10<sup>th</sup> level)

**Initial Hit Die:** 2\*

**Alignment:** Any good

**Experience bonus:** Str, Int, and Wis 16+

**Armour/Shield Permitted:** Any

**Weapons Permitted:** Any

**Weapon Proficiencies:** 3 + 1 every 2 levels

**Penalty to hit for non-proficiency:** -2

**Weapon Specialisation:** Optional rule - as fighter

\* Rangers are different from fighters and paladins in terms of hit points. Rangers roll 8-sided dice to determine their hit points, but they receive two such dice at first level. They gain 1d8 per level thereafter until they achieve a ceiling of 11 hit dice (at tenth level).

### Ranger Class Abilities

**Alert Against Surprise:** Rangers are less likely to be surprised (only on a 1 on 1d6), and more likely to surprise others (1-3 on 1d6) than other character classes.

**Damage Bonus vs Humanoids:** Rangers receive a bonus of +1 damage per ranger level against evil humanoid or giantish opponents (including such creatures as orcs, goblins, and giants, for example). Thus, a third level ranger would receive +3 damage per hit against these creatures. This damage bonus applies only in hand-to-hand "melee" combat.

**Tracking:** Rangers may track other creatures, with a base 90% chance of success in rural settings (modified by the GM according to such factors as the age of the trail, the prevailing terrain and current weather conditions) and a base 65%

chance in urban or dungeon settings (again, modified by the GM to take account of local conditions).



### Advanced Abilities

**Bonus Attacks (8th):** Rangers gain additional attacks as fighters do, but less swiftly. A ranger has one attack at first to seventh level, 3/2 attacks at eighth to 14th level, and two attacks at 15th and above. If the optional weapon specialisation rules are permitted by the GM, rangers may specialise as fighters do, save that they receive fewer proficiencies and gain extra attacks more slowly as described above.

**Spell Casting (8th):** At eighth level, rangers receive limited spell powers, drawn from the Druid and Magic user spell lists according to the table given hereafter.

**Band of Followers (10th):** Rangers of tenth level or higher receive a special body of followers. The GM will determine the exact nature of a ranger's special followers, but the group may include unusual and magical creatures; centaurs and werbears, for example, would be possible followers.

**Scrying Device Use (10th):** Rangers of tenth level or higher may use crystal balls and other such devices that permit magical scrying.

### Ranger Level Advancement

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spell Casting Level	Druid Spells			Mage Spells	
					1	2	3	1	2
1	0	2		0	-	-	-	-	-
2	2,250	3		0	-	-	-	-	-
3	4,500	4		0	-	-	-	-	-
4	9,500	5		0	-	-	-	-	-
5	20,000	6		0	-	-	-	-	-
6	40,000	7		0	-	-	-	-	-
7	90,000	8	May employ followers	0	-	-	-	-	-
8	150,000	9	Bonus attacks	1	1	-	-	-	-
9	225,000	10		1	1	-	-	1	-
10	325,000	11	Ranger Lord (Lady)	2	2	-	-	1	-
11	650,000	11+2*		2	2	-	-	2	-
12	975,000	11+4*		3	2	1	-	2	-
13	1,300,000	11+6*		3	2	1	-	2	1
14	1,625,000	11+8*		4	2	2	-	2	1
15	1,950,000	11+10*	Bonus Attacks	4	2	2	-	2	2
16	2,275,000	11+12*		5	2	2	1	2	2
17	2,600,000	11+14*		5	2	2	2	2	2
18	2,925,000	11+16*		6**	3	2	2	2	2
19	3,250,000	11+18*		6**	3	2	2	3	2
20	3,575,000	11+20*		6**	3	3	2	3	2
21	3,900,000	11+22*		6**	3	3	2	3	3
22	4,225,000	11+24*		6**	3	3	3	3	3
23	4,550,000	11+26*		6**	4	3	3	3	3
24	4,875,000	11+28*		6**	4	3	3	4	3

\* Constitution-based hp adjustments no longer apply.

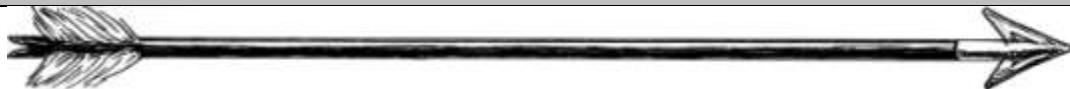
\*\* 6th is the spell casting level ceiling for rangers.

Each level gained thereafter requires 325,000 additional experience points and gains +2 hit points.

**NB:** Rangers do not gain bonus druid spells for having high wisdom. This ability is limited to “true” priests, i.e. clerics or druids.

### Ranger Saving Throw Table

Level	Aimed Magic Items (e.g., rod, staff, wand)	TYPE OF SAVING THROW				Spells for unlisted categories
		Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph		
1-2	16	17	14	15	17	
3-4	15	16	13	14	16	
5-6	13	13	11	12	14	
7-8	12	12	10	11	13	
9-10	10	9	8	9	11	
11-12	9	8	7	8	10	
13-14	7	5	5	6	8	
15-16	6	4	4	5	7	
17-18	5	4	3	4	6	
19+	4	3	2	3	5	



**Ranger To Hit Table**

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

**THIEF**

Thieves sneak furtively in the shadowed alleyways of cities, living by their wits. They are often members of the criminal underclass, usually trained by a thieves' guild in the arts of burglary and stealth. It is not uncommon for a thief to seek out the great rewards that can be gained from the adventuring life, especially when circumstances require lying low for a while.

Most thieves come from the teeming masses of a large city, wherein a thieves' guild is often the only source of justice and exercises as much power as the city's legitimate government. Of course, not all thieves are members of a guild. Some are freelancers, evading both the authorities and the guild, living on the edge of the knife. Some are even found working on the side of the law; agents or spies who use their skills in more accepted (though equally shadowy) pursuits. A thief character must be of any neutral or evil alignment. Neutral good thieves are permitted because of the neutral component of their alignment.

Sensible adventuring parties will almost always include a thief, for the skills of such a character are invaluable in reaching inaccessible places via climb walls, pick locks, and so on. In addition, dungeons frequently contain traps which must be located and disarmed, and the thief's cunning and stealth conspire to make him or her very useful in a scouting role.

Thieves in OSRIC are modelled on characters of fiction and legend, particularly characters from the works of Fritz Leiber and Jack Vance. Leiber's "Lankhmar" series is highly recommended, particularly for its description of the operation of a typical thieves' guild; but the high-level thief's ability to read (or misread) magic scrolls is a nod to Vance's Cugel.

**The Thief Character**

**Minimum Scores:** Str 6, Dex 9, Con 6, Int 6, Cha 6

**Hit Die Type:** d6 (max 10)

**Alignment:** Any neutral or any evil

**Experience bonus:** Dex 16+

**Armour/Shield Permitted:** Leather or studded leather only, no shields

**Weapons Permitted:** Club, dagger, oil, sling, single-handed swords (except bastard swords)

**Weapon Proficiencies:** 2 + 1 every 4 levels

**Penalty to hit for non-proficiency:** -3

**Weapon Specialisation:** N/A

### Thief Class Abilities

**Backstab:** If the thief can approach his or her target unobserved and strike with a melee weapon, the attack is made at +4 to hit. Damage from a backstab is doubled—or trebled if the thief is of fifth level or higher. Thieves of ninth level or higher do quadruple damage, while those of 13th or greater level quintuple the number shown on the die. Damage modifiers (such as those pertaining to strength or magic) are not multiplied from a backstab.

**Climb:** Climbing represents a thief's ability to scale sheer walls and surfaces, cling to ceilings, and perform other feats of climbing that would normally be impossible. Climbing checks must ordinarily be repeated for every ten ft of climbing. Non-thieves cannot climb walls, cliffs, or any vertical surface without the use of a rope or magic, making the presence of a thief vital to many adventuring parties.

**Find Traps:** This ability represents the thief's minute visual inspection of a new area for tiny telltale signs that something of interest or danger may be concealed nearby. It requires a full turn (ten minutes) to accomplish.

**Hide in Shadows:** Some shadow must be present for this ability to be used, but if the check is successful the thief is effectively invisible until he makes an attack or moves from the shadows. The ability can also be used to blend in with a crowd of people rather than disappear into shadows.

**Move Quietly:** Use of this skill allows the thief to move with preternatural silence even over surfaces such as squeaky floors.

**Open Locks/ Disarm Traps:** Opening locks and disarming traps (without springing them) is a skill unique to thieves, which cannot be successfully attempted by members of other classes. A thief can also set traps (with the same chance as to disarm).

**Pick Pockets:** If the thief's pick pockets check fails by 20% or more, then his or her attempt has been discovered and the intended victim will almost always take hostile action.

**Read Languages:** The thief may attempt to read languages and ciphers of a non-magical nature only.

**Thieves' Cant:** Thieves have their own language.

### Advanced Abilities

**Read Scrolls (10th):** When a thief reaches tenth level, he or she has become well-versed enough in training to cast spells from an arcane or phantasmal scroll (magic user or illusionist). However, this casting is not always successful. The thief should roll against his or her intelligence as a magic user or illusionist does, and if the score shown on the die is insufficient for the thief to cast the spell, then the casting will fail, possibly (at the GM's option) having some entirely unexpected effect.

### Thief Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	
2	1,250	2	
3	2,500	3	
4	5,000	4	
5	10,000	5	
6	20,000	6	
7	40,000	7	
8	70,000	8	
9	110,000	9	
10	160,000	10	Master Thief; may read scrolls
11	220,000	10+2*	
12	440,000	10+4*	

\*Constitution-based hp adjustments no longer apply.

Each level thereafter requires 220,000 experience points and grants +2 hit points.



**Thief Skills Table - Base chance**

Level	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
1	80%	25%	10%	20%	20%	30%	35%	1%
2	82%	29%	13%	25%	25%	34%	39%	5%
3	84%	33%	16%	30%	30%	38%	43%	10%
4	86%	37%	19%	35%	35%	42%	47%	15%
5	88%	41%	22%	40%	40%	46%	51%	20%
6	90%	45%	25%	45%	45%	50%	55%	25%
7	91%	49%	28%	50%	50%	54%	59%	30%
8	92%	53%	31%	55%	55%	58%	63%	35%
9	93%	57%	34%	60%	60%	62%	67%	40%
10	94%	61%	37%	65%	65%	66%	71%	45%
11	95%	65%	40%	70%	70%	70%	75%	50%
12	96%	69%	43%	75%	75%	74%	79%	55%
13	97%	73%	46%	80%	80%	78%	83%	60%
14	98%	77%	49%	85%	85%	82%	87%	65%
15	99%	81%	52%	90%	90%	86%	90%	70%
16	99%	85%	55%	91%	91%	90%	91%	75%
17	99%	89%	58%	92%	92%	92%	92%	80%
18	99%	91%	61%	93%	93%	93%	93%	85%
19	99%	93%	64%	94%	94%	94%	94%	90%
20	99%	95%	67%	95%	95%	95%	95%	92%
21	99%	97%	70%	96%	96%	96%	96%	94%
22	99%	99%	73%	97%	97%	97%	97%	96%
23	99%	99%	76%	98%	98%	98%	98%	98%
24	99%	99%	79%	99%	99%	99%	99%	99%

**Thief Skills Table – Dexterity adjustments**

Dexterity	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
9	-	-15%	-	-10%	-20%	-10%	-15%	-
10	-	-10%	-	-5%	-15%	-5%	-10%	-
11	-	-5%	-	-	-10%	-	-5%	-
12	-	-	-	-	-5%	-	-	-
13	-	-	-	-	-	-	-	-
14	-	-	-	-	-	-	-	-
15	-	-	-	-	-	-	-	-
16	-	-	-	-	-	+5%	-	-
17	-	+5%	-	+5%	+5%	+10%	-	-
18	-	+10%	-	+10%	+10%	+15%	+5%	-
19	-	+15%	-	+15%	+15%	+20%	+15%	-



**Thief Skills Table – Racial Adjustments**

Race	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
Dwarf	-10%	+15%	-	-	-5%	+15%	-	-5%
Elf	-5%	+5%	+5%	+10%	+5%	-5%	+5%	+10%
Gnome	-15%	-	+5%	-	-	+10%	-	-
Half-elf	-	-	-	+5%	-	-	+10%	-
Halfling	-15%	-	+5%	+15%	+15%	-	+5%	-5%
Half-orc	+5%	+5%	+5%	-	-	+5%	-5%	-10%
Human	+5%	-	-	-	-	+5%	-	-

**Note:** Subject to the GM's discretion, no combination of adjustments can reduce a thief's chance of success in a thieving skill below 1% or increase it above 99%. In other words, there is always a small chance of success or risk of failure unless the GM decides the circumstances are exceptional.

**Thief Saving Throw Table**

Level	TYPE OF SAVING THROW				
	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

**Thief To Hit Table**

Level	ROLL REQUIRED TO HIT ARMOUR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

**MULTI-CLASSING AND DUAL-CLASSING**

**Multi-classing**, which is an option available only to non-human characters, is simultaneous advancement in two or more different classes. Dual-classing, an option available only to human characters, is the ability to switch classes and begin advancing exclusively in a new character class. Specific information about the interaction of the restrictions and abilities of a multi-classed character are described in the racial description of each race. Gnomish multi-classed characters are, for example, limited to leather armour in order to cast spells, while elven multi-classed characters are not. These restrictions reflect the particular nature of the non-human races and thus are detailed in the race descriptions. There is a general rule, however, that a cleric/fighter may

use edged weapons. When a non-human character has more than one character class, any experience points gained by the character will be divided evenly between these two classes, even once the character can no longer progress in one of the classes.

When the character advances in one of his or her classes, additional hit points are determined by rolling the appropriate die (d4 for magic users and illusionists, d6 for thieves and assassins, etc.), adding the appropriate constitution modifier, and dividing by the number of classes involved (so two for a cleric/thief, or three for a fighter/cleric/magic user, for example).

It is therefore entirely possible for a multi-class character to be at different levels of experience in



different classes. As an extreme example, a half-orcish cleric/assassin of level 4/15 is possible.

**Optional Rule:** Some GMs limit elven and half-elven fighter/magic users and fighter/magic user/clerics in respect of the armour they may wear while casting spells. If this optional rule is in play, such a character may only cast arcane spells if unarmoured—unless they are wearing elven chain. The character may still cast divine spells regardless of the armour he or she is wearing. (This rule assumes that elven chain is specially designed to allow fighter/magic users to wear it.)

**Dual-class** characters are humans who elect to change irrevocably from one class to another. The character class of a non-human represents talents and abilities that are somewhat more innate than those of humankind. Humans are more flexible and can generally become more skilled in any one class than non-humans, but lacking the innate talents of the other races, they can only focus upon one class at a time.

In order to switch from one class to another, the human character must have an ability score of 15+ in the prime requisite(s) of the original class, and of 17+ in the prime requisite(s) of the new class. The character retains his or her hit points. He or she can use the particular abilities of the original class, but doing so will cause the character to forfeit all experience points from that adventure (as determined by the GM). This restriction applies until the character has advanced in the new class to a level at least one higher than was attained in the original class.

When the character begins the process of learning a new class, he or she gains the abilities of the new class as a first level member of that class, and all experience is applied to progressing in the new class. The character gains no additional hit points until reaching a level in the new class one higher than in the original class, after which time the character's hit points advance as per the new class.

Unlike multi-class characters, dual-classed characters cannot perform the functions of several different classes simultaneously. So, for example, an elven fighter/magic user could cast arcane spells while wearing armour, but a human dual-classed fighter and magic user would have to remove his or her armour to do the same thing.

However, with dual-classed characters, any combination of classes is possible, provided the character qualifies in terms of ability scores and can comply with any relevant alignment restrictions. Theoretically, an individual with very high ability scores could play a cleric/paladin or a magic user/illusionist.

## ALIGNMENT

Alignment represents where a character falls in terms of the ever-present battle between good and evil. Along the law-chaos axis, it also represents how the character approaches such issues. Alignment is more than a philosophy; evil and good are palpably real in the game world. An evil person bears the poison of his or her alignment in his or her very soul, and magic spells can even be used to detect the stain of it. In general, the good alignments will work together, although there may well be misunderstandings and disputes between those of differing good alignments. Relationships between those of evil alignments will generally be based on power and fear, although many evil aligned individuals or monsters are natural followers, not seeking to usurp power as much as they will seek to ally themselves with and serve the most powerful. The moral dictates of alignment are not tied to culture in any way; they are objective reality. If a barbarian comes from a society that kills the weak, he or she is evil if he or she accedes to the practice, even though it is considered necessary or beneficial in that culture. Such a culture is evil.

Each alignment has an “alignment language” specific to that alignment, allowing characters of that alignment to communicate with one another to a certain degree. Alignment tongues are not precisely languages; they cannot be rendered into writing, but they can be an effective mode of communication nonetheless, consisting of a variety of words, gestures, and even facial expressions. Alignment tongues are almost never used unless the speaker is certain he or she will be heard only by members of the same alignment.

Note that not all creatures of a particular alignment will speak their alignment tongue, although demi-humans and humanoids will normally do so. A creature such as a chimæra, for example, that is non-humanoid and generally evil by nature rather than by choice, might be chaotic evil in alignment but would not speak the chaotic evil alignment tongue. A groll, however, that is humanoid and evil by choice as well as by nature,

will tend to speak the chaotic evil alignment tongue.

### THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the law–chaos axis with the good–evil axis. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

**Lawful Good, “Crusader”:** A lawful good character acts as a good person is expected or required to act. He or she combines a commitment to oppose evil with the discipline to fight relentlessly. He or she normally tells the truth, keeps his or her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Generally, lawful good characters seek to combine the values of both honour and compassion.

**Neutral Good, “Benefactor”:** A neutral good character does the best that a good person can do. He or she is devoted to helping others. He or she might work with or on behalf of kings and magistrates, but does not feel beholden to them if he or she feels that they are not serving the cause of good. Neutral good characters value doing what is good without a particular bias for or against order (or laws).

**Chaotic Good, “Rebel”:** A chaotic good character acts as his or her conscience directs, with little regard for what others might expect. He or she makes his or her own way, but is generally kind and benevolent. He or she believes in goodness and personal honour, but has little use for laws and regulations.

Such a character disdains those who seek to intimidate others and tell them what to do. He or she follows his or her own moral compass, which, although good, may not agree with that of society. Chaotic good characters value the combination of a good heart with a free spirit.

**Lawful Neutral, “Judge”:** A lawful neutral character acts as law, tradition, or a personal code directs him or her. Order and organisation are paramount. He or she may believe in personal order and live by a code or standard, or might believe in order for all, favouring a strong,

organised government. Lawful neutral characters value reliability and honour, and some can be quite zealous about forcing these attributes onto society or other individuals.

**Neutral:** A neutral character has no allegiance to either good vs evil or law vs chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. These normally think of good as preferable to evil—after all, they would rather have good neighbours and rulers than evil ones.

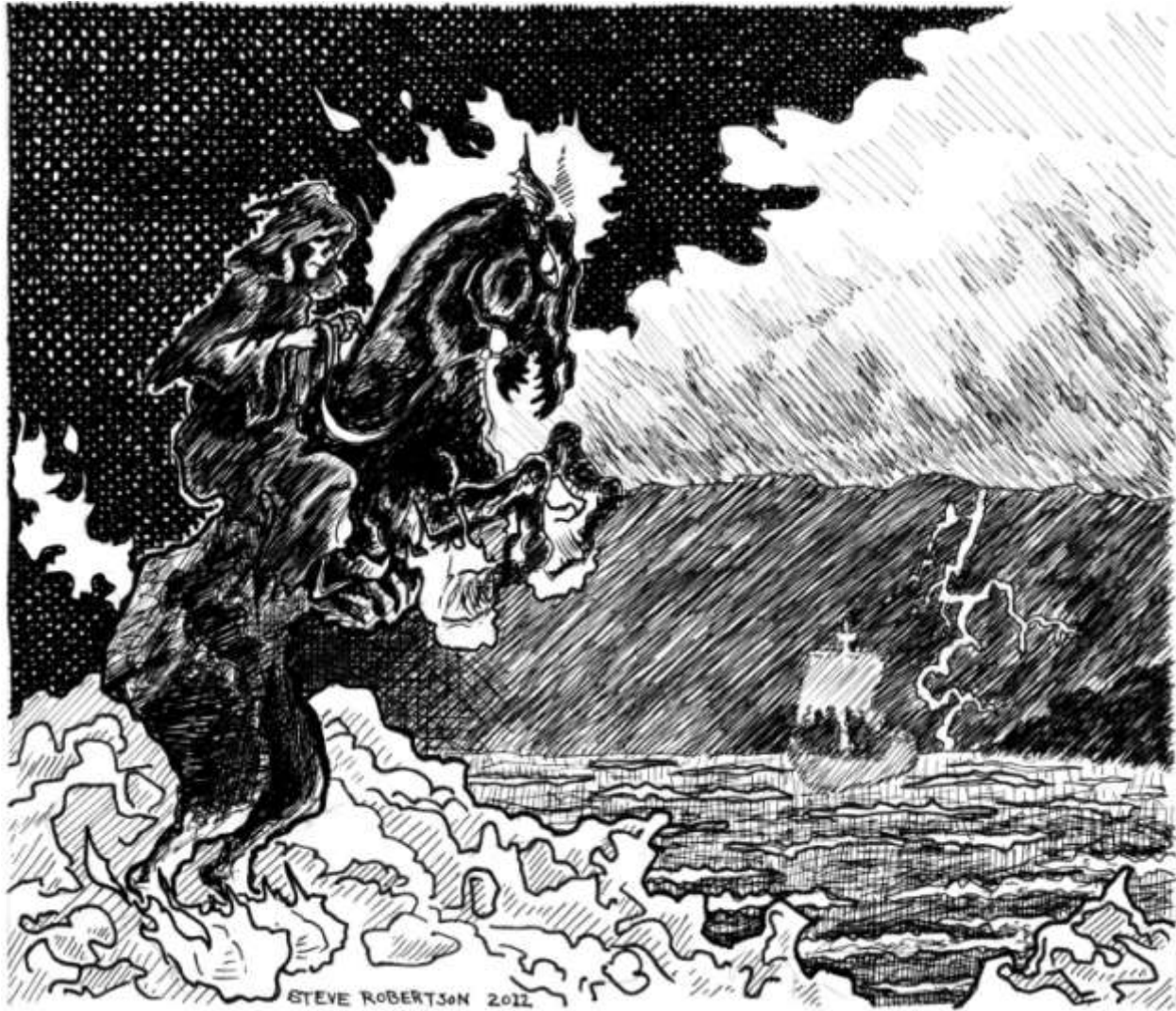
Still, such characters are not personally committed to upholding good in any abstract or universal way, especially when there is treasure to be had. Some neutral characters, on the other hand, are morally committed to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes, advocating and supporting neutrality as the best, most balanced road in the long run.

**Chaotic Neutral, “Free Spirit”:** A chaotic neutral character follows his or her whims. He or she is an individualist first and last. He or she values his or her own liberty but does not strive to protect others’ freedom. He or she avoids authority, resents restrictions, and challenges traditions.

A chaotic neutral character does not normally intentionally disrupt organisations as part of a campaign of anarchy. To do so, he or she would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from him- or herself suffer). A chaotic neutral character may be unpredictable, but his or her behaviour is not normally totally random.

**Lawful Evil, “Dominator”:** A lawful evil villain methodically takes what he or she wants within the limits of his or her code of conduct without regard for whom it hurts. He or she cares about tradition, loyalty, and order but not about freedom, dignity, or life. He or she plays by the rules but without mercy or compassion. He or she is comfortable in a hierarchy and would like to rule, but is willing to serve. He or she condemns others not according to their actions but according to race, religion, homeland, or social rank. He or she is loath to break laws or promises.

This reluctance comes partly from his or her nature and partly because he or she depends on order to protect him- or herself from those who



oppose him or her on moral grounds. Some lawful evil characters have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains. Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good.

Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master. Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

**Neutral Evil, “Malefactor”:** A neutral evil villain does whatever he or she can get away with. He or she is out for him- or herself, pure and simple. He

or she sheds no tears for those he or she kills, whether for profit, sport, or convenience. He or she has no love of order and holds no illusion that following laws, traditions, or codes would make him or her any better or more noble. On the other hand, he or she doesn’t have the restless nature or love of conflict that a chaotic evil villain has. Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

**Chaotic Evil, “Destroyer”:** A chaotic evil character does whatever his or her greed, hatred, and lust for destruction drive him to do. He or she is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he or she is simply out for whatever he or she can get, he or she is ruthless and brutal. If he or she is committed to the spread of evil and chaos, he or she is even worse. His or

her plans may be worked out well in advance, but their implementation will often be haphazard, and any group he or she forms is likely to be poorly organised.

Typically, chaotic evil creatures can be made to work together only by force, and their leader lasts only as long as he or she can thwart attempts to topple or assassinate him or her. Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil. Chaotic evil represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

## MONEY

In OSRIC, coins are heavy. Ten coins weigh one lb. They are also of primary importance when keeping track of character experience, since gold the party recovers is converted to experience at the rate of 1gp = 1xp. (The GM may well wish to reduce the experience point award for gold if large amounts are gained for relatively small risk.) OSRIC prices normally far exceed prices as they were in the real mediæval world. Gold is plentiful and hence of relatively little value. The purpose of this is to allow GMs to place the kinds of treasure mentioned in works of fantasy literature—huge piles of gold, enormous gems and pieces of beautiful jewellery—without destroying the fantasy economy of his or her game.

A fundamental, driving assumption of OSRIC-compatible games is that the player characters are, at least partially, motivated by a desire (or need) for wealth. This need not necessarily be for reasons of greed; a cleric or paladin character, for example, could be driven to acquire money to donate to the poor, or to enable his or her superiors to construct a new church. However this is managed, the mechanics of the game specifically reward the acquisition of money, and so successful players will tend to find an awful lot of it!

Shrewd GMs will usually use all the tools at their disposal to ensure that while a lot of money flows through the players’ hands, other pressures will keep their expenses high. In particular, training costs (see Chapter III) will absorb the majority of the characters’ income during the early levels. If any players are skilled and fortunate enough that their characters survive to higher levels, they will find that the construction and maintenance of a stronghold also creates a strain on the purse; while creating magic items is more expensive still.

This constant drive for money should serve to motivate the player characters to explore dark dungeons, seek dragons’ hoards and otherwise constantly quest for wealth!

OSRIC games normally use the following conversion rate for currency. Of course, a GM’s specific campaign may change this, but in this case the GM should consider revising the price lists provided in the following section.

1 platinum piece = 5 gold pieces  
 1 gold piece = 2 electrum pieces  
 1 gold piece = 10 silver pieces  
 1 gold piece = 100 copper pieces

Each character begins the game with a certain amount of money to buy initial equipment—how much depends on the character’s class. Clerics and druids receive 30-180gp (3d6 x 10); fighters, rangers and paladins receive 50-200gp ((3d6+2) x 10); magic users and illusionists receive 20-80gp (2d4 x 10), while thieves and assassins receive 20-120gp (2d6 x 10). Multi-class individuals receive the award for the wealthiest of their classes (thus, a fighter/thief would receive the starting money of a fighter, while a cleric/magic user would receive the starting money of a cleric).



## EQUIPMENT

The following table shows suggested general equipment prices for a typical campaign. Players should check with their GM whether the prices shown below apply in his or her specific campaign.

Item	Weight	Cost
Ale, pint	1	1 sp
Backpack	10 (empty)	2 gp
Barrel	30 (empty)	2 gp
Bedroll	5	2 sp
Bell	-	1 gp
Belt	-	5 sp
Blanket, woollen	2	5 cp
Block and tackle	5	5 gp
Boots, soft	3	1 gp
Boots, heavy	5	2 gp
Bottle (wine), glass	1	2 gp
Box (empty)	15	1 gp
Bracer, leather (archery)	1	8 sp
Caltrops	2	1 gp
Candle, beeswax	-	1 cp
Canvas (per sq. yd)	1	1 sp
Cauldron and tripod	15	2 gp
Chain (per 10 ft)	10	30 gp
Chalk, piece	-	1 cp
Chest (empty)	25	2 gp
Cloak	2	3 cp
Crowbar	5	2 gp
Dice, bone, pair	-	5 sp
Dice, loaded, pair	-	5 gp
Doublet, linen	1	3 gp
Firewood (per day)	20	1 cp
Fish hook	-	1 sp
Fishing net (per 25 sq. ft)	-	1 sp
Flask (leather)	-	3 cp
Flint and steel	-	1 gp
Gloves, kidskin, pair	½	3 gp
Gown, woollen	1	5 cp
Gown, linen	1	3 gp
Gown, silk	1	50+ gp
Grappling hook	4	1 gp
Hammer (tool, not war)	2	5 sp
Holy symbol, silver	1	25 gp
Holy symbol, pewter	1	5 gp
Holy symbol, wooden	1	6 sp
Horse, cart	N/A	15 gp
Horse, nag	N/A	8 gp
Horse, palfrey	N/A	40+ gp
Horse, rouncey	N/A	25 gp
Horse, war, heavy	N/A	500+ gp
Horse, war, light	N/A	200+ gp
Horse, war, medium	N/A	350+ gp
Hose	-	1 gp
Iron spikes, dozen	5	1 gp
Ladder (per 10 ft)	20	5 sp
Lamp (bronze)	1	1 sp
Lantern, bullseye	3	12 gp
Lantern, hooded	2	7 gp
Lock	1	20+ gp
Manacles	2	15 gp

Item	Weight	Cost
Mirror (small steel)	½	20 gp
Mirror (small silver)	½	45 gp
Mule	N/A	18 gp
Musical instrument	1+	5+ gp
Needle and thread	-	3 cp
Oil (lamp) (per pint)	1	1 sp
Ox	N/A	15 gp
Parchment (per sheet)	-	2 sp
Pin (cloak)	-	4 sp
Piton	½	1 sp
Pole (per 10 ft)	8	2 sp
Pony	N/A	12 gp
Pot, iron	10	5 sp
Pouch, belt, large	2 (empty)	4 sp
Pouch, belt, small	1 (empty)	2 sp
Quill (pen)	-	1 sp
Quiver (holds 12 arrows)	1 (empty)	1 gp
Quiver (holds 24 arrows)	2 (empty)	25 sp
Quiver (holds 12 bolts)	1 (empty)	12 sp
Quiver (holds 24 bolts)	2 (empty)	3 gp
Rations, standard (per day)	2	2 gp
Rations, trail (per day)	1	6 gp
Reins, bit and bridle	5	2 gp
Robe, linen	1	3 gp
Robe, silk	1	60+ gp
Rope, hemp (per 50 ft)	10	1 gp
Rope, silk (per 50 ft)	5	10 gp
Sack, small	½ (empty)	9 cp
Sack, large	1 (empty)	15 cp
Saddle and stirrups	20	10 gp
Satchel	5 (empty)	1 gp
Scrollcase, bone	½	4 gp
Scrollcase, leather	½	1 gp
Shoes, common	1	5 sp
Shoes, noble	1	30+ gp
Shovel	8	2 gp
Signal whistle	-	8 sp
Skillet	5	1 gp
Soap (per lb)	1	5 sp
Spell book (blank)	5	25 gp
Tent	20	10 gp
Thieves' Tools	1	30 gp
Torch	1	1 cp
Tunic, woollen	1	5 cp
Tunic, banqueting	1	10+ gp
Twine, linen (per 100 ft)	½	8 cp
Vellum (per sheet)	-	3 sp
Wagon, small	N/A	100 gp
Wagon, large	N/A	250 gp
Water, holy (per vial)	½	25 gp
Waterskin (3 pint)	1 (empty)	1 gp
Whetstone	½	2 cp
Wine, pint	1	5 sp

**Master Weapon Table**

Weapon Type	Damage vs Small or Medium	Damage vs Large	Encumbrance	Cost
Arrows	1d6	1d6	4 (per dozen)	2 gp (per dozen)
Axe, battle	1d8	1d8	7	5 gp
Axe, hand	1d6	1d4	5	1 gp
Bolt, heavy crossbow	1d6+1	1d6+1	4 (per dozen)	4 gp (per dozen)
Bolt, light crossbow	1d4+1	1d4+1	2 (per dozen)	2 gp (per dozen)
Club	1d4	1d3	3	2 cp
Dagger	1d4	1d3	1	2 gp
Dart	1d3	1d2	½	2 sp
Flail, heavy	1d6+1	2d4	10	3 gp
Flail, light	1d4+1	1d4+1	4	6 gp
Halberd	1d10	2d6	18	9 gp
Hammer, war, heavy	1d6+1	1d6	10	7 gp
Hammer, war, light	1d4+1	1d4	5	1 gp
Javelin*	1d6	1d4	4	5 sp
Lance*	2d4+1	3d6	15	6 gp
Mace, heavy	1d6+1	1d6	10	10 gp
Mace, light	1d4+1	1d4+1	5	4 gp
Morning star	2d4	1d6+1	12	5 gp
Pick, heavy	1d6+1	2d4	10	8 gp
Pick, light	1d4+1	1d4	4	5 gp
Pole arm*	1d6+1	1d10	8	6 gp
Sling bullet	1d4+1	1d6+1	4 (per dozen)	1 gp (per dozen)
Sling stone	1d4	1d4	2 (per dozen)	Free
Spear*	1d6	1d8	5	1 gp
Staff	1d6	1d6	5	Free
Sword, claymore/bastard	2d4	2d8	10	25 gp
Sword, broad	2d4	1d6+1	8	10 gp
Sword, long	1d8	1d12	7	15 gp
Sword, scimitar	1d8	1d8	5	15 gp
Sword, short	1d6	1d8	3	8 gp
Sword, two-handed	1d10	3d6	25	30 gp
Trident*	1d6+1	3d4	5	4 gp

\* Long-hafted, pointed weapons, such as the spear, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge and the foe actually charges. The lance inflicts double damage when used by a character riding a charging heavy warhorse or similar animal; if the attacker is mounted on a normal riding or cavalry horse, the damage should be reduced.



**Missile Weapon Table**

<b>Weapon Type</b>	<b>Damage vs Small or Medium</b>	<b>Damage vs Large</b>	<b>Rate of Fire (in shots per round)</b>	<b>Range (-2 to hit per increment)</b>	<b>Encumbrance</b>	<b>Cost</b>
Axe, hand	1d6	1d4	1	10 ft	5	1 gp
Bow, long**	1d6	1d6	2	70 ft	12	60 gp
Bow, short**	1d6	1d6	2	50 ft	8	15 gp
Club	1d4	1d3	1	10 ft	3	2 cp
Composite bow, long**	1d6	1d6	2	60 ft	13	100 gp
Composite bow, short**	1d6	1d6	2	50 ft	9	75 gp
Crossbow, heavy*	1d6+1	1d6+1	½	60 ft	12	20 gp
Crossbow, light	1d4+1	1d4+1	1	60 ft	4	12 gp
Dagger	1d4	1d4	2	10 ft	1	2 gp
Dart	1d3	1d2	3	15 ft	½	2 sp
Hammer	1d4+1	1d4	1	10 ft	5	1gp
Javelin	1d6	1d4	1	20 ft	2	5 sp
Sling	1d4+1 or 1d4	1d6+1 or 1d4	1	35 ft	½	5 sp
Spear	1d6	1d8	1	15 ft	5	1 gp

\* Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

\*\* Some specially-made bows (sold at special cost if at all—GM's discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon. Otherwise the strength damage bonus with missile weapons is restricted to hurled weapons (axes, hammers, clubs, darts, javelins and spears).

**ARMOUR****Armour Table 1**

<b>Armour Type</b>	<b>Encumbrance*</b>	<b>Max Move Rate</b>	<b>Effect on AC (base AC 10)</b>	<b>Cost</b>
Banded	35 lbs	90 ft	-6	90 gp
Mail hauberk or byrnie (chain)	30 lbs	90 ft	-5	75 gp
Mail, elfin (chain)	15 lbs	120 ft	-5	Not sold
Leather	15 lbs	120 ft	-2	5 gp
Padded gambeson	10 lbs	90 ft	-2	4 gp
Plate	45 lbs	60 ft	-7	400 gp
Ring	35 lbs	90 ft	-3	30 gp
Scale or lamellar	40 lbs	60 ft	-4	45 gp
Shield, large	10 lbs	N/A	-1	15 gp
Shield, medium	8 lbs	N/A	-1	12 gp
Shield, small	5 lbs	N/A	-1	10 gp
Splint	40 lbs	60 ft	-6	80 gp
Studded	20 lbs	90 ft	-3	15 gp

\* For non-magic armour. Magic armour is un-encumbering, and allows a maximum move rate 30 ft faster than normal (up to 120 ft). Magic shields weigh as much as normal shields of the same type.

**Armour Table 2**

Type of Armour	AC Rating
None	10
Shield only	9
Leather or padded armour	8
Studded leather or ring	7
Scale or lamellar	6
Mail hauberk or byrnie	5
Banded armour	4
Plate	3

The AC rating of a character employing a shield is improved by 1, so a character wearing leather armour and carrying a shield would be AC 7, while a character with plate armour and shield would be AC 2. Magic armour with a rating of +1 reduces AC by 1, +2 reduces by 2, and so forth; the principle is that a positive rating for a magic item shows that it is beneficial, but AC is rated on a descending scale whereby the lower the figure, the better the protection.

Shields do NOT affect armour class where the target is being attacked from the rear. Likewise, a figure attacked by several opponents may only employ the shield against one (in the case of a small shield), two (in the case of a medium shield) or three (for a large shield) attacks in any one given round; thus AC against multiple opponents will tend to deteriorate.

This table should not be used to extrapolate monster armour types. These are assigned rather than calculated. For example, most hobgoblins are AC 5, but this does not mean that the hobgoblin will automatically be wearing chain mail armour worth 75gp! More than likely, the creature is wearing a mishmash of assorted pieces of armour of negligible value, but its armour class is considered to be 5 owing to its combat skill and the needs of the game system.

Elfin mail counts as normal (chain) mail except for the purposes of weight calculation and encumbrance. It is rarely sold, but suits are occasionally fashioned by elven master craftsmen as gifts for those who have performed some great service for the elven race. 99% of them are awarded to elves, the majority of the remainder to humans or half-elves. Dwarf-sized or smaller suits are prohibitively rare.

Field plate is optional, and rather anachronistic (and hence not listed on the standard tables). It

means the Gothic and Milanese plate of the fifteenth century or later. If field plate is used in a campaign, it should be treated as having an AC modifier of -8 (i.e. field plate plus shield would be equivalent to AC 1) and a maximum movement rate of 90 ft. Some GMs may also wish to permit full plate, representing the jousting or tourney plate of the same period and later, which should be treated as having an AC modifier of -9 and a maximum movement rate of 60 ft.

Druids are restricted to armour that does not contain metal. They are permitted leather (optionally studded leather at the GM's discretion) and shields not bound with metal. A wooden shield bound with rawhide costs the same, and has the same characteristics, as a small shield.

Thieves are restricted to leather or padded armour. Some kindly GMs permit thieves to use studded leather or elfin mail.

Normally, plate gauntlets and helms must be removed before missile weapons such as bows can be employed.





**HEIGHT AND WEIGHT (OPTIONAL RULE)**

Some GMs and/or players like to assign their character's height and weight from the character's ability scores and background, and others do not bother with them. These are perfectly acceptable approaches. Some groups prefer to use random tables for these things, and for these groups, the following tables are provided.

**Dwarf Male**

d%	Description	Height	Weight
01-10	Small	3 ft 9 in + 1d4 in	130 lbs + 1d20 lbs
11-25	Slim	4 ft 1 in + 1d4 in	140 lbs + 1d20 lbs
26-55	Normal	4 ft 2 in + 1d4 in	150 lbs + 1d20 lbs
56-85	Stout	4 ft 2 in + 1d4 in	160 lbs + 1d20 lbs
86-95	Tall	4 ft 6 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	4 ft 9 in + 1d4 in	170 lbs + 1d20 lbs

**Elf Male**

d%	Description	Height	Weight
01-15	Small	4 ft 7 in + 1d4 in	70 lbs + 1d20 lbs
16-45	Slim	4 ft 11 in + 1d4 in	80 lbs + 1d20 lbs
46-75	Normal	5 ft 0 in + 1d4 in	90 lbs + 1d20 lbs
76-80	Stout	5 ft 0 in + 1d4 in	95 lbs + 1d20 lbs
81-95	Tall	5 ft 4 in + 1d4 in	95 lbs + 1d20 lbs
96-00	Outsize	5 ft 7 in + 1d4 in	100 lbs + 1d20 lbs

**Gnome or Halfling Male**

d%	Description	Height	Weight
01-10	Small	2 ft 10 in + 1d3 in	50 lbs + 1d20 lbs
11-25	Slim	3 ft 1 in + 1d3 in	55 lbs + 1d20 lbs
26-55	Normal	3 ft 2 in + 1d3 in	60 lbs + 1d20 lbs
56-85	Stout	3 ft 2 in + 1d3 in	65 lbs + 1d20 lbs
86-95	Tall	4 ft 6 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	4 ft 9 in + 1d4 in	170 lbs + 1d20 lbs

**Dwarf Female**

d%	Description	Height	Weight
01-15	Petite	3 ft 7 in + 1d4 in	100 lbs + 1d20 lbs
16-30	Svelte	3 ft 11 in + 1d4 in	110 lbs + 1d20 lbs
31-65	Normal	4 ft 0 in + 1d4 in	120 lbs + 1d20 lbs
66-85	Curvy	4 ft 0 in + 1d4 in	130 lbs + 1d20 lbs
86-95	Tall	4 ft 4 in + 1d4 in	130 lbs + 1d20 lbs
96-00	Outsize	4 ft 7 in + 1d4 in	140 lbs + 1d20 lbs

**Elf Female**

d%	Description	Height	Weight
01-15	Petite	4 ft 3 in + 1d4 in	64 lbs + 1d20 lbs
16-45	Svelte	4 ft 7 in + 1d4 in	72 lbs + 1d20 lbs
46-75	Normal	4 ft 8 in + 1d4 in	80 lbs + 1d20 lbs
76-80	Curvy	4 ft 8 in + 1d4 in	85 lbs + 1d20 lbs
81-95	Tall	5 ft 0 in + 1d4 in	85 lbs + 1d20 lbs
96-00	Outsize	5 ft 3 in + 1d4 in	90 lbs + 1d20 lbs

**Gnome or Halfling Female**

d%	Description	Height	Weight
01-15	Petite	2 ft 8 in + 1d3 in	42 lbs + 1d20 lbs
16-30	Svelte	2 ft 11 in + 1d3 in	45 lbs + 1d20 lbs
31-65	Normal	3 ft 0 in + 1d3 in	50 lbs + 1d20 lbs
66-85	Curvy	3 ft 0 in + 1d3 in	55 lbs + 1d20 lbs
86-95	Tall	3 ft 3 in + 1d3 in	55 lbs + 1d20 lbs
96-00	Outsize	3 ft 5 in + 1d3 in	60 lbs + 1d20 lbs

**Half-Elf Male**

d%	Description	Height	Weight
01-10	Small	5 ft 1 in + 1d4 in	105 lbs + 1d20 lbs
11-30	Slim	5 ft 5 in + 1d4 in	115 lbs + 1d20 lbs
31-70	Normal	5 ft 6 in + 1d4 in	125 lbs + 1d20 lbs
71-80	Stout	5 ft 6 in + 1d4 in	135 lbs + 1d20 lbs
81-95	Tall	5 ft 10 in + 1d4 in	135 lbs + 1d20 lbs
96-00	Outsize	6 ft 1 in + 1d4 in	145 lbs + 1d20 lbs

**Half-Elf Female**

d%	Description	Height	Weight
01-15	Petite	4 ft 9 in + 1d4 in	80 lbs + 1d20 lbs
16-30	Svelte	5 ft 1 in + 1d4 in	90 lbs + 1d20 lbs
31-65	Normal	5 ft 2 in + 1d4 in	100 lbs + 1d20 lbs
66-85	Curvy	5 ft 2 in + 1d4 in	110 lbs + 1d20 lbs
86-95	Tall	5 ft 6 in + 1d4 in	110 lbs + 1d20 lbs
96-00	Outsize	5 ft 9 in + 1d4 in	120 lbs + 1d20 lbs

**Half-Orc Male**

d%	Description	Height	Weight
01-10	Small	5 ft 3 in + 1d4 in	130 lbs + 1d20 lbs
11-25	Slim	5 ft 7 in + 1d4 in	140 lbs + 1d20 lbs
26-55	Normal	5 ft 8 in + 1d4 in	150 lbs + 1d20 lbs
56-85	Stout	5 ft 8 in + 1d4 in	165 lbs + 1d20 lbs
86-95	Tall	6 ft 0 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	6 ft 3 in + 1d4 in	170 lbs + 1d20 lbs

**Half-Orc Female**

d%	Description	Height	Weight
01-15	Petite	4 ft 10 in + 1d4 in	100 lbs + 1d20 lbs
16-30	Svelte	5 ft 2 in + 1d4 in	110 lbs + 1d20 lbs
31-65	Normal	5 ft 3 in + 1d4 in	120 lbs + 1d20 lbs
66-85	Curvy	5 ft 3 in + 1d4 in	135 lbs + 1d20 lbs
86-95	Tall	5 ft 7 in + 1d4 in	130 lbs + 1d20 lbs
96-00	Outsize	5 ft 10 in + 1d4 in	140 lbs + 1d20 lbs

**Human Male**

d%	Description	Height	Weight
01-10	Small	5 ft 4 in + 1d4 in	140 lbs + 1d20 lbs
11-30	Slim	5 ft 8 in + 1d4 in	155 lbs + 1d20 lbs
31-70	Normal	5 ft 9 in + 1d4 in	170 lbs + 1d20 lbs
71-80	Stout	5 ft 9 in + 1d4 in	185 lbs + 1d20 lbs
81-95	Tall	6 ft 1 in + 1d4 in	185 lbs + 1d20 lbs
96-00	Outsize	6 ft 4 in + 1d4 in	200 lbs + 1d20 lbs

**Human Female**

d%	Description	Height	Weight
01-15	Petite	4 ft 11 in + 1d4 in	105 lbs + 1d20 lbs
16-30	Svelte	5 ft 3 in + 1d4 in	115 lbs + 1d20 lbs
31-65	Normal	5 ft 4 in + 1d4 in	125 lbs + 1d20 lbs
66-85	Curvy	5 ft 4 in + 1d4 in	135 lbs + 1d20 lbs
86-95	Tall	5 ft 8 in + 1d4 in	135 lbs + 1d20 lbs
96-00	Outsize	5 ft 11 in + 1d4 in	145 lbs + 1d20 lbs

These tables provide base height and weight. Then roll 1d6; on a “1”, subtract 1d4 in and 1d20 lbs, and reroll. On a “6”, add 1d4 in and 1d20 lbs, and reroll. Continue rolling until a 2, 3, 4, or 5 appears. Discard any nonsensical results.



Arcane and phantasmal spells are acquired as a result of long study and diligent practice. To cast a spell, the illusionist or magic user must have the spell scribed in his or her spell book and have prepared it for casting.

Clerical and druidic spells, on the other hand, are acquired as a result of faithful religious service. To cast a spell, the cleric or druid must have spent time in prayer and meditation to prepare it for casting.

In either case, the procedure for memorising a spell is the same. Spell memorisation requires a minimum rest period of four hours, which must be spent in a quiet place without interruption. Once this period has expired, it takes fifteen minutes per level to memorise spells; in other words, a character memorising one third, two second and four first level spells would require a further (45+30+30+15+15+15+15=) two hours and forty-five minutes of memorisation time.

Spells, once cast, are lost from the casting character's memory and cannot be reused until the caster memorises them again. (Exception: It is possible to memorise the same spell twice or even more times if the caster has sufficient spell slots.)

Under "saving throw" the notation "none (neg.\*)" indicates the spell does not normally have a saving throw, but one is permitted for the spell's reverse. For example, *cure light wounds* has no saving throw, but its reverse *cause light wounds* does have one.

Also under "saving throw", the notation "half" indicates that if the saving throw is passed, the spell takes half-effect. For example, with *fireball* if the saving throw is halved, targets within the area of effect take half the damage shown on the die.

### SPELL SCROLLS

Spells are also sometimes found written on scrolls. It is not possible to memorise a spell from a scroll, although magic users and illusionists may copy the spell from the scroll into their spell books, if they understand the spell. This process always erases the scroll. This is the primary means by which magic users and illusionists will acquire new spells for their spell books.

Alternatively, the spell may be cast directly from the scroll, in which case the scroll is erased as the

spell is cast. In this case, it is not necessary for the caster to know the spell beforehand, and indeed it is possible to cast a spell from a scroll even if the caster does not know the spell or is of insufficient level to use the magic.

In extreme cases (such as when a character casts a spell from a scroll well above the level he or she could normally memorise) the GM will assign a chance that the spell will fail.

A character must be of the correct class to cast a spell from a scroll. Thus, only clerics or paladins may cast spells from clerical scrolls, only druids or rangers from druidic ones, and so on. (Exception: Thieves and assassins may attempt to cast arcane and phantasmal spells from scrolls.)

### EXPLANATORY NOTES CONCERNING THE SPELL DESCRIPTIONS

If the range of a spell is "0," this indicates that the spell must be cast right at the caster's location, but that it remains stationary (in other words, it does not travel). If the range is "caster," this indicates that the spell moves with the caster.

Spell duration refers to the length of time that the spell's magic remains "magical." Thus a permanent duration means that the spell creates an enchantment (which can probably be dispelled). A spell with instantaneous duration is a spell that causes a permanent change in the world, but one that no longer requires a spell to maintain. The effect of a spell with instantaneous duration cannot later be dispelled. The cleric's cure spells are an excellent example: once a wounded person is cured, the regained hit points cannot be removed with a *dispel magic* spell, but they are not magically protected from being removed with a sword stroke, either. The spell is simply complete once it is cast, and no more magic is active after that point. Spells marked with "Instantaneous (permanent)" under "duration" all have this property—they cannot be removed by being dispelled.

Spell components may be verbal (representing the words used to incant the spell), somatic (representing the gesture or gestures that must accompany the casting), and/or material (representing physical components that are normally consumed in the spell's casting). Exception: Material components that are not normally consumed include a cleric's holy symbol.

Spells with a verbal component may not be cast within the area of effect of a *silence* spell or if the caster is gagged. Spells with a somatic component will require that the caster has at least one hand free for the casting. Spells with a material component will usually require two free hands as well as the material component itself.

The precise nature of the material component for most spells has been left as a matter for the GM to determine, if relevant. Where such components are costly, an approximate cost is provided. Otherwise, the components should not usually be rare or difficult to acquire.

As typical examples, the spell *fireball* might require explosive materials such as charcoal or saltpetre, while the spell *sleep* might require a pinch of sand thrown towards the targets at the culmination of the spell.

It is possible for high level magic users and illusionists to research new spells. Such spells should be assigned a level by the GM which should be commensurate with the approximate power of the spell. The GM should always ensure that such spell research is difficult, demanding, dangerous and very, very expensive!

The spell names provided are generic, and may (or should) be adjusted for additional flavour and relevance to the particular campaign in question. Thus, for example, *Animate Dead* might be re-named *Jaxon's Fearsome Marching Corpse* after the name of the mage who originally researched it in that particular campaign—or perhaps, after the spell's most famous (or infamous) victim.

### CLERIC SPELLS

Clerical spells draw upon divine power, channelling unearthly forces through the cleric's words and gestures. Any clerical spell with a material component requires (at a minimum) the use of the cleric's holy symbol unless the spell description states otherwise.

### DRUID SPELLS

Druidic spells draw upon the divine power of nature, and operate according to similar principles as clerical spells. Any druidic spell with a material component requires (at a minimum) the use of mistletoe, holly, or oak leaves as described under the Druid class.

### ILLUSIONIST SPELLS

Unlike clerical and druidic spells, illusionist spells (also known as phantasmal spells in the OSRIC system) do not require any special material components. There are some illusionist spells that can be cast within the area of effect of a *silence* spell, since they have no verbal component.



### MAGIC USER SPELLS

Unlike clerical and druidic spells, magic user spells (also known as arcane spells in the OSRIC system) do not require a holy symbol or mistletoe as material components.



**CLERIC SPELLS BY LEVEL****Level One**

1	Bless p. 58	7	Light p. 101
2	Command p. 64	8	Protection From Evil p. 120
3	Create Water p. 70	9	Purify Food and Drink p. 122
4	Cure Light Wounds p. 71	10	Remove Fear p. 126
5	Detect Evil p. 74	11	Resist Cold p. 127
6	Detect Magic p. 75	12	Sanctuary p. 128

**Level Two**

1	Augury p. 57	7	Resist Fire p. 127
2	Chant p. 60	8	Silence 15 ft r. p. 131
3	Detect Charm p. 74	9	Slow Poison p. 132
4	Find Traps p. 85	10	Snake Charm p. 132
5	Hold Person p. 94	11	Speak With Animals p. 133
6	Know Alignment p. 100	12	Spiritual Weapon p. 135

**Level Three**

1	Animate Dead p. 54	7	Feign Death p. 83
2	Continual Light p. 68	8	Glyph of Warding p. 91
3	Create Food and Water p. 70	9	Locate Object p. 103
4	Cure Blindness p. 71	10	Prayer p. 118
5	Cure Disease p. 71	11	Remove Curse p. 126
6	Dispel Magic p. 77	12	Speak with Dead p. 133

**Level Four**

1	Cure Serious Wounds p. 72	6	Neutralise Poison p. 112
2	Detect Lie p. 75	7	Protection From Evil 10 ft r. p. 121
3	Divination p. 78	8	Speak With Plants p. 134
4	Exorcise p. 81	9	Sticks to Snakes p. 136
5	Lower Water p. 104	10	Tongues p. 141

**Level Five**

1	Atonement p. 57	6	Insect Plague p. 98
2	Commune p. 64	7	Plane Shift p. 115
3	Cure Critical Wounds p. 71	8	Quest p. 123
4	Dispel Evil p. 76	9	Raise Dead p. 123
5	Flame Strike p. 87	10	True Seeing p. 143

**Level Six**

1	Aerial Servant p. 52	6	Heal p. 93
2	Animate Object p. 54	7	Part Water p. 112
3	Blade Barrier p. 58	8	Speak With Monsters p.134
4	Conjure Animals p. 66	9	Stone Tell p. 137
5	Find the Path p. 84	10	Word of Recall p. 149

**Level Seven**

1	Astral Spell p. 56	6	Regenerate p. 124
2	Control Weather p. 69	7	Restoration p. 127
3	Earthquake p. 78	8	Resurrection p. 127
4	Gate p. 89	9	Symbol p. 138
5	Holy Word p. 95	10	Wind Walk p. 148

**DRUID SPELLS BY LEVEL****Level One**

1	Animal Friendship p. 53	7	Locate Animals p. 103
2	Detect Magic p. 75	8	Pass Without Trace p. 113
3	Detect Pits and Snares p. 75	9	Predict Weather p. 118
4	Entangle p. 80	10	Purify Water p. 122
5	Faerie Fire p. 82	11	Shillelagh p. 131
6	Invisibility to Animals p. 100	12	Speak with Animals p. 133

**Level Two**

1	Barkskin p. 58	7	Heat Metal p. 93
2	Charm Person or Mammal p. 62	8	Locate Plants p. 103
3	Create Water p. 70	9	Obscurement p. 112
4	Cure Light Wounds p. 72	10	Produce Flame p. 120
5	Feign Death p. 83	11	Trip p. 143
6	Fire Trap p. 86	12	Warp Wood p. 147

**Level Three**

1	Call Lightning p. 60	7	Pyrotechnics p. 122
2	Cure Disease p. 71	8	Snare p. 133
3	Hold Animal p. 94	9	Stone Shape p. 137
4	Neutralise Poison p. 112	10	Summon Insects p. 138
5	Plant Growth p. 116	11	Tree p. 143
6	Protection From Fire p. 121	12	Water Breathing p. 147

**Level Four**

1	Animal Summoning I p. 53	7	Hold Plant p. 95
2	Call Woodland Beings p. 60	8	Plant Door p. 115
3	Control Temperature 10 ft. r. p. 68	9	Produce Fire p. 120
4	Cure Serious Wounds p. 72	10	Protection From Lightning p. 121
5	Dispel Magic p. 77	11	Repel Insects p. 126
6	Hallucinatory Forest p. 92	12	Speak with Plants p. 134

**Level Five**

1	Animal Growth p. 53	6	Insect Plague p. 98
2	Animal Summoning II p. 54	7	Pass Plant p. 113
3	Anti-Plant Shell p. 55	8	Sticks to Snakes p. 136
4	Commune with Nature p. 65	9	Transmute Rock to Mud p. 142
5	Control Winds p. 69	10	Wall of Fire p. 145

**Level Six**

1	Animal Summoning III p. 54	6	Fire Seeds p. 85
2	Anti-Animal Shell p. 55	7	Transport via Plants p. 142
3	Conjure Fire Elemental p. 67	8	Turn Wood p. 144
4	Cure Critical Wounds p. 71	9	Wall of Thorns p. 147
5	Feeblemind p. 83	10	Weather Summoning p. 147

**Level Seven**

1	Animate Rock p. 55	6	Creeping Doom p. 70
2	Chariot of Fire p. 61	7	Finger of Death p. 85
3	Confusion p. 65	8	Fire Storm p. 86
4	Conjure Earth Elemental p. 66	9	Reincarnate p. 124
5	Control Weather p. 69	10	Transmute Metal to Wood p. 142

**ILLUSIONIST SPELLS BY LEVEL****Level One**

1	Audible Glamour p. 57	7	Detect Invisibility p. 74
2	Change Self p. 60	8	Gaze Reflection p. 90
3	Colour Spray p. 64	9	Hypnotism p. 96
4	Dancing Lights p. 72	10	Light p. 102
5	Darkness p. 72	11	Phantasmal Force p. 114
6	Detect Illusion p. 74	12	Wall of Fog p. 146

**Level Two**

1	Blindness p. 58	7	Improved Phantasmal Force p. 97
2	Blur p. 59	8	Invisibility p. 99
3	Deafness p. 73	9	Magic Mouth p. 106
4	Detect Magic p. 75	10	Mirror Image p. 109
5	Fog Cloud p. 87	11	Misdirection p. 109
6	Hypnotic Pattern p. 96	12	Ventriloquism p. 144

**Level Three**

1	Continual Darkness p. 68	7	Invisibility 10 ft r. p. 99
2	Continual Light p. 68	8	Non-Detection p. 112
3	Dispel Illusion p. 77	9	Paralysis p. 112
4	Fear p. 82	10	Rope Trick p. 128
5	Hallucinatory Terrain p. 92	11	Spectral Force p. 134
6	Illusory Script p. 97	12	Suggestion p. 137

**Level Four**

1	Confusion p. 66	5	Massmorph p. 107
2	Dispel Exhaustion p. 77	6	Minor Creation p. 108
3	Emotion p. 79	7	Phantasmal Killer p. 114
4	Improved Invisibility p. 97	8	Shadow Monsters p. 129

**Level Five**

1	Chaos p. 61	5	Project Image p. 120
2	Demi-Shadow Monsters p. 74	6	Shadow Door p. 129
3	Major Creation p. 106	7	Shadow Magic p. 129
4	Maze p. 107	8	Summon Shadow p. 138

**Level Six**

1	Conjure Animals p. 66	5	Programmed Illusion p. 120
2	Demi-Shadow Magic p. 73	6	Shades p. 129
3	Mass Suggestion p. 107	7	True Sight p. 143
4	Permanent Illusion p. 114	8	Veil p. 144

**Level Seven**

1	Alter Reality p. 53	4	Prismatic Spray p. 119
2	Arcane Spells Level 1 p. 56	5	Prismatic Wall p. 119
3	Astral Spell p. 56	6	Vision p. 145



**MAGIC USER SPELLS BY LEVEL**

**Level One**

1	Affect Normal Fires p. 52	16	Light p. 102
2	Burning Hands p. 59	17	Magic Aura p. 105
3	Charm Person p. 61	18	Magic Missile p. 106
4	Comprehend Languages p. 65	19	Mending p. 107
5	Dancing Lights p. 72	20	Message p. 108
6	Detect Magic p. 75	21	Protection From Evil p. 121
7	Enlarge p. 80	22	Push p. 122
8	Erase p. 80	23	Read Magic p. 124
9	Feather Fall p. 83	24	Shield p. 131
10	Find Familiar p. 84	25	Shocking Grasp p. 131
11	Floating Disk p. 87	26	Sleep p. 132
12	Friends p. 89	27	Spider Climb p. 135
13	Hold Portal p. 95	28	Unseen Servant p. 144
14	Identify p. 96	29	Ventriloquism p. 145
15	Jump p. 100	30	Write p. 149

**Level Two**

1	Audible Glamour p. 57	13	Locate Object p. 103
2	Continual Light p. 68	14	Magic Mouth p. 106
3	Darkness 15 ft r. p. 73	15	Mirror Image p. 109
4	Detect Evil p. 74	16	Pyrotechnics p. 123
5	Detect Invisibility p. 75	17	Ray of Enfeeblement p. 124
6	ESP p. 81	18	Rope Trick p. 128
7	False Trap p. 82	19	Scare p. 128
8	Fool's Gold p. 88	20	Shatter p. 130
9	Forget p. 88	21	Stinking Cloud p. 136
10	Invisibility p. 99	22	Strength p. 137
11	Knock p. 100	23	Web p. 148
12	Levitate p. 101	24	Wizard Lock p. 149

**Level Three**

1	Blink p. 58	13	Infravision p. 98
2	Clairaudience p. 62	14	Invisibility 10 ft r. p. 99
3	Clairvoyance p. 63	15	Lightning Bolt p. 102
4	Dispel Magic p. 77	16	Monster Summoning I p. 109
5	Explosive Runes p. 81	17	Phantasmal Force p. 114
6	Feign Death p. 84	18	Protection From Evil 10 ft r. p. 121
7	Fireball p. 86	19	Protection From Normal Missiles p. 122
8	Flame Arrow p. 87	20	Slow p. 132
9	Fly p. 87	21	Suggestion p. 138
10	Gust of Wind p. 92	22	Tiny Hut p. 141
11	Haste p. 93	23	Tongues p. 141
12	Hold Person p. 94	24	Water Breathing p. 147



**Level Four**

1	Charm Monster p. 61	13	Ice Storm p. 96
2	Confusion p. 66	14	Massmorph p. 107
3	Dig p. 76	15	Minor Globe of Invulnerability p. 108
4	Dimension Door p. 76	16	Mnemonic Enhancement p. 109
5	Enchanted Weapon p. 79	17	Monster Summoning II p. 110
6	Extension I p. 81	18	Plant Growth p. 116
7	Fear p. 82	19	Polymorph Other p. 116
8	Fire Charm p. 85	20	Polymorph Self p. 117
9	Fire Shield p. 86	21	Remove Curse p. 126
10	Fire Trap p. 86	22	Wall of Fire p. 145
11	Fumble p. 89	23	Wall of Ice p. 146
12	Hallucinatory Terrain p. 92	24	Wizard Eye p. 149

**Level Five**

1	Airy Water p. 52	13	Mage's Faithful Hound p. 104
2	Animal Growth p. 53	14	Magic Jar p. 105
3	Animate Dead p. 54	15	Monster Summoning III p. 110
4	Cloudkill p. 64	16	Passwall p. 113
5	Cone of Cold p. 65	17	Secret Chest p. 128
6	Conjure Elemental p. 66	18	Stone Shape p. 137
7	Contact Other Plane p. 67	19	Telekinesis p. 139
8	Distance Distortion p. 77	20	Teleport p. 140
9	Extension II p. 82	21	Transmute Rock to Mud p. 142
10	Feeblemind p. 83	22	Wall of Force p. 146
11	Hold Monster p. 94	23	Wall of Iron p. 146
12	Interposing Hand p. 99	24	Wall of Stone p. 146

**Level Six**

1	Anti-Magic Shell p. 55	13	Invisible Stalker p. 100
2	Control Weather p. 69	14	Legend Lore p. 101
3	Death Spell p. 73	15	Lower Water p. 104
4	Disintegrate p. 76	16	Monster Summoning IV p. 110
5	Enchant an Item p. 79	17	Move Earth p. 111
6	Extension III p. 82	18	Part Water p. 113
7	Forceful Hand p. 88	19	Project Image p. 120
8	Freezing Sphere p. 88	20	Reincarnation p. 125
9	Geas p. 90	21	Repulsion p. 126
10	Glasseye p. 90	22	Spirit-rack p. 135
11	Globe of Invulnerability p. 91	23	Stone to Flesh p. 137
12	Guards and Wards p. 91	24	Transformation p. 141

**Level Seven**

1	Cacodemon p. 59	9	Mass Invisibility p. 106
2	Charm Plants p. 62	10	Monster Summoning V p. 110
3	Delayed Blast Fireball p. 73	11	Phase Door p. 115
4	Duo-Dimension p. 78	12	Power Word Stun p. 117
5	Grasping Hand p. 91	13	Reverse Gravity p. 127
6	Instant Summons p. 98	14	Simulacrum p. 131
7	Limited Wish p. 102	15	Statue p. 136
8	Mage's Sword p. 104	16	Vanish p. 144

**Level Eight**

1	Antipathy/ Sympathy p. 55	9	Mind Blank p. 108
2	Clenched Fist p. 63	10	Monster Summoning VI p. 111
3	Clone p. 63	11	Permanency p. 113
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**SPELLS**

**AERIAL SERVANT**

*Clerical Conjuration/Summoning*

**Level:** Cleric 6

**Range:** 10 ft

**Duration:** 1 day/ caster level

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 9 segments

**Saving Throw:** None

By casting this spell, the cleric summons an aerial servant to do his or her bidding. The aerial servant will not fight, but will find and bring to the caster whatever creature or object the caster describes (provided the task is within the aerial servant's capacity to complete). The aerial servant will return to its native plane of existence at the end of the spell's duration, and earlier if the cleric who summoned it is slain, if the cleric releases the creature from its bondage, or if the servant is banished. When summoning an aerial servant, the cleric must be protected by a *protection from evil* spell or a holy symbol, or must stand within a magic circle. If the summoner does not take these precautions, the aerial servant will not be subject to any sort of control and will immediately attack the one who called it forth.

When fetching forth a living subject, the aerial servant always gains the benefit of surprise on its first attack for four surprise segments (unless it is detected). When the aerial servant scores a hit, it has successfully grabbed hold of its target and may bring it back to the cleric if the aerial servant

is stronger than its victim. To determine the result of this test of strength, both the aerial servant and its victim roll their hit dice (using the proper die type), and the higher number wins.

**AFFECT NORMAL FIRES**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 5 ft/ caster level

**Duration:** 1 round/ caster level

**Area of Effect:** 1½ ft radius fire

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

With arcane words and gestures, the magic user may command small fires, up to a limit of 1½ ft in radius, to grow smaller or larger. Any fire within the spell's size limitations may be made as small as a candle flame or turned into a bonfire up to three ft in diameter. An affected fire only consumes fuel appropriate to its new size, but will continue to radiate the same heat as a fire of its original size.

**AIRY WATER**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5

**Range:** Caster

**Duration:** 1 turn/ level

**Area of Effect:** 10 ft radius sphere or 20 ft radius hemisphere

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

This spell transforms water or other non-magical liquids into a bubble of air in the area surrounding the caster. The bubble has the same density as water and will not support the magic user in the water; he or she will sink or float as normal, surrounded by the bubble's atmosphere. The oxygen content of the air in the bubble does not run out until the spell expires.

### ALTER REALITY

*Phantasmal Illusion*

**Level:** Illusionist 7

**Range:** Unlimited

**Duration:** Varies (GM discretion)

**Area of Effect:** Varies (GM discretion)

**Components:** Varies (GM discretion)

**Casting Time:** Varies (GM discretion)

**Saving Throw:** Varies (GM discretion)

This spell has the same effect as the magic user spell *limited wish*, but requires the creation of a phantasmal force prior to casting, which serves as a focus for the spell.

### ANIMAL FRIENDSHIP

*Druidic Enchantment/ Charm*

**Level:** Druid 1

**Range:** 10 ft

**Duration:** Permanent

**Area of Effect:** One normal animal

**Components:** V,S,M

**Casting Time:** 6 turns

**Saving Throw:** Negates

The *animal friendship* spell enchants a normal animal of neutral alignment to become the druid's faithful friend and companion. The animal to be enchanted must not be completely unintelligent but cannot be of greater than animal intelligence. If the animal fails its saving throw (made at the beginning of the spell's casting), it will remain docile for the remainder of the casting time. Once the spell is complete, the animal will remain with the druid and can learn tricks similar to those that could be taught to a well-trained domestic pet. Each trick takes a week to learn, and after the animal has been with the druid for three months it will no longer be able to learn new tricks. During this period, if the animal is left alone by the druid for more than three days, the enchantment will be broken and the animal will revert to the wild. A

druid may only have animal friends with hit dice totaling twice his or her level. (The total hit dice can thus increase as the druid gains levels.)

### ANIMAL GROWTH - Druid (Reversible)

*Druidic Transmutation/ Alteration*

**Level:** Druid 5

**Range:** 80 ft

**Duration:** 2 rounds/ caster level

**Area of Effect:** Up to 8 animals in a 10 ft radius

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

This spell causes up to eight animals in the area of effect to grow to twice normal size, doubling their hit dice and the damage they inflict. The spell does not influence the animals' attitude toward the druid, so it is advisable to ensure ahead of time that they are friendly. The reverse of the spell halves their size and damage inflicted.

### ANIMAL GROWTH - Magic User (Reversible)

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5

**Range:** 60 ft

**Duration:** 1 round/ level

**Area of Effect:** Up to 8 animals in a 20 ft square area

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** None

Other than as noted above, this spell is identical to the druidic spell *animal growth*.

### ANIMAL SUMMONING I

*Druidic Conjuration/ Summoning*

**Level:** Druid 4

**Range:** 120 ft/ level

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

A druid may use this spell to summon normal or giant animals of a specified type. The animals must be within the spell's range to be summoned. Up to three summoning attempts may be made if animals of the specified type do not appear. Assuming that the summoned type of animal is within the spell's range, up to eight animals will

appear, of no more than four hit dice each. These animals will assist the druid with a specific mission: winning a battle, travelling to a specific location, etc.

### ANIMAL SUMMONING II

*Druidic Conjuration/ Summoning*

**Level:** Druid 5

**Range:** 180 ft/ caster level

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

This spell is similar to *animal summoning I*, but is more powerful. The spell will summon a maximum of six animals, each no greater than eight HD, or up to 12 animals, each no greater than four HD.

### ANIMAL SUMMONING III

*Druidic Conjuration/ Summoning*

**Level:** Druid 6

**Range:** 240 ft/ caster level

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** None

This spell is similar to *animal summoning I*, but is more powerful. The spell will summon up to four animals of no more than 16 HD each, or 16 animals of no more than four HD each.

### ANIMATE DEAD - Cleric

*Clerical Necromancy*

**Level:** Cleric 3

**Range:** 10 ft

**Duration:** Permanent

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

By casting this spell, the cleric calls the bones or bodies of dead humans or humanoids to rise and become lesser undead (skeletons or zombies). The undead will obey their creator's simple commands, following him or her, or perhaps guarding a location he or she designates against any creature (or not guarding it against certain creatures) that might enter. The spell's effects are

permanent, but can be dispelled by the use of *dispel magic*. Use of this spell is inherently not in accordance with the good alignment and is seldom used by good clerics unless there is a pressing need. Moreover, casting the spell in the confines of a city may subject the caster to inquiry by secular and religious authorities alike. A cleric may animate one zombie or skeleton per caster level.



### ANIMATE DEAD - Magic User

*Arcane Necromancy*

**Level:** Magic user 5

**Range:** 10 ft

**Duration:** Permanent

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 5 rounds

**Saving Throw:** None

Other than as noted above, this spell is identical to the clerical spell *animate dead*.

### ANIMATE OBJECT

*Clerical Transmutation/Alteration*

**Level:** Cleric 6

**Range:** 30 ft

**Duration:** 1 round/ caster level

**Area of Effect:** 1 cubic ft/ caster level

**Components:** V,S

**Casting Time:** 9 segments

**Saving Throw:** None

By means of this spell, the cleric “brings to life” an inanimate object, allowing it to move and follow the cleric’s simple commands. The GM will determine an object’s speed and combat specifics. An object’s mode of locomotion will determine its speed: rocking (a pedestal or bookshelf) at ten ft/ round, slithering (rope, carpet) at 10-30 ft per round, walking (statue, table) at 40-80 ft/ round, scampering (footstool) at 120 ft/ round. The object’s mode of attack (binding, striking, falling upon) and damage must be adjudicated by the GM’s common sense, although as a guideline, an item of approximately human weight will be able to strike for 2d4 hit points of damage.

### **ANIMATE ROCK**

*Druidic Transmutation/ Alteration*

**Level:** Druid 7

**Range:** 40 ft

**Duration:** 1 round/ caster level

**Area of Effect:** 2 ft cube/ caster level

**Components:** V,S,M

**Casting Time:** 9 segments

**Saving Throw:** None

This spell allows the druid to animate and command a stone object in the same way that a cleric commands an animated object with the *animate object* spell. The object to be animated cannot be part of a larger stone structure.

### **ANTI-ANIMAL SHELL**

*Druidic Abjuration*

**Level:** Druid 6

**Range:** 0

**Duration:** 1 turn/ caster level

**Area of Effect:** 10 ft radius sphere (or hemisphere)

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

This spell creates an immobile field of force that hedges out all animal matter. Note that undead and beings not of the material plane are not considered animal matter. The druid’s allies must, of course, be within the field at the time it is conjured forth, for they themselves are presumably of animal matter.

### **ANTI-MAGIC SHELL**

*Arcane Abjuration*

**Level:** Magic user 6

**Range:** Caster

**Duration:** 1 turn/ level

**Area of Effect:** 5 ft radius/ level globe

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

An anti-magic shell is a bubble of space around the magic user that completely prevents all magic from operating within its confines. Spell effects do not enter or function within the shell, providing the caster with complete protection from gaze attacks, hostile spells, and even the entrance of conjured or summoned creatures into his or her vicinity. The drawback of an anti-magic shell, of course, is that the caster him- or herself cannot cast spells or avail him- or herself of magic items while inside. Magic weapons, armour, and the like do not gain their bonuses or abilities while inside the shell, but would still function as non-magical weapons or armour.

### **ANTI-PLANT SHELL**

*Druidic Abjuration*

**Level:** Druid 5

**Range:** 0

**Duration:** 1 turn/ caster level

**Area of Effect:** 80 ft radius sphere (or hemisphere)

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

When the druid finishes casting this spell, an invisible barrier forms in an 80 ft radius around the caster and is immobile thereafter. No vegetable matter (including missiles formed of vegetable matter, such as wooden arrows) can penetrate the barrier.

### **ANTIPATHY/SYMPATHY**

*Arcane Enchantment/ Charm*

**Level:** Magic user 8

**Range:** 30 ft

**Duration:** 12 turns/ level

**Area of Effect:** Area 10 ft cube/ level, or a single object.

**Components:** V,S,M

**Casting Time:** 6 turns

**Saving Throw:** See below

This spell affects an area or an object with a magical aura that repels or attracts a certain,

specified type of being. Either a race of creature or an alignment must be specified. Note that if the spell is cast upon an object rather than an area, the targeted type of creature will have a penalty of -2 on the saving throw. If the magic user creates an *antipathy* for the area or object, the targeted creature type will feel an intense desire to stay away from it. A saving throw applies, permitting the creature to remain, or to touch the object, but even if the saving throw is successful the creature will feel extremely uncomfortable in its presence. Creatures that are able to remain in the area or near the object will begin to lose one point of dexterity per round (maximum four points) from discomfort.

If the magic user creates *sympathy* for an object or area, on the other hand, the targeted creature type will feel attracted to the area or object, pleased to remain in the vicinity, or covetous of the "precious" item. If the creature does not make a saving throw, it will do whatever is in its power to stay in contact with the area or the enchanted object.

### ARCANE SPELLS, LEVEL 1

*Various*

**Level:** Illusionist 7

**Range:** See below

**Duration:** See below

**Area of Effect:** See below

**Components:** See below

**Casting Time:** See below

**Saving Throw:** See below

This spell enables the illusionist to memorise several first level magic user spells in place of one seventh level illusionist spell. The illusionist may substitute a number of magic user spells equal to his or her level minus ten (four at 14th level, five at 15th level, etc.). The mage spells must be chosen at the same time as the Arcane Spells, Level 1 spell is memorised.

### ASTRAL SPELL - Cleric

*Clerical Transmutation/Alteration*

**Level:** Cleric 7

**Range:** Touch

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 3 turns

**Saving Throw:** None

Casting an *astral* spell allows the cleric and up to five companions to leave their material bodies and travel through the astral plane to other planes of existence. As the spell is cast, the character's material body enters a trance-like state of suspended animation while his or her consciousness enters the astral plane. The astral plane is a nexus with other planes of existence beyond, and the cleric may choose to enter these other planes of existence. If a character does transcend from the astral into another plane, he or she becomes a physical manifestation in that existence, forming a duplicate body identical to the one left in stasis back in the material plane. It is possible to travel astrally to other locations in the material plane, but a new body cannot be formed in a plane where the character already has a physical manifestation. While travelling in the astral plane, and after a new physical manifestation has formed on a plane beyond the astral, the character remains connected to his or her original body by a "silver cord," an invisible, mystical link. If the silver cord is broken or severed (some threats in the astral plane can cause this to happen), the character dies, both on the material plane and in astral form.

Most magic items lose some or all of their power on the astral plane. Unless an item's magical qualities are imbued so deeply as to exist in many planes, an astral traveller's physical manifestation on another plane will be equipped with only the unenchanted substance of otherwise magic items and weapons.

### ASTRAL SPELL - Illusionist

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 7

**Range:** Touch

**Duration:** See below

**Area of Effect:** One to six creatures

**Components:** V,S

**Casting Time:** 3 turns

**Saving Throw:** None

Other than as described above, this spell is identical to the clerical spell of the same name.

### ASTRAL SPELL - Magic User

*Arcane Evocation*

**Level:** Magic user 9

**Range:** Touch

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S  
**Casting Time:** 9 segments  
**Saving Throw:** None

Other than as described above, this spell is identical to the clerical spell of the same name.

### ATONEMENT

*Clerical Abjuration*

**Level:** Cleric 5  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** 1 person  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

The *atonement* spell is a form of spiritual cleansing, removing the stain of actions contrary to a character's moral alignment, but only for actions that the penitent took unwillingly or unwittingly. The penitent must be truly repentant of the deed, unless he or she is affected in such a way that would preclude repentance (such as in the case of someone whose alignment has been magically altered, or who is unconscious, charmed, or insane). In addition to removing the effects and supernatural consequences of evil actions, this spell may be used to negate, undo, or dispel a magical alignment change. Intentional misdeeds cannot be cleansed away by this spell. A cleric can, of course, use this spell to perform atonements for unintentional acts of goodness as well as evil, or for violations of neutral alignment. However, unless the GM rules otherwise based on circumstances, a cleric who is not true neutral cannot perform atonements for an alignment that the cleric does not, in some part, share.

### AUDIBLE GLAMOUR - Illusionist

*Phantasmal Illusion*

**Level:** Illusionist 1  
**Range:** 60 ft + 10 ft/ level  
**Duration:** 3 rounds/ level  
**Area of Effect:** Hearing range  
**Components:** V,S  
**Casting Time:** 5 segments  
**Saving Throw:** See below

This spell is, as its name suggests, the creation of illusory sounds. The caster designates a focal point for the spell, which must, of course, be within the spell's range. The focal point can be moved by the caster at will until the spell's duration expires. The spell can create any type of

sound, but the maximum volume of the noise depends upon the caster's level. A third level caster can produce the noise of four people shouting (or acting more quietly). Each additional caster level allows the caster to add the sound of four more people into the illusion. As a benchmark, the sound of an explosion or landslide would require a caster level of approximately eighth. Listeners are only entitled to saving throws if they have cause to doubt the apparent sounds. Players must state such disbelief, while the GM will make such determinations for monsters and NPCs based on the plausibility of the *audible glamour*.

### AUDIBLE GLAMOUR - Magic User

*Arcane Illusion/Phantasm*

**Level:** Magic user 2  
**Range:** 60 ft + 10 ft/ level  
**Duration:** 2 rounds/ level  
**Area of Effect:** Hearing distance from targeted point  
**Components:** V,M  
**Casting Time:** 2 segments  
**Saving Throw:** See below

Except as may be noted above, this spell functions in the same manner as the illusionist spell of the same name.

### AUGURY

*Clerical Divination*

**Level:** Cleric 2  
**Range:** Caster  
**Duration:** Instantaneous  
**Area of Effect:** Caster  
**Components:** V,S,M  
**Casting Time:** 2 rounds  
**Saving Throw:** None

Casting an *augury* allows the cleric to discern minor omens, indications of what might be in the future. The spell requires a focal point that will allow the omens to manifest—a set of sticks made from dragon's bone or gold is the most common focus for the spell. It is possible to derive omens from tea leaves, but a pearl worth 100 gp must be crushed into the infusion. The divination power of an *augury* is not strong; it will only gather omens from the pattern of the next 3 turns (30 minutes), and can only indicate whether a future action will result in weal or woe to the party. The base chance for correctly interpreting the omens is 70% plus an additional 1% per level of the caster.

**BARKSKIN***Druidic Transmutation/ Alteration***Level:** Druid 2**Range:** Touch**Duration:** 4 rounds + 1 round/ caster level**Area of Effect:** Creature touched**Components:** V,S,M**Casting Time:** 3 segments**Saving Throw:** None

The *barkskin* spell magically toughens a creature's skin, making it as strong as tree bark. The recipient of the spell improves his or her armour class by one point and also gains a +1 bonus on all saving throws, with the exception of saving throws against Spells (unlisted categories).

**BLADE BARRIER***Clerical Evocation***Level:** Cleric 6**Range:** 30 ft**Duration:** 3 rounds/ caster level**Area of Effect:** Circular path 2-10 ft in radius**Components:** V,S**Casting Time:** 9 segments**Saving Throw:** None

This enchantment brings into being a whirling wall of steel blades that circle around a fixed point with blinding speed. Any creature stepping through the circle will suffer 8d8 points of damage. The cleric sets the focal point and the radius of the barrier at the time of casting, and these parameters cannot be changed thereafter (short of dismissing the spell entirely, of course).

**BLESS (Reversible)***Clerical Conjuration/Summoning***Level:** Cleric 1**Range:** 60 ft**Duration:** 6 rounds**Area of Effect:** 50 x 50 ft**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

This minor benison raises the morale and attack rolls of any creatures allied with the casting cleric by +1 or +5% as appropriate. Any creatures already engaged in melee combat will not gain the spell's benefits. The spell is reversible, allowing the cleric to curse his or her enemies with—5% morale and -1 to hit.

The spell's area of effect is a circular area centred at the target point, which cannot be more than 60 ft from the cleric. Holy water is required to cast the spell (unholy water for the reverse).

**BLINDNESS***Phantasmal Illusion***Level:** Illusionist 2**Range:** 30 ft**Duration:** Permanent**Area of Effect:** One creature**Components:** V,S**Casting Time:** 2 segments**Saving Throw:** Negates

This spell causes the subject to become blind, but causes no damage to the eyes themselves. The effect cannot be removed by any spell that restores physical health (such as a healing spell, cure disease, etc), but may be dispelled normally. The caster can end the condition at will.

**BLINK***Arcane Transmutation/ Alteration***Level:** Magic user 3**Range:** Caster**Duration:** 1 round/ level**Area of Effect:** Caster**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** None

This spell is a weak and rather unreliable form of one of the true mage's most powerful capabilities: teleportation magic. For the duration of the spell, the magic user teleports two ft in a random direction once per round. The segment in which the magic user disappears and reappears is determined on 2d4, while the compass direction is rolled on a d8. If the direction roll would result in the caster being teleported into a solid object, the caster will blink a second time, for a distance of no more than ten ft. If this second blink also results in the caster occupying a solid object, the spell will end, marooning the caster in the æthereal plane of existence. During and after the segment in which the teleportation occurs, the magic user's sudden change of location prevents any direct attacks upon him or her. The caster may only be attacked directly if the attack is made before the blink takes place. If the caster teleports both from and into an area which is affected by an area of effect spell, he will suffer its effects. The constant



changes of location take a toll upon the caster, who has a 25% chance of failing at attempts to cast spells, use most magic items, or take any action beyond making physical attacks.



### BLUR

*Phantasmal Illusion*

**Level:** Illusionist 2

**Range:** Caster

**Duration:** 3 rounds + 1 round/ level

**Area of Effect:** Caster

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** None

The illusionist's outline becomes blurred, as if seen through shimmering waves of heat. In consequence, the illusionist gains a bonus of +1 against any targeted magical attack. Additionally, any opponent's first attack against the illusionist will incur a penalty of -4, and subsequent attacks incur a penalty of -2 (after one attack, the opponent has become accustomed to the spell's distorting effect).



### BURNING HANDS

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** Caster

**Duration:** 1 round

**Area of Effect:** Fan of flame 3 ft long in a 120-degree arc

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

While casting this spell, the magic user touches his or her thumbs together, and a sheet of flame explodes from his or her fingers to burn opponents within the spell's short (three ft) range. The flames inflict one hp of damage per caster level (no saving throw applies). Any combustible items caught in the sheet of flame must pass a saving throw against normal fire or be destroyed.

### CACODEMON

*Arcane Conjuration/ Summoning*

**Level:** Magic user 7

**Range:** 10 ft

**Duration:** See below

**Area of Effect:** One summoned creature

**Components:** V,S,M

**Casting Time:** 5 hours

**Saving Throw:** See below

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence into the material planes. In order to cast the spell, the caster must know the fiend's true name, but such information is often contained in forbidden tomes of lost lore. The spell cannot summon the lesser sorts of demons that have no personal names, nor is it powerful enough to summon members of the demonic or diabolical nobility. The spell provides no protection whatsoever against the wrath of the summoned creature—and make no mistake, the summoned creature will be extremely resentful of the caster's temerity.

In general, this spell is cast only with multiple protections against the summoned fiend, such as a pentacle to contain the demon and a magic circle to protect the magic user. The exact nature of any discussions or negotiations with creatures of the nether planes is, of course, a matter to be handled in the course of the game, with the GM deciding what the fiend is thinking and how it acts. It is treacherous in the extreme to deal with demons, for they are intelligent and ruthless. They are not, however, unreliable; since the caster knows the fiend's true name, it is compelled to abide by any agreements it might make, although

it might be able to twist the spirit of the agreement while still abiding to the letter of it.

Certain spells (*spirit-rack* or *trap the soul*, for example) can be (and often are) used to strengthen the magic user's hand in any negotiations with a demon.

### CALL LIGHTNING

*Druidic Transmutation/ Alteration*

**Level:** Druid 3

**Range:** 0

**Duration:** 1 turn/ caster level

**Area of Effect:** 360 ft radius

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** Half

Provided that there is already significant cloud cover in the area, the druid may use this spell to call down a shattering barrage of lightning bolts from the sky to the ground. One bolt may be called every turn (ten minutes). The bolts inflict 2d8 points of damage, plus another d8 per level of the caster. Any creature within ten ft of a bolt's impact (or along its downward path) will sustain damage. The spell may only be cast outdoors.

### CALL WOODLAND BEINGS

*Druidic Conjuraton/ Summoning*

**Level:** Druid 4

**Range:** 360 ft + 30 ft/ caster level

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** See below

**Saving Throw:** Negates

This summoning calls certain woodland creatures to aid the druid, provided that they are nearby. The druid casts the spell by means of a sonorous chant, which he or she must continue for two turns or until the summoned creatures appear. The GM will determine if creatures that will respond to such a call are in the area. The creatures are entitled to a saving throw vs Spells (unlisted categories) at a penalty of -4. If the creatures fail the saving throw and are summoned to the druid's aid, they will provide whatever aid they are capable of, although their willingness to engage in combat is subject to their overall reactions to the druid him- or herself.

If there is an evil character in the druid's party, the summoned creatures gain an additional saving throw to avoid the effects of the spell, at a bonus of +4. Creatures that may be summoned by this spell include:

Centaur	1d4
Pixies	1d8
Fauns	1d4
Treant	1
Unicorn	1



### CHANGE SELF

*Phantasmal Illusion*

**Level:** Illusionist 1

**Range:** Caster

**Duration:** 2d6 rounds + 2 rounds/ level

**Area of Effect:** Caster

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

By means of this spell, the illusionist changes his or her appearance into any bipedal humanoid form (although size and weight can only be altered by one foot and 50 lbs, respectively). The illusionist's face, of course, may be changed as desired, including alterations to make him or her appear identical to an existing person.

### CHANT

*Clerical Conjuraton/ Summoning*

**Level:** Cleric 2

**Range:** 0

**Duration:** Indefinite (duration of chant)

**Area of Effect:** 30 ft radius centred on caster

**Components:** V,S

**Casting Time:** 1 turn

**Saving Throw:** None

Once the spell is cast, the cleric must maintain a sonorous chanting of holy words and prayers,

which not only lend divine favour to the cleric and his or her allies but also bring disfavour to their foes. For so long as the cleric remains stationary and continues to chant, his or her allies (within the area of effect) gain a bonus of +1 to all attack rolls, damage rolls, and saving throws. Enemies within the spell's area of effect also suffer a -1 to all such die rolls. If the cleric sustains damage, is grappled, or is in some way silenced, the effect of the spell will end.

### CHAOS

*Phantasmal Enchantment/ Charm*

**Level:** Illusionist 5

**Range:** 5 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** Up to 40 x 40 ft

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** See below

This spell causes a number of creatures in the spell's area of effect to behave strangely and unpredictably. All creatures in the spell's area of effect become confused (see below for effect), and only illusionists, fighters, and creatures with an intelligence of four or lower are entitled to a saving throw at all. Those entitled to a saving throw must check each round to avoid becoming confused. Creatures that fail their saving throws (if entitled to one at all) act randomly in accordance with the following table:

d%	Action
01-10	Attacks the illusionist or his or her allies
11-20	Acts normally
21-50	Babbles incoherently
51-70	Meanders away from caster for a full turn
71-00	Attacks nearest creature

**Note:** A creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

### CHARIOT OF FIRE

*Druidic Evocation*

**Level:** Druid 7

**Range:** 10 ft

**Duration:** 6 turns + 1 turn/ caster level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

A chariot of fire, drawn by two flaming steeds, appears with an echoing thunderclap when the druid completes the final words of this spell. The druid may, by touch, make up to eight of his or her companions immune to the furnace-like conveyance; anyone else within five ft of the horses or the chariot will sustain 2d4 hp of damage per round. The chariot can travel over land at a speed of 240 ft/ round and can fly at a speed of 480 ft/ round, obeying the caster's shouted instructions. It is possible for the chariot and horses to sustain damage from magical weapons or from water (which does only one hp of damage). Chariot and horses each have 30 hp and are AC 2; if a single horse is dispelled by taking physical damage, the chariot's speed will be halved. The chariot prevents normal fire from affecting its passengers, but they may take damage from magical fire attacks. The chariot and horses are themselves immune to all fire, magical or otherwise.

### CHARM MONSTER

*Arcane Enchantment/ Charm*

**Level:** Magic user 4

**Range:** 60 ft

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** Negates

This spell operates as *charm person* does, but can affect any living creature; possibly more than one, depending on the monsters' level value. See the chart below:

Level value of monsters	Number affected	Chance/ week to break enchantment
Level 1	2d4	5%
Level 2	1d4	10%
Level 3	1d2	15%
Level 4	1	25%
Level 5	1	35%
Level 6	1	45%
Level 7	1	60%
Level 8	1	75%
Level 9+	1	90%

### CHARM PERSON

*Arcane Enchantment/ Charm*

**Level:** Magic user 1  
**Range:** 120 ft  
**Duration:** See below  
**Area of Effect:** One person  
**Components:** V,S  
**Casting Time:** 1 segment  
**Saving Throw:** Negates

The powerful enchantment woven by this spell will affect any "person," meaning character races (but note that elves are 90% resistant), and humanoids (as defined in Chapter V) up to a ceiling of one hit die of charmed creatures per character level at any one time. If the target creature fails a saving throw, it will view the magic user as a trusted friend, interpreting his or her every word in its most positive light.

Charmed creatures will place themselves into moderate danger, including combat, on the caster's behalf, but will not undertake risks beyond those the creature might ordinarily take. The magic user must be able to talk to the charmed creature if he or she is to give it any sort of complex "request." Charmed creatures are allowed periodic saving throws to break the charm, based on intelligence:

19+	1 saving throw/ day
18	1 saving throw/ 2 days
17	1 saving throw/ 3 days
15-16	1 saving throw/ week
13-14	1 saving throw/ 2 weeks
10-12	1 saving throw/ 3 weeks
7-9	1 saving throw/ month
4-6	1 saving throw/ 2 months
3 or less	1 saving throw/ 3 months

The charm will be broken automatically if the magic user obviously tries to harm the charmed creature.

### CHARM PERSON OR MAMMAL

*Druidic Enchantment/ Charm*

**Level:** Druid 2  
**Range:** 80 ft  
**Duration:** See below  
**Area of Effect:** One person or mammal  
**Components:** V,S  
**Casting Time:** 4 segments  
**Saving Throw:** Negates

The powerful enchantment woven by this spell will affect any "person," meaning character races (with the exception of elves) and other small to

medium-sized bipeds analogous to persons (orcs, goblins, etc.). The spell also affects mammalian animals of any kind, even those that are supernatural, giant, or monstrous. If the target creature fails a saving throw, it will view the druid as a trusted friend, interpreting his or her every word in its most positive light. Charmed creatures will place themselves into moderate danger, including combat, on the druid's behalf, but will not undertake risks beyond those the creature might ordinarily take. The druid must be able to talk to the charmed creature if he or she is to make any sort of complex "request." Charmed creatures are allowed periodic saving throws to break the charm, based on intelligence:

19+	1 saving throw/ day
18	1 saving throw/ 2 days
17	1 saving throw/ 3 days
15-16	1 saving throw/ week
13-14	1 saving throw/ 2 weeks
10-12	1 saving throw/ 3 weeks
7-9	1 saving throw/ month
4-6	1 saving throw/ 2 months
3 or less	1 saving throw/ 3 months

The charm will be broken automatically if the druid obviously tries to harm the charmed creature.

### CHARM PLANTS

*Arcane Enchantment/ Charm*

**Level:** Magic user 7  
**Range:** 30 ft  
**Duration:** Permanent  
**Area of Effect:** 30 x 10 ft  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** Negates

This spell grants the magic user the ability to communicate with (for a period of one turn) and command plants (the obedience is permanent) in the spell's area of effect. No unusual abilities are granted to the plants; they have no additional capabilities beyond those they had before the spell was cast. Only intelligent plants are entitled to a saving throw, but at a penalty of -4.

### CLAIRAUDIENCE

*Arcane Divination*

**Level:** Magic user 3  
**Range:** See below  
**Duration:** 1 round/ level  
**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

*Clairaudience* allows the caster to eavesdrop magically upon a particular location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area. The caster will be able to hear sounds in a six ft radius of the spell's focal point. The spell cannot be used to scry across planes of existence; it is limited to locations in the same plane in which it is cast.

### CLAIRVOYANCE

*Arcane Divination*

**Level:** Magic user 3

**Range:** See below

**Duration:** 1 round/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

*Clairvoyance*, together with *clairaudience*, is one of the classic "scrying" spells—spells that allow the caster to extend his or her perception and senses far into the distance to spy upon enemies and scout locations. *Clairvoyance* is a means of seeing events in a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door.

The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area. The caster will be able to hear sounds in a ten ft radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he or she were standing at the spell's focal point, for a normal distance but in all directions at once (for the vision is in his or her mind's eye).

The spell cannot be used to scry across planes of existence; it is limited to locations in the same plane in which it is cast.

### CLENCHED FIST

*Arcane Evocation*

**Level:** Magic user 8

**Range:** 5 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** Enchanted hand

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** None

As with the other hand spells, *clenched fist* evokes a magical hand, but in this case the hand is always at least as large as a giant's and is curled into a fist rather than held open. The clenched fist strikes one of the magic user's enemies per round, never missing, for so long as the caster concentrates upon it. No other activity is possible while concentrating, and breaking the caster's concentration ends the spell. The fist rolls a d20 to determine damage (it hits automatically): on a roll of 1-12, the fist deals 1d6 hp of damage; on a 13-15, it deals 2d6 hit points, on a roll of 16-19 it deals 3d6 hit points and stuns the opponent for one round, and on a roll of 20+ it deals 4d6 hit points and stuns the opponent for three rounds. If the opponent has already been stunned, the d20 roll receives a +4 bonus. As with the other hand spells, the hand has as many hit points as the caster's full hit points.

### CLONE

*Arcane Necromancy*

**Level:** Magic user 8

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** One clone

**Components:** V,S,M

**Casting Time:** 1 turn (See below)

**Saving Throw:** None

This eerie spell creates a true, living duplicate of a creature, grown in a vat in the magic user's laboratory and matured rapidly to adulthood. The clone has the level, the experience points, and the memories of the original person as of the time a piece of that person was obtained for the purpose of making a clone. If a clone and its original exist simultaneously, the magical flux of such a situation can drive either or both of them insane. Each will seek to destroy the other with an uncontrollable sense that something is horribly wrong while both exist.

If the situation persists, the clone is 70% likely to go insane, a 20% chance that the original will go insane, and a 5% chance that both will become insane, with a 5% chance that both will somehow accept that they co-exist.

It takes 2d4 months for the caster to grow the clone in his vats before it becomes a true duplicate of the original. If the process of vat-growth is interrupted prematurely, the clone will be utterly insane, hating all living things, and may become psychotic.

### **CLOUDKILL**

*Arcane Evocation*

**Level:** Magic user 5

**Range:** 10 ft

**Duration:** 1 round/ level

**Area of Effect:** Cloud 40 ft wide, 20 ft high, 20 ft deep

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** See below

This spell calls into being a poisonous cloud of roiling vapour, heavier than air, which moves along the ground (or into holes) at a movement rate of ten ft/ round. The eldritch poison of the cloud is so virulent that it kills creatures of fewer than 4+1 HD instantly, with no saving throw. Creatures with 4+1 HD up to 5+1 HD are allowed a saving throw at -4, and creatures of 5+2 up to 6 HD must make a normal saving throw. Failure on the saving throw means that the victim dies. The spell is affected normally by winds, although it magically avoids rolling back over the caster under any circumstances. It is dispersed in four rounds by a strong wind, and by thick growths of vegetation if it rolls through these for a distance of 20 ft.

### **COLOUR SPRAY**

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 1

**Range:** 0

**Duration:** 1 segment

**Area of Effect:** Cone, 5 ft wide at origin, 45% arc, 10 ft/ level long

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** See below

The caster fans out his or her fingers, and a sheet of unearthly-coloured light springs forth. 1d6

creatures caught within the light may be affected, and the spell can only affect 1 hit die of creatures per caster level. Creatures with HD equal to or less than the caster's are rendered unconscious by the burst of colours. If the creature's hit dice exceed the caster's by 1-2, the creature is blinded for 1d4 rounds. If the creature has 3+ hit dice in excess of the caster's, it is merely stunned for 2d4 segments. Any creature with hit dice exceeding the caster's (and creatures of 6+ HD regardless of the caster's level) are entitled to a saving throw.

### **COMMAND**

*Clerical Enchantment/Charm*

**Level:** Cleric 1

**Range:** 10 ft

**Duration:** 1 round

**Area of Effect:** 1 living creature

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** See below

By speaking a single word of command with the force of divine power behind it, the cleric may force a creature to obey an order. The creature must be able to hear the cleric and understand the language in which he or she utters the command. The command may be only one word, must be a verb, and must be completely unambiguous. "Halt," "Flee," and "Sleep" are typical commands, but many others are possible. The effects may not extend beyond a single round, and the command "Die" has the same effect as the command to "Sleep".

Creatures with intelligence of 13+ and/or hit dice of 6+ gain a saving throw against the spell's influence.

### **COMMUNE**

*Clerical Divination*

**Level:** Cleric 5

**Range:** Caster

**Duration:** 3 rounds (limited number of questions)

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

The *commune* spell establishes a mystical link between the cleric and his or her deity, permitting the cleric to ask one yes or no question per caster level. This extraordinarily powerful divination spell does not involve any chance of the cleric's mis

interpretation of omens, for the spiritual communion with the deity is direct and not conveyed through symbols or portents. It is likely that a cleric who resorts to this spell too frequently, or for matters not worthy of the god's attention, may fall from divine favour enough that he or she loses the ability to cast the spell, at least for a time.

### COMMUNE WITH NATURE

*Druidic Divination*

**Level:** Druid 5

**Range:** Caster

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

To cast this spell, the druid enters into a trance that brings him or her into a state of oneness with the natural surroundings.

He or she gains knowledge of the area, learning one fact for each of his or her caster levels. The radius of the area with which the druid can commune is a half-mile for every caster level. Facts that the druid may divine include the paths of water, inhabitants in a part of the region, etc.



### COMPREHEND LANGUAGES (*Reversible*)

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** Caster

**Duration:** 5 rounds/ caster level

**Area of Effect:** One written object or one creature

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

This spell allows the magic user to decipher a written language (including pictographs, but not including magical script), or to understand the speech of another creature. The spell does not permit the magic user to understand the "speech" of animals; only true, spoken languages can be understood. The caster gains no ability to speak or write the language, only to comprehend meaning. The spell's reverse makes a particular creature or piece of writing indecipherable, or may be used to cancel the effects of a *comprehend languages* spell.

### CONE OF COLD

*Arcane Evocation*

**Level:** Magic user 5

**Range:** 0

**Duration:** Instantaneous

**Area of Effect:** Cone 5 ft long per level, 1 ft radius at base per level

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** Half

A *cone of cold* is a blast of magical cold originating from the caster's outstretched hand. The cone inflicts 1d4+1 hit points per level of the caster. All unprotected items in the area of effect may be destroyed if they fail item saving throws.

### CONFUSION - Druid

*Druidic Enchantment/ Charm*

**Level:** Druid 7

**Range:** 80 ft

**Duration:** 1 round/ level

**Area of Effect:** Up to a 20 ft radius

**Components:** V,S,M

**Casting Time:** 9 segments

**Saving Throw:** See below

This spell causes creatures to behave strangely and unpredictably. A certain number of creatures in the spell's area of effect must make a saving throw each round in order to avoid becoming confused. The base number of creatures is 2d4, but additional creatures may be affected; if the druid's caster level is higher than the HD of the

strongest opponent, the difference is the number of additional creatures that must make saving throws. This spell is extremely powerful; all saving throws are made with a penalty of -2. Creatures that fail their saving throws (check each round) act randomly in accordance with the following table:

d%	Action
01-10	Attacks the druid or his or her allies
11-20	Acts normally
21-50	Babbles incoherently
51-70	Meanders away from caster for a full turn
71-00	Attacks nearest creature

**Note:** a creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

#### **CONFUSION - Illusionist**

*Phantasmal Enchantment/ Charm*

**Level:** Illusionist 4

**Range:** 80 ft

**Duration:** 1 round/ level

**Area of Effect:** Up to 40 x 40 ft

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** See below

This spell affects a base number of 2d8 creatures. Except as noted above, it is otherwise identical to the druidic spell of the same name.

#### **CONFUSION - Magic User**

*Arcane Enchantment/ Charm*

**Level:** Magic user 4

**Range:** 120 ft

**Duration:** 2 rounds + 1 round/ level

**Area of Effect:** Up to 60 x 60 ft

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** See below

This spell affects a base number of 2-16 creatures, but is otherwise identical to the druidic spell of the same name except as noted in the summary information above.

#### **CONJURE ANIMALS - Cleric**

*Clerical Conjuraton/Summoning*

**Level:** Cleric 6

**Range:** 30 ft

**Duration:** 2 rounds/ caster level

**Area of Effect:** Conjured creatures

**Components:** V,S

**Casting Time:** 9 segments

**Saving Throw:** None

A cleric may use this spell to conjure animal allies from thin air and order them into combat. The total hit dice of summoned animals cannot exceed the cleric's level, and the animals must all be of the same type. This spell will only summon mammals, although giant or prehistoric forms of normal mammals may be conjured if these are present within a few miles of the caster. The GM determines the specific type of animal that appears.

#### **CONJURE ANIMALS - Illusionist**

*Phantasmal Conjuraton/ Summoning*

**Level:** Illusionist 6

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** Conjured creatures

**Components:** V,S

**Casting Time:** 6 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

#### **CONJURE EARTH ELEMENTAL (Reversible)**

*Druidic Conjuraton/ Summoning*

**Level:** Druid 7

**Range:** 40 ft

**Duration:** 1 turn/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

By means of this spell, the druid summons a 16 HD elemental from the plane of earth. The spell is otherwise identical to the druidic spell *conjure fire elemental*, but there is no chance to summon a more powerful elemental, as exists when a druid summons fire elementals. As with conjuring fire elementals, the earth elemental will be the druid's ally by its own will; the druid requires no magical wards against it and need not concentrate upon it after the summoning is complete.

#### **CONJURE ELEMENTAL**

*Arcane Conjuraton/ Summoning*



**Level:** Magic user 5  
**Range:** 60 ft  
**Duration:** 1 turn/ level  
**Area of Effect:** Elemental creature  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

By means of this spell, the magic user calls an elemental being from the plane of air, fire, earth or water to do his or her bidding. The particular form of elemental to be summoned is a part of the spell's incantation, so the magic user must memorise the spell for a particular element. The magic user exerts control over the elemental by concentrating upon it, and if his or her concentration is broken by being damaged or grabbed, he or she will lose control of the elemental. The magic user's ability to control the elemental is limited to 30 ft. There is a 1 in 20 chance per round after the second round that the elemental will break free of the magic user's control even if the magic user is concentrating upon maintaining it.

If the elemental breaks free of the magic user's control or if the magic user ceases to concentrate upon it, it will seek to attack the magic user as soon as it can finish any combat in which it is involved. A magic user can, of course, avail him- or herself of protections against an elemental such as the use of a magic circle or a *protection from evil* spell.

The material component for this spell is a large quantity of the appropriate elemental substance.



**CONJURE FIRE ELEMENTAL** (*Reversible*)  
*Druidic Conjuraton/ Summoning*

**Level:** Druid 6  
**Range:** 80 ft  
**Duration:** 1 turn/ caster level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 6 rounds  
**Saving Throw:** None

It is within the power of a high-level druid to summon forth an elemental being from the plane of fire. The elemental will ordinarily be of 16 HD, but there is a 5% chance that it will be of 24 HD and a 1% chance that an afreet, rather than an elemental, will appear. The elemental will act as the druid's ally, remaining for the spell's duration to assist him or her however possible, including engaging in combat with his or her enemies. Druids need no protective circle to summon fire elementals and need not concentrate upon the elemental in any way.

### CONTACT OTHER PLANE

*Arcane Divination*

**Level:** Magic user 5  
**Range:** Caster  
**Duration:** See below  
**Area of Effect:** Caster  
**Components:** V  
**Casting Time:** 1 turn  
**Saving Throw:** None

The caster divorces his or her mind from the rational reality of the material plane, accepting the fundamental contradictions of extra-planar realities, and making contact with the powers of the beyond. By means of this contact, he or she can query the powers and gain "yes or no" answers to the questions he or she poses. One question may be asked per two caster levels. The caster decides how deeply he or she wishes to probe into the realities beyond the material (unless he or she chooses to contact an elemental plane for information about that plane).

The difficulty of the mental task is measured in terms of how many fundamental contradictions of reality the caster can assimilate and simultaneously juggle in his or her mind. The price of failure is insanity. Contacting an elemental plane provides a 90% chance that the being contacted will have the knowledge the magic user seeks, if the magic user is asking about the particular elemental plane.

There is a 25% chance that the being will tell a lie, or that the information will be couched in such inherently contradictory language that it cannot be understood. If the magic user seeks information about the material plane or non-elemental planes, he or she must delve into the fundamental contradictions of extra-planar metaphysics, described on the following table;

Number of fundamental metaphysical contradictions (selected by the caster)	Likelihood that the knowledge is available at this level of meta-physical abstraction	Likelihood that the interpretation of the information gleans the wrong result	Chance of insanity (reduced by 5% per point of intelligence over 15)
1	60%	35%	5%
2	65%	33%	10%
3	70%	30%	15%
4	75%	27%	20%
5	80%	25%	25%
6	85%	22%	30%
7	90%	19%	35%
8	95%	15%	40%
9	98%	10%	50%

If the caster is driven insane by what he or she finds or by simple cognitive breakdown, the insanity will last 1-10 weeks, and there is a 1% chance that the caster will die or commit suicide at the end of this period if it is not removed (by a *remove curse* spell, *wish*, etc.).

### CONTINUAL DARKNESS

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 3

**Range:** 60 ft

**Duration:** Permanent

**Area of Effect:** 30 ft radius globe

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

Except as noted above (particularly the area of effect), this spell is identical to the magic user spell *darkness 15 ft radius*.

### CONTINUAL LIGHT - Cleric (Reversible)

*Clerical Transmutation/ Alteration*

**Level:** Cleric 3

**Range:** 120 ft

**Duration:** Permanent

**Area of Effect:** 60 ft radius globe

**Components:** V,S

**Casting Time:** 6 segments

**Saving Throw:** See below

This spell brings into being a bright, magical illumination almost sufficient to rival the light of day. In some respects the spell is identical to the first level cleric spell *light*, but its effects are permanent until dispelled. The light cast is greater than that produced by a *light* spell, extending 60 ft

into the darkness. The reverse of the spell, *continual darkness*, produces an ink-like darkness in the same 60 ft area and negates the illumination of a *continual light* spell if one is present.

By casting the spell upon an enemy's eyes or other organs of sight, the caster may blind the spell's subject, causing the same penalties as if the creature were blinded by a *light* spell. In this instance, a saving throw is permitted, and if it is successful the spell's effect will centre upon the area immediately behind the targeted creature.

### CONTINUAL LIGHT - Illusionist

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 3

**Range:** 60 ft

**Duration:** Permanent

**Area of Effect:** 60 ft radius globe

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

### CONTINUAL LIGHT - Magic User

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** 60 ft

**Duration:** Permanent

**Area of Effect:** 60 ft radius sphere

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** See below

This spell brings into being a bright, magical illumination almost sufficient to rival the light of day. In all respects, the spell is identical to the first level cleric spell *light*, but its effects are permanent until dispelled. The light cast is greater than that produced by a *light* spell, extending 60 ft into the darkness. The magic user spell cannot be used to create continual darkness.

### CONTROL TEMPERATURE 10 FT RADIUS

*Druidic Transmutation/ Alteration*

**Level:** Druid 4

**Range:** Caster

**Duration:** 4 turns + 1 turn/ caster level

**Area of Effect:** 10 ft radius

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

By casting this spell, the druid magically controls the temperature of his or her immediate surroundings, to a radius of ten ft. The temperature may be raised or lowered by 9° Fahrenheit (4° Celsius) per caster level.

### **CONTROL WEATHER - Cleric**

*Clerical Transmutation/ Alteration*

**Level:** Cleric 7

**Range:** 0

**Duration:** 4d12 hours

**Area of Effect:** 4d4 square miles

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

The *control weather* spell brings about a rapid change in the weather for several square miles surrounding the point where the spell is cast. It requires no more than 10-40 minutes for the spell to take its full effect across the vast area it covers. The spell affects precipitation, temperature, and wind speed. Existing weather conditions cannot be utterly changed by the force of this spell; a clear day cannot be made cloudy, for instance, but it can be made partly cloudy. Hot weather can be made merely warm, and only a light breeze can be raised from calm weather.

This spell may be cast successively to bring about a dramatic change, moving, for example, from a calm to a light breeze, from the breeze to a strong wind, and on the third casting to transform the strong wind into a gale.

### **CONTROL WEATHER - Druid**

*Druidic Transmutation/ Alteration*

**Level:** Druid 7

**Range:** 0

**Duration:** 8d12 hours

**Area of Effect:** 4d8 square miles

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

The *control weather* spell brings about a rapid change in the weather of several square miles surrounding the point where the spell is cast. It requires no more than 10-40 minutes for the spell to take its full effect across the vast area it covers. The spell affects precipitation, temperature, and

wind speed. Existing weather conditions cannot be utterly changed by the force of this spell, but druids are able to cause more of a change than clerics can with the same spell; effectively twice the amount of change is possible for a druid. The druid could not bring heavy rain forth on a clear day, but could change the weather from clear to partly cloudy, and then to fully cloudy (with light rain, perhaps), all in the course of one casting. By comparison, a cleric would only have been able to bring about partial clouds. Hot weather can be made cool, and a strong wind can be raised from calm air. This spell may be cast more than once in succession to bring about a dramatic change, moving, for example, from a calm to a strong wind, then from the strong wind to a full-scale storm.

### **CONTROL WEATHER - Magic User**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** 0

**Duration:** 4d6 hours

**Area of Effect:** 4d4 square miles

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell *control weather*.

### **CONTROL WINDS**

*Druidic Transmutation/ Alteration*

**Level:** Druid 5

**Range:** Caster

**Duration:** 1 turn/ caster level (see below)

**Area of Effect:** 40 ft radius/ caster level

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

By the power of this spell, the druid can increase or decrease the force of the winds. For every caster level, the druid may change the speed of the wind by three miles per hour. An eye of calm with a radius of 40 ft remains around the druid and travels with him or her. The wind force increases (or decreases) at a rate of three miles per hour every round until the end of the spell's duration, at which time it will return to normal, also at a rate of three miles per hour per turn.

Winds can be extremely destructive; ships are at great risk of sinking if wind speed reaches 60

miles per hour, and wind speeds of 75+ mph are as a full-fledged hurricane.

### CREATE FOOD AND WATER

*Clerical Transmutation/ Alteration*

**Level:** Cleric 3  
**Range:** 10 ft  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** A day's ration per caster level  
**Components:** V,S  
**Casting Time:** 1 turn  
**Saving Throw:** None

Upon completion of the ritual words of this spell, food and/or water will appear from thin air. A caster of fifth level can conjure up enough food and water to sustain a person or even a horse for five full days. The volume of food and water produced by the spell is approximately one cubic ft per level of the caster.

### CREATE WATER - Cleric (*Reversible*)

*Clerical Transmutation/ Alteration*

**Level:** Cleric 1  
**Range:** 10 ft  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Up to 30 cubic ft  
**Components:** V,S,M  
**Casting Time:** 1 round  
**Saving Throw:** None

This spell creates potable water, four gallons per level of the caster. The water may be created in a receptacle or in thin air (whence it will, of course, fall). Water cannot be created inside a creature, nor can it be created in any place the caster cannot see. The reverse of the spell destroys water (including fog, steam, mist, etc.) in the same quantities as *create water*.

### CREATE WATER - Druid

*Druidic Transmutation/ Alteration*

**Level:** Druid 2  
**Range:** 10 ft  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Up to 1 cubic ft/ caster level  
**Components:** V,S  
**Casting Time:** 1 turn  
**Saving Throw:** None

Other than as described above, this spell is similar to the clerical spell *create water*. Note that the

druidic spell has no reverse version; the druid may create, but not destroy, water.

### CREEPING DOOM

*Druidic Conjuration/ Summoning*

**Level:** Druid 7  
**Range:** 0  
**Duration:** 4 rounds/ level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 9 segments  
**Saving Throw:** None

The terrifying *creeping doom* spell causes a massive swarm of insects, spiders, and centipedes to boil forth from the ground in front of the caster, marching in whatever direction he or she orders, destroying and killing all that stands in their way. The swarm is composed of (1d6+4) x100 non-flying vermin, each of which inflicts one hit point of damage against an opponent before dying. Only as many insects as are needed to kill an opponent will die, and once the target is dead the swarm will move on. If the druid allows the swarm to get more than 80 ft away from his or her person, 50 insects for every ten ft beyond this range will depart the swarm. The druid can order the swarm to attack specific targets and/or to change direction. Although the spell can be devastating (potentially causing as much as 1,000 hp of damage in total), many means can be used to counter it—the most obvious being a *fireball* or other area-of-effect damage spell.

### CRUSHING HAND

*Arcane Evocation*

**Level:** Magic user 9  
**Range:** 5 ft/ level  
**Duration:** 1 round/ level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 9 segments  
**Saving Throw:** None

This spell calls into existence a large, floating hand much like that summoned by the other hand spells. The crushing hand attacks any foe the caster directs, grabbing it and squeezing with great power. Damage increases as the hand continues to constrict, doing 1d10 points of damage in the first round, 2d10 points of damage in the second and third round, and 4d10 points of damage per round thereafter. As with the other hand spells, the hand has as many hit points as

its caster. The caster cannot engage in any other activity while directing the hand.

**CURE BLINDNESS** (*Reversible*)  
*Clerical Abjuration*

**Level:** Cleric 3  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** None (Negates)

This powerful spell allows the cleric permanently to remove virtually all forms of blindness. The reverse of the spell permits a saving throw, and the cleric must successfully touch the spell's intended target to inflict blindness (permanent duration).

**CURE CRITICAL WOUNDS - Cleric** (*Reversible*)  
*Clerical Necromancy*

**Level:** Cleric 5  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 8 segments  
**Saving Throw:** None (Negates)

This powerful spell is similar in nature to *cure light wounds*, operating in the same fashion but healing 3d8+3 hit points of damage. The reverse of the spell functions as *cause critical wounds*, but delivers 3d8+3 points of damage.

**CURE CRITICAL WOUNDS - Druid** (*Reversible*)  
*Druidic Necromancy*

**Level:** Druid 6  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** One creature  
**Components:** V,S,M  
**Casting Time:** 8 segments  
**Saving Throw:** None (Negates)

Except as may be noted above, this spell is identical to the clerical spell of the same name.

**CURE DISEASE - Cleric** (*Reversible*)  
*Clerical Abjuration*

**Level:** Cleric 3

**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 1 turn  
**Saving Throw:** None (Negates)

By means of this spell, the cleric may cure most diseases by laying hands upon the afflicted creature. Depending upon the nature of the disease, full recovery may require as little time as a single turn, or as long as a week. The spell's reverse, *cause disease*, requires that the cleric successfully touch the intended victim, who is permitted a saving throw against the spell's insidious effects. If the saving throw is failed, the effects of the disease will manifest within 1d6 turns, inflicting one hit point of damage per turn thereafter and one point of lost strength per hour (six turns) until the victim is reduced to 10% of his or her original hit points and strength. Until the disease is cured or runs its course, the afflicted person will not be able to naturally recover either strength or hit points over and above 10%. The disease runs its course in 1d6 days.

**CURE DISEASE - Druid** (*Reversible*)  
*Druidic Necromancy*

**Level:** Druid 3  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S,M  
**Casting Time:** 1 round  
**Saving Throw:** None (Negates)

This spell, with the exception of any distinctions noted above, is identical to the clerical spell *cure disease*.

**CURE LIGHT WOUNDS - Cleric** (*Reversible*)  
*Clerical Necromancy*

**Level:** Cleric 1  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 5 segments  
**Saving Throw:** None (Negates)

*Cure light wounds* allows the cleric to lay hands upon a wounded creature, restoring 1d8 hit points to the spell's beneficiary. The reverse of the spell operates in the same manner (although requiring

a to hit roll), but inflicts 1d8 hit points rather than healing. If the cleric fails to hit while casting *cause light wounds*, the spell is lost. This spell does not heal disease, reattach limbs, or bring back the dead, nor can it add hit points beyond a character's normal number. Non-corporeal creatures are not affected by this spell, nor are undead, nor are creatures that are harmed only by iron, silver, or magical weapons.

**CURE LIGHT WOUNDS - Druid** (*Reversible*)  
*Druidic Necromancy*

**Level:** Druid 2  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** None (Negates)

The druidic *cure light wounds* is, except as described above, identical to the clerical spell of the same name.

**CURE SERIOUS WOUNDS - Cleric** (*Reversible*)  
*Clerical Necromancy*

**Level:** Cleric 4  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** One creature  
**Components:** V,S  
**Casting Time:** 7 segments  
**Saving Throw:** None (Negates)

A benison similar to *cure light wounds*, *cure serious wounds* permits the cleric to lay on hands for 2d8+1 hit points of healing. The spell's limits are otherwise similar to those of *cure light wounds*. The reverse of the spell causes damage rather than healing, requiring that the cleric successfully touch the target.

**CURE SERIOUS WOUNDS - Druid** (*Reversible*)  
*Druidic Necromancy*

**Level:** Druid 4  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None (Negates)

Except as may be noted above, this spell is identical to the clerical spell of the same name.

**DANCING LIGHTS - Illusionist**  
*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 1  
**Range:** 40 ft + 10 ft/ level  
**Duration:** 2 rounds/ level  
**Area of Effect:** 60 ft radius globe  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

This spell creates small lights at a chosen distance, under the caster's control. The illusionist may create 1-4 (at his or her option) torch-like lights, 1-4 (at his or her option) spherical lights, or a single, faintly human-like glow. The lights move at the caster's mental command, without any particular concentration required. If the illusionist allows the lights to move beyond the spell's range, the lights will disappear and the spell will end.

**DANCING LIGHTS - Magic User**  
*Arcane Transmutation/ Alteration*

**Level:** Magic user 1  
**Range:** 40 ft + 10 ft/ caster level  
**Duration:** 2 rounds/ caster level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.



**DARKNESS**  
*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 1  
**Range:** 40 ft + 10 ft/ level  
**Duration:** 2d4 rounds + 1 round/ level  
**Area of Effect:** 15 ft radius globe  
**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

Except as may be noted above, this spell is identical to the magic user spell *darkness 15 ft radius*.

### **DARKNESS, 15 FT RADIUS**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** 10 ft/ level

**Duration:** 1 turn + 1 round/ level

**Area of Effect:** 15 ft radius sphere

**Components:** V,M

**Casting Time:** 2 segments

**Saving Throw:** See below

This spell creates an area of utter lightlessness, a magical darkness that prevents all natural vision, even infravision. The spell's effect is neutralised by (and neutralises) the counteracting effect of a *light* or *continual light* spell.

### **DEAFNESS**

*Phantasmal Illusion*

**Level:** Illusionist 2

**Range:** 60 ft

**Duration:** Permanent

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** Negates

This spell is similar to the illusionist's *blindness* spell, but causes deafness. The effect is permanent until removed by dispel magic, though it can be removed by the caster at any time.

### **DEATH SPELL**

*Arcane Necromancy*

**Level:** Magic user 6

**Range:** 10 ft/ level

**Duration:** Instantaneous

**Area of Effect:** 5 x 5 ft/ level

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

Within its limit as to hit dice, this spell slays living creatures in the area of effect. Creatures of nine or higher hit dice are not affected. The spell kills 4d20 "points" worth of creatures, where (for the purposes of this spell) any creature of fewer than

two hit dice counts as one point, creatures of two to less than four hit dice count as four points, creatures of four to less than seven hit dice count as eight points, and creatures from seven to less than nine hit dice count as ten points. Creatures of the lowest hit dice die first, and fractional "kills" (where insufficient points remain completely to slay the creature) have no effect. Material components for the spell cost 1,000 gp.

### **DELAYED BLAST FIREBALL**

*Arcane Evocation*

**Level:** Magic user 7

**Range:** 100 ft + 10 ft/ level

**Duration:** See below

**Area of Effect:** 20 ft radius sphere

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** Half

A *delayed blast fireball* is somewhat more powerful than a normal *fireball* (+1 damage on each die). At the time of casting, the magic user states an amount of time, from one segment (six seconds) to five rounds (five minutes), and the fireball will not explode until that time is reached. Otherwise, except as noted above, the spell functions as per the description of the *fireball* spell.

### **DEMI-SHADOW MAGIC**

*Phantasmal Illusion*

**Level:** Illusionist 6

**Range:** 60 ft + 10 ft/ level

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 6 segments

**Saving Throw:** See below

This spell allows the illusionist to "cast" a quasi-real version of any one of the following arcane spells: *cloudkill*, *cone of cold*, *magic missile*, *fireball*, *lightning bolt*, *wall of fire*, *wall of ice*. If a victim fails a saving throw vs spells, the illusion will function as a real version of that spell with regard to the victim. If the saving throw is successful, it will still have a lessened effect due to its quasi-real nature. The offensive spells will inflict two hit points per caster level, the wall spells will inflict 1d4 hit points per caster level, and the *cloudkill* will only kill creatures of fewer than two hit dice (no saving throw).

**DEMI-SHADOW MONSTERS***Phantasmal Illusion*

**Level:** Illusionist 5  
**Range:** 30 ft  
**Duration:** 1 round/ level  
**Area of Effect:** 20 x 20 ft  
**Components:** V,S  
**Casting Time:** 5 segments  
**Saving Throw:** See below

This spell creates partially-real illusory monsters in the same manner as the spell *shadow monsters*, but the demi-shadow monsters have 40% of normal hit points rather than 20%; if they are detected as only quasi-real, they inflict 40% of normal damage and are AC 8.

**DETECT CHARM (Reversible)***Clerical Divination*

**Level:** Cleric 2  
**Range:** 30 ft  
**Duration:** 1 turn  
**Area of Effect:** See below  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** None

This spell reveals to the cleric whether a creature is subject to a *charm* spell. The spell's magic can discern a charm (or lack thereof) on up to ten creatures. The reverse of the spell conceals the existence of a charm, but affects only one creature.

**DETECT EVIL - Cleric (Reversible)***Clerical Divination*

**Level:** Cleric 1  
**Range:** Caster  
**Duration:** 1 turn + 5 rounds/ level  
**Area of Effect:** Path 10 ft wide, 120 ft long  
**Components:** V,S,M  
**Casting Time:** 1 round  
**Saving Throw:** None

This spell allows the cleric to discern emanations of evil (or good, in the case of the spell's reverse) within the spell's area of effect, a beam-like pathway. The spell detects evil, not danger, so it will be useless to discover such things as a mindless trap or a poisoned wineglass. Neither will it detect a cursed item unless the nature of the curse is such that the cursed item becomes inherently evil.

**DETECT EVIL - Magic User (Reversible)***Arcane Divination*

**Level:** Magic user 2  
**Range:** Caster  
**Duration:** 5 rounds/ level  
**Area of Effect:** Path 10 ft wide, 60 ft long  
**Components:** V,S  
**Casting Time:** 2 segments  
**Saving Throw:** None

This spell allows the magic user to detect emanations of evil (or good, in the case of the spell's reverse) within the spell's area of effect, a beam-like pathway. The spell detects evil, not danger, so it will be useless to discover such things as a mindless trap or a poisoned wineglass. Neither will it detect a cursed item unless the nature of the curse is such that the cursed item becomes inherently evil.

**DETECT ILLUSION***Phantasmal Divination*

**Level:** Illusionist 1  
**Range:** Caster  
**Duration:** 3 rounds + 2 rounds/ level  
**Area of Effect:** Path 10 ft wide, 10 ft/ level long  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

By means of this spell, the caster sees any illusion for what it truly is. By touching an illusion, the caster can make its true form visible to any observer.

**DETECT INVISIBILITY - Illusionist***Phantasmal Divination*

**Level:** Illusionist 1  
**Range:** 10 ft/ level  
**Duration:** 5 rounds/ level  
**Area of Effect:** Caster  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

This spell allows the caster to see that which is invisible or hidden, and also to perceive the astral and æthereal planes.

The spell's sight is limited to the stated range of ten ft per caster level.



**DETECT INVISIBILITY - Magic User***Arcane Divination***Level:** Magic user 2**Range:** Caster**Duration:** 5 rounds/ level**Area of Effect:** Path 10 ft wide, 10 ft long/ level**Components:** V,S,M**Casting Time:** 2 segments**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

**DETECT LIE (Reversible)***Clerical Divination***Level:** Cleric 4**Range:** 30 ft**Duration:** 1 round/ caster level**Area of Effect:** One person**Components:** V,S,M**Casting Time:** 7 segments**Saving Throw:** None

The subject of this spell (not necessarily the caster) gains the ability to discern whether the truth is being told, for the duration of the spell. The reverse of the spell allows the spell recipient's most brazen falsehoods to seem logical and believable. The spell's reverse may also be used to ward against the effects of a *detect lie* spell.

**DETECT MAGIC - Cleric***Clerical Divination***Level:** Cleric 1**Range:** Caster**Duration:** 1 turn**Area of Effect:** Path 10 ft wide, 30 ft long**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

*Detect magic* creates a tunnel of magical vision in a path ten ft wide and 30 ft long, in which the cleric sees the aura of any magic item as a glowing blue nimbus. The spell's effect is blocked by solid wood three ft thick, by stone one ft thick, and by solid metal one inch thick. The cleric can only scan a 60° arc during the course of a round: turning more quickly does not allow magic auras enough time to form in the cleric's vision.

**DETECT MAGIC - Druid***Druidic Divination***Level:** Druid 1**Range:** Caster**Duration:** 12 rounds**Area of Effect:** Path 10 ft wide, 40 ft long**Components:** V,S,M**Casting Time:** 3 segments**Saving Throw:** None

Other than as described above, this spell is identical to the first level clerical spell *detect magic*.

**DETECT MAGIC - Illusionist***Phantasmal Divination***Level:** Illusionist 2**Range:** Caster**Duration:** 2 rounds/ level**Area of Effect:** Path 10 ft wide, 60 ft long**Components:** V,S**Casting Time:** 2 segments**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

**DETECT MAGIC - Magic User***Arcane Divination***Level:** Magic user 1**Range:** Caster**Duration:** 2 rounds/ caster level**Area of Effect:** Path 10 ft wide, 60 ft long**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** None

Other than as noted above, this spell functions in the same manner as the clerical spell *detect magic*.

**DETECT PITS AND SNARES***Druidic Divination***Level:** Druid 1**Range:** Caster**Duration:** 4 rounds/ level**Area of Effect:** Path 10 ft wide, 40 ft long**Components:** V,S,M**Casting Time:** 3 segments**Saving Throw:** None

The druid may cast this spell upon him- or herself, imbuing his or her eyes with divinatory power. The druid can instantly discern virtually any form of

trap if outdoors, and even indoors or underground he or she will detect the presence of pits.

### DIG

*Arcane Evocation*

**Level:** Magic user 4

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** 5 ft cube/ level

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** None

This spell causes dirt to begin piling out from the ground, digging a hole with tremendous speed. The excavation proceeds at a rate of one 5 x 5 ft cube per round, as earth boils out of the area the caster directs, landing to the edges of the pit. If the spell is cast directly beneath a creature, the creature will fall in without any possibility of a saving throw. Creatures at the edge of the pit have some likelihood of falling in; they must roll lower than their dexterity score on a d20 to avoid sliding into the sudden maelstrom of moving earth. A creature moving toward the pit during the first round in which digging begins must make a saving throw vs spells (unlisted categories) or fall into the hole. The spell can be used to excavate in dirt, sand, or mud. Note that if the pit is taken deeper than 5 ft, there is a chance that it will collapse in on itself (roughly 25%, adjusted by the GM for the type of material being dug).

### DIMENSION DOOR

*Arcane Transmutation/ Alteration*

**Level:** Magic user 4

**Range:** Caster

**Duration:** See below

**Area of Effect:** Caster

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

*Dimension door* is a weak form of *teleportation*, more controllable than *blink*, but severely limited in range. The teleportation is limited to 30 ft per caster level. Unlike *blink*, a *dimension door* spell operates with perfect accuracy, either to a place the caster can see or clearly visualize, or in response to directions (example: "120 ft forward and 30 ft to the right"). If the caster's directions land him or her inside a solid object, he or she is stunned and trapped in the astral plane, held in a sort of suspended animation for eternity unless

rescued. The spell is subject to a maximum weight limit of 500 lbs of additional weight, with each lb of living matter counting for twice its actual weight. Recovery from the experience of this form of teleportation is not immediate, although it is quite rapid. The caster cannot act for a period of six segments following the transition.

### DISINTEGRATE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** 5 ft/ level

**Duration:** Instantaneous

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** Negates

This spell disintegrates matter of any kind: animal, vegetable, or mineral. Matter of a magical nature will also be destroyed, although evocations of magic force (such as a *wall of force*, *globe of invulnerability*, or *shield*) are not affected (not being matter). An entire creature, or an area of non-living matter up to 10 x 10 ft/level, will be utterly obliterated by this powerful spell. The spell cannot be used to destroy both living and non-living matter; once it hits its first target it will take effect upon that matter and not pass beyond.

### DISPEL EVIL (*Reversible*)

*Clerical Abjuration*

**Level:** Cleric 5

**Range:** Touch

**Duration:** 1 round/ caster level

**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** See below

This spell banishes summoned creatures of evil, or those summoned for evil purposes, to their home planes of existence. Although a saving throw negates the spell's banishing effect, any creature that would otherwise have been banished will suffer a penalty of -7 to hit the caster for the extent of the spell's duration.

Creatures affected by this spell include, but are certainly not limited to, afreet, demons, devils, genies (either evil or working toward evil purposes under duress), and elementals summoned for evil purposes. The reverse of the spell has the same effects, but upon summoned creatures of good

alignment or those summoned for the purposes of good.

### DISPEL EXHAUSTION

*Phantasmal Illusion*

**Level:** Illusionist 4

**Range:** Touch

**Duration:** 3 turns/ level

**Area of Effect:** Up to 4 creatures

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** None

This spell creates a powerful illusion of physical health. Recipients “gain” 50% of any hit points that have been lost, and function for all intents and purposes as if these hit points are real. The illusory hit points are the first to be subtracted if the character sustains damage. At the end of the spell’s duration, the remaining illusory hit points are lost. Additionally, any character under the influence of this spell can move (but not attack) at double the normal speed.

### DISPEL ILLUSION

*Phantasmal Abjuration*

**Level:** Illusionist 3

**Range:** 10 ft/ level

**Duration:** Instantaneous

**Area of Effect:** 1 illusion

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

This spell automatically dispels phantasmal forces cast by non-illusionists. All other illusion spells are treated as if this spell were a *dispel magic* (i.e., with a 50% base chance to dispel, adjusted up or down by 2% or 5% respectively, based on relative caster levels).

### DISPEL MAGIC - Cleric

*Clerical Transmutation/ Alteration*

**Level:** Cleric 3

**Range:** 60 ft

**Duration:** Instantaneous

**Area of Effect:** 30 ft radius sphere

**Components:** V,S

**Casting Time:** 6 segments

**Saving Throw:** None

*Dispel magic* has a base chance of 50% permanently to negate magic—both the magical

properties of potions and the ongoing effects of certain spells. All spell effects and relevant items within the stated area of effect are subject to dispelling. Permanent magical items are not disenchanting by the spell, with the exception of potions, which are treated as 12th level for purposes of resolution. However, even a permanently enchanted item must make a saving throw or become non-operational for one round. Any spells in the process of being cast in the spell’s area of effect will be lost, and any ongoing spell effects (such as *invisibility*) will be dispelled.

With respect to each potion, casting, or ongoing spell effect, the base chance of successful dispelling is increased 5% for every level by which the caster’s level exceeds the caster level of the potion, the casting, or the spell effect. The base chance is conversely reduced by 2% per level of difference if the caster is lower level than the caster of the magic to be dispelled. The spell will automatically negate the caster’s own spells if it is used for this purpose or if the caster has previously cast a spell into the same area.

### DISPEL MAGIC - Druid

*Druidic Abjuration*

**Level:** Druid 4

**Range:** 80 ft

**Duration:** Instantaneous

**Area of Effect:** 40 ft cube/ caster level

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

This spell is identical in effect to the clerical spell of the same name, with any exceptions being noted above.

### DISPEL MAGIC - Magic User

*Arcane Abjuration*

**Level:** Magic user 3

**Range:** 120 ft

**Duration:** Permanent

**Area of Effect:** 30 ft cube

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

Except as noted above, this spell is identical to the clerical spell *dispel magic*.

### DISTANCE DISTORTION

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5  
**Range:** 10 ft/ level  
**Duration:** 1 turn/ level  
**Area of Effect:** 100 square ft/ level  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None

This spell is cast with a summoned earth elemental as its focus. The casting of the spell is fascinating to summoned elementals and is sufficient to maintain the caster's control over the elemental (although he or she cannot command it to act while in the process of casting). When the casting is completed, the earth elemental disperses into the substance of the earth as directed, where it creates a dimensional distortion of the spell's area of effect. Travel through the distorted area takes twice as long (and seems twice as far) as it should, or seems half as long and takes half the normal travel time (determined by the caster when casting the spell). The area does radiate magic, slightly, and the reality will be perceived by *true seeing* (although the travel time will still be altered even for those who know that the distance is distorted). Otherwise, the spell is utterly undetectable.

### DIVINATION

#### *Clerical Divination*

**Level:** Cleric 4  
**Range:** Caster  
**Duration:** See below  
**Area of Effect:** Caster  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

A *divination* spell gives the caster divine insight about a particular place, examples being a ruined castle, a particular region in a dungeon, or a small vale. The location of the place must be known to the cleric (e.g., the "Red Mausoleum," if a legendary location, cannot be the focus of the spell, but if the cleric has seen the doorway of the tomb, the spell will be effective). The spell yields rich information compared to an *augury*, although it may be couched in rather vague and approximate terms.

The spell reveals the relative power of the creatures in the area, the treasure ("low," "moderate," or "rich"), and chances of incurring the wrath of gods or similar beings if the place is disturbed. There is a chance that the cleric will fail

to interpret the omens properly; the base chance to succeed in gaining truthful information is 60%, and rises by another 1% per caster level. The chance may also be adjusted by the GM as necessary.

If the cleric's reading of the omens is not correct, of course, he or she will be operating on completely false and useless "insights." The casting of a *divination* spell is quite dramatic, involving the sacrifice of a dove or other such creature appropriate to the religion in question. Valuable items may also be sacrificed, and such may increase the chance of the cleric receiving clear omens that are easily interpreted.

### DUO-DIMENSION

#### *Arcane Transmutation/ Alteration*

**Level:** Magic user 7  
**Range:** Caster  
**Duration:** 3 rounds + 1/ level  
**Area of Effect:** Caster  
**Components:** V,S,M  
**Casting Time:** 7 segments  
**Saving Throw:** None

By means of this spell, the caster reduces him- or herself to a two-dimensional sheet with no third dimension. He or she can fit through the thinnest of spaces provided they are large enough to accommodate his or her remaining two dimensions—he or she cannot bend down while two-dimensional. Moreover, he or she can become invisible by the simple expedient of turning sideways. While two-dimensional, the caster can move, cast spells, and otherwise act normally. If attacked from the front or back, however, he or she takes three times normal damage. Casting the spell requires expensive material components of (1d4+4)x1,000 gp in value.

### EARTHQUAKE

#### *Clerical Transmutation/Alteration*

**Level:** Cleric 7  
**Range:** 120 ft  
**Duration:** 1 round  
**Area of Effect:** 5 ft diameter/ level  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

The cleric invokes a small but intensely powerful earthquake within this spell's area of effect. The

spell may be used to create landslides, drain marshes, cave in tunnels, and collapse buildings. Yawning cracks in the earth have a good chance to swallow creatures in the area: the chance of falling into such a crevice (by creature size) is one in four (small), one in six (medium) and one in eight (large). Being swallowed up in such fashion is, of course, fatal. Trees standing in the area of an *earthquake* spell have a one in three chance of being uprooted.

### EMOTION

*Phantasmal Enchantment/ Charm*

**Level:** Illusionist 4

**Range:** 10 ft/ level

**Duration:** Until concentration ceases

**Area of Effect:** Up to 40 x 40 ft

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** Negates

By casting this spell, the illusionist is able to instill others with one of four powerful emotions, each with a different effect, as described below:

**Fear:** If the illusionist chooses to instill fear, the spell's effect is similar to that of the fear spell, but with a -2 penalty applied to saving throws.

**Hate:** If the illusionist instills hate, the targets gain a +2 to saving throws, attacks, and damage.

**Hopelessness:** The illusionist causes despair in the target creatures, who will wander sadly away or surrender in the face of a challenge such as a combat.

**Rage:** Creatures affected by rage attack at +1, gain a damage bonus of +3, and gain a bonus of five temporary hit points. Temporary hit points are lost first if the creature incurs damage. The affected creature will not willingly retreat from any combat or any opponent.

### ENCHANT AN ITEM

*Arcane Conjunction/ Summoning*

**Level:** Magic user 6

**Range:** Touch

**Duration:** See below

**Area of Effect:** 1 item

**Components:** V,S,M

**Casting Time:** 1d8+2 days

**Saving Throw:** See below

This spell is the culminating moment involved in the creation of a true magic item, when the item is actually infused with the magic properties it has been painstakingly prepared to hold. Before the spell can actually be cast, the magic user must engage in considerable time-consuming and meticulous work, or the spell will certainly fail.

Firstly, the item itself must be of absolutely the finest quality available, in terms of craftsmanship, although it need not necessarily be fancy. In most cases, special components such as powders or threads will be incorporated into the item's construction, costing not less than 100 gp. The casting of the spell takes 1d8+2 days, with the caster working steadily upon the item for eight hours per day. No other spells may be cast during this period of time, nor can the magic user engage in any other meaningful work. When the final words of the spell are spoken, the item makes a saving throw against spells at the same level as the magic user, but with success on the saving throw indicating that the spell has succeeded. A natural result of 1 on this roll always indicates failure of the spell. At this point, the magic user may begin to infuse the item with enchantments, each of which requires 5d8 hours to complete. Most magic items will require unusual components; dragon scales or blood for a sword with an unusually high bonus against dragons, for example. The GM will determine exactly what is required for any particular magic item.

This spell is not permanent unless a *permanency* spell is cast upon it; the duration of the enchantment may be for a year or more without a *permanency* spell, but the enchantment will eventually fail if it is not locked in to the item.

### ENCHANTED WEAPON

*Arcane Transmutation/ Alteration*

**Level:** Magic user 4

**Range:** Touch

**Duration:** 5 rounds/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

With a touch of his or her hand, the magic user creates a weak and temporary enchantment upon a full-sized weapon, or upon two smaller weapons such as arrows, bolts, or daggers. The enchantment lends no bonus to hit, but may be used to strike creatures that can be hit only with a

magical weapon. When the weapon hits successfully, the enchantment ends.

### **ENLARGE** (*Reversible*)

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 5 ft/ caster level

**Duration:** 1 turn/ caster level

**Area of Effect:** 1 creature or object

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** Negates

This spell causes a creature or object to grow in size and weight. The spell increases a creature's size and weight by 20% for each level of the caster (to a maximum increase of 200%) or increases an object's size and weight by 10% per caster level (to a maximum increase of 100%). The magic user's power limits the volume of material that he or she can enlarge; the mage can affect no more than 10 cubic ft of living matter, or 5 cubic ft of non-living matter, per level. A normal sized person doubled in size will generally have strength of 18, and tripled in size would have strength of 20+. The spell's reverse applies in the same ratios, but with the effect of reducing the size of an object or creature. If the spell is cast on an unwilling recipient, a successful saving throw will negate the spell, but willing recipients may choose to forgo the save.



### **ENTANGLE**

*Druidic Transmutation/ Alteration*

**Level:** Druid 1

**Range:** 80 ft

**Duration:** 1 turn

**Area of Effect:** 20 ft radius

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** Half (see below)

The druid casts this spell upon a particular spot, whereupon all plants in a 20 ft radius of the enchanted location immediately begin to writhe violently about, whipping around and entangling any creature in the area. Creatures threatened in this manner are entitled to a saving throw. If the saving throw succeeds, the creature's movement rate is slowed to half normal; if the saving throw fails, the creature is so securely held in the plants that it cannot move, attack, or cast spells for the duration of the spell.



### **ERASE**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 30 ft

**Duration:** Instantaneous

**Area of Effect:** Scroll or 2 pages of writing

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** See below

This spell may be used to erase normal or magical writing from an area about two pages wide. The base chance to erase a magical writing is 50% + 2%/ caster level, and the base chance to erase non-magical writing is 50% + 4%/ caster level.

Obviously, the main benefit of this spell is that the erasure can be made at a distance. The spell does not remove such magical rune-traps as *symbol*, *glyph of warding* or *explosive runes* (exception: the caster may use it to remove such spells if he or she originally cast them him- or herself).

**ESP***Arcane Divination***Level:** Magic user 2**Range:** Caster**Duration:** 1 round/ level**Area of Effect:** 5 ft radius/ level, maximum 90 ft**Components:** V,S,M**Casting Time:** 2 segments**Saving Throw:** None

This spell allows the caster to overhear the surface thoughts of any thinking being in the spell's radial area of effect. The caster need not be able to see the creature whose thoughts he is reading; the spell can be used to listen beyond a closed door. The spell cannot penetrate more than two ft of stone or more than two inches of any metal, and it is foiled by even a thin sheet of lead.

**EXORCISE***Clerical Abjuration***Level:** Cleric 4**Range:** 10 ft**Duration:** Instantaneous (permanent)**Area of Effect:** One creature or object**Components:** V,S,M**Casting Time:** See below**Saving Throw:** None

*Exorcism* is a powerful abjuration that casts out demons, devils, or any supernatural inhabitant or influence from a creature or object that has been possessed or otherwise controlled. Exorcism banishes all charms and enchantments, removes curses, and will cast any possessing demon or other creature back into its nearest physical body other than the one being exorcised. The base chance for the cleric to perform a successful exorcism is randomly determined on a d% if the GM has not previously assigned a specific number to represent the relative difficulty of the exorcism. To the base chance is added a modifier of +1/-1 for each level of difference between the cleric's caster level and the level or hit dice of the opposing supernatural force (determined by the GM in the case of supernatural forces with no stated level or HD). The cleric begins the exorcism, rolling a d% for each turn. If the cleric's die roll is equal to or less than the modified chance of success, the exorcism is successful. The process cannot be halted once it has begun, and if the cleric is forced to pause before

successfully casting out the supernatural force, the spell will fail.

**EXPLOSIVE RUNES***Arcane Transmutation/ Alteration***Level:** Magic user 3**Range:** Touch**Duration:** Permanent until triggered**Area of Effect:** 1 object**Components:** V,S**Casting Time:** 3 segments**Saving Throw:** See below

This spell creates a magical trap in the form of tracteries and sigils placed upon a piece of writing that create a magical detonation when they are read. It is possible to detect the presence of explosive runes without detonating them: a magic user has a 5% chance per level to notice their presence, and a thief has a 1% chance per level.

When the runes are read, the resulting explosion causes 6d4+6 points of damage (half with a successful saving throw) to any creature within a 10 ft radius. The reader of the runes does not receive a saving throw. The caster and any other magic user with whom the caster has made familiar the secret pattern of the runes can read the protected document or tome without danger, and the caster can erase them at will. Otherwise, only a *dispel magic* or similar enchantment will remove the runes before they are triggered.

Note that the item upon which the runes are scribed, if it is not resistant to fire, will undoubtedly be destroyed when the runes detonate.

**EXTENSION I***Arcane Transmutation/ Alteration***Level:** Magic user 4**Range:** Caster**Duration:** See below**Area of Effect:** See below**Components:** V**Casting Time:** 2 segments**Saving Throw:** None

The arcane words of an *extension I* spell act to lengthen the duration of another spell previously cast by the magic user by 50%. The previous spell must still be active and may only be of level one, two, or three.

**EXTENSION II***Arcane Transmutation/ Alteration***Level:** Magic user 5**Range:** Caster**Duration:** See below**Area of Effect:** See below**Components:** V**Casting Time:** 4 segments**Saving Throw:** None

Except as noted, this spell is identical to the spell *extension I*, but may be used to extend by 50% the duration of any spell up to and including fourth-level spells.

**EXTENSION III***Arcane Transmutation/ Alteration***Level:** Magic user 6**Range:** Caster**Duration:** See below**Area of Effect:** See below**Components:** V**Casting Time:** 5 segments**Saving Throw:** None

This spell functions in the same manner as *extension I*, but it doubles the duration of spells level 1-3, and extends the duration of spells level 4 or 5 by 50%.

**FAERIE FIRE***Druidic Transmutation/ Alteration***Level:** Druid 1**Range:** 80 ft**Duration:** 4 rounds/ caster level**Area of Effect:** 1 size M or 2 size S creatures/ caster level**Components:** V**Casting Time:** 3 segments**Saving Throw:** None

The druid uses this spell to ignite a fiery-looking aura of bright light around his or her enemies. The aura is visible at a range of 80 ft if the observer stands in darkness, and at 40 ft if he or she stands near another light source. The light itself is harmless, but a creature limned with *faerie fire* is easier to hit; any attacks against it are made with a bonus of +2.

**FALSE TRAP***Arcane Illusion/Phantasm***Level:** Magic user 2**Range:** Touch**Duration:** Permanent**Area of Effect:** One object**Components:** V,S,M**Casting Time:** 3 rounds**Saving Throw:** None

By means of this spell, the mage weaves an illusion around an object, making it appear trapped to any normal inspection (such as by a thief). Any such examiner has an 80% chance of finding and believing the *false trap*. This likelihood decreases by 3% per level of experience of the thief. Furthermore, if a thief attempts to remove the illusory trap, believing it to be real, there is only a 20% likelihood that the illusion will be dispelled or exposed by these efforts. In this case, the thief, seeing the illusion unchanged, will usually conclude that the attempt to remove the "trap" has failed. Only one *false trap* may be placed within a 50 ft radius, and if two items bearing this illusion come within 50 ft of each other, both will be dispelled.

**FEAR - Illusionist***Phantasmal Illusion***Level:** Illusionist 3**Range:** 0**Duration:** See below**Area of Effect:** 5 ft x 30 ft x 60 ft cone**Components:** V,S**Casting Time:** 3 segments**Saving Throw:** Negates

This spell causes utter panic in the creatures exposed to the cone-shaped emanation of phantasmal terror the caster hurls forth. If any creature, of any level or hit dice, fails its saving throw against the spell, it will bolt away from the caster as fast as possible for as many rounds as the caster's level. There is a base 60% chance for a creature to drop whatever it is holding (immediately upon failing the saving throw), reduced by 5% per HD or level of the panicked creature.

**FEAR - Magic User***Arcane Illusion/ Phantasm***Level:** Magic user 4**Range:** 0**Duration:** See below**Area of Effect:** Cone, 60 ft long, 5 ft at origin, 30 ft diameter at terminus



**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** Negates

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

### FEATHER FALL

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1  
**Range:** 10 ft/ caster level  
**Duration:** 1 segment/ caster level  
**Area of Effect:** 10 cubic ft  
**Components:** V,M  
**Casting Time:** Less than 1 segment  
**Saving Throw:** None

This spell causes creatures or objects in the area of effect to fall as slowly and lightly as feathers, at a rate of about ten ft in six seconds (one segment). No damage is taken from the distance spent falling under the influence of the spell, but it is worthy of note that if the spell's target has not landed by the time the spell expires, the fall will resume at normal speed and damage will be taken for the remaining distance. The magic user can affect a weight of up to 200 lbs plus another 200 lbs/ caster level. The spell may be used to slow propelled objects such as arrows, but will not affect sword blows or other non-propelled forces.

### FEEBLEMIND - Druid

*Druidic Enchantment/ Charm*

**Level:** Druid 6  
**Range:** 40 ft  
**Duration:** Permanent  
**Area of Effect:** 1 creature  
**Components:** V,S  
**Casting Time:** 8 segments  
**Saving Throw:** Negates

The insidious *feblemind* spell affects only those who can cast spells, tracing and poisoning the mystical channels of their arcane power like a viral infection. The spell reduces a victim into a state of extreme mental retardation, which condition persists until the victim is magically restored by means of a *heal*, *wish*, or *restoration* spell. The different types of spell casting ability are not equally vulnerable to the *feblemind* spell. Practitioners of clerical magic gain a bonus of +1 to saving throws; druids save at -1; magic users and illusionists save at -4. (Those who can use

more than one type of magic must save using the average of their modifiers.)

### FEEBLEMIND - Magic User

*Arcane Enchantment/ Charm*

**Level:** Magic user 5  
**Range:** 10 ft/ level  
**Duration:** Permanent  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 5 segments  
**Saving Throw:** Negates

Except as may be noted above, this spell is identical to the druidic spell *feblemind*.

### FEIGN DEATH - Cleric

*Clerical Necromancy*

**Level:** Cleric 3  
**Range:** Touch  
**Duration:** 1 turn + 1 round/ level  
**Area of Effect:** 1 willing creature  
**Components:** V,S,M  
**Casting Time:** 2 segments  
**Saving Throw:** None

Except as described here, this spell is identical to the third level magic user spell of the same name. The clerical version of the spell is not subject to a limit on the character level it can affect. Note that the spell cannot be cast upon an unwilling subject.

### FEIGN DEATH - Druid

*Druidic Necromancy*

**Level:** Druid 2  
**Range:** 10 ft  
**Duration:** 4 rounds + 2 rounds/ caster level  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 3 segments  
**Saving Throw:** None

This spell magically slows the recipient's metabolism into a state so close to death that it is impossible to distinguish the enspelled person from a corpse by any means other than magical. The recipient can hear, smell, and think; the senses of touch and sight no longer function. Damage caused to the pseudo-corpse is reduced by one half, and the spell's recipient will not even know that the damage has been caused—potentially a dangerous situation. A person under the influence of this spell is not subject to level

draining by the undead and will not be affected by poisons until the spell wears off or is otherwise removed; the caster can remove the catalepsy at will, and the spell is subject to being dispelled.

### FEIGN DEATH - Magic User

*Arcane Necromancy*

**Level:** Magic user 3

**Range:** Touch

**Duration:** 6 rounds + 1 round/ level

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None; willing recipient only

With the exception of any distinctions detailed above, this spell is identical to the druid's (not the clerical) spell of the same name.

### FIND FAMILIAR

*Arcane Conjunction/ Summoning*

**Level:** Magic user 1

**Range:** 0

**Duration:** See below

**Area of Effect:** 1 mile radius/ caster level

**Components:** V,S,M

**Casting Time:** 2d12 hours

**Saving Throw:** See below

Magic users of higher level often summon familiars to assist them with various tasks. Indeed, a familiar can also be of considerable benefit to a lower level magic user (even increasing others' estimation of his or her power), but the risks inherent in losing a familiar can be daunting to a weaker spell caster. To summon a familiar, the magic user must intone the words of the spell over a well-stocked fire source, sprinkling the flames with expensive incense and powders (100 gp in total value). The caster must maintain his or her casting for as long as necessary (2d12 hours) until a familiar arrives (or the casting time expires without success). The spell may be attempted only once per year, and the caster has no control over the type of animal that will respond. When it arrives, the familiar is a faithful servant and ally to the caster. Normal familiars have 1d3+1 hit points, are AC 7, and are as intelligent as a lower-than-average human. When the familiar is within 120 ft of the magic user, the magic user gains additional hit points equal to the familiar's. However, if the familiar is ever killed, the magic user permanently loses twice the familiar's hit points.

Caster Level						
1-2	3-5	6-8	9-11	12-14	15+	Familiar
01-05	01-05	01-06	01-06	01-07	01-07	Special
06-25	06-25	07-29	07-29	08-33	08-33	Cat
26-35	26-36	30-40	30-41	34-45	34-46	Hawk
36-45	37-47	41-51	42-53	46-57	47-59	Owl
46-55	48-58	52-62	54-65	58-69	60-72	Raven
56-65	59-69	63-73	66-77	70-81	73-85	Toad
66-75	70-80	74-84	78-89	82-93	86-98	Weasel
76-00	81-00	85-00	90-00	94-00	99-00	None

A special familiar is entitled to a saving throw in order to avoid the effect of the spell. The type of special familiar to appear depends upon the magic user's alignment:

Lawful good or Lawful neutral: Brownie

Chaotic good, Neutral good, or Neutral: Pseudo-dragon

Lawful evil or Neutral evil: Imp

Chaotic evil or Chaotic neutral: Quasit

### FIND THE PATH (*Reversible*)

*Clerical Divination*

**Level:** Cleric 6

**Range:** Touch

**Duration:** 1 turn/ level

**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 3 rounds

**Saving Throw:** None

This spell imbues one creature with an uncanny sense for the shortest route into or out of a chosen locale. The spell imparts only a visceral intuition of the right direction and shortest distance, so it is impossible to use the spell either to circumvent dangers or to draw a map. This spell may be used to escape from a *maze* spell (q.v.) in one round and will continue to function thereafter. The spell's reverse makes a creature unable to make any significant movement beyond aimless wandering.

**FIND TRAPS***Clerical Divination***Level:** Cleric 2**Range:** 30 ft**Duration:** 3 turns**Area of Effect:** 10 ft wide path**Components:** V,S**Casting Time:** 5 segments**Saving Throw:** None

This spell permits the cleric to discern the existence of traps, both of magical and mechanical nature. The cleric must be looking at a trap in order to perceive it.

*"Pull my finger!"***FINGER OF DEATH***Druidic Enchantment/ Charm***Level:** Druid 7**Range:** 60 ft**Duration:** Instantaneous**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 5 segments**Saving Throw:** Negates

The casting of this spell culminates when the druid points a finger at his or her chosen victim. If the target fails a saving throw, it dies.

**FIRE CHARM***Arcane Enchantment/ Charm***Level:** Magic user 4**Range:** 10 ft**Duration:** 2 rounds/ level**Area of Effect:** 15 ft radius around fire**Components:** V,S,M**Casting Time:** 4 segments**Saving Throw:** Negates

This spell transforms an existing fire into a powerful mental snare. Any creature within the spell's radius who even so much as glances at the fire must make a saving throw vs spells or be entranced by the dancing flames. While so entranced, the creature becomes susceptible to the caster's words, in the same manner as with a *suggestion* spell, but with a penalty of -3 to the saving throw. The enchantment will be broken if the entranced creature can no longer see the flames or if it is attacked.

**FIRE SEEDS***Druidic Conjuraton***Level:** Druid 6**Range:** 40 ft (see below)**Duration:** 1 turn/ caster level**Area of Effect:** See below**Components:** V,S,M**Casting Time:** 1 round/ seed**Saving Throw:** Half

By casting this spell upon a group of seeds, either acorns or holly berries, the druid imbues them with the potential to erupt in a violent explosion of magical fire. Transformed acorns may be used as missiles, and transformed holly berries as delayed-action bombs. The spell allows the druid to create four acorn fire seeds or eight holly berry fire seeds, or a proportionate combination such as two acorns and four holly berries. Acorns may be thrown at a range of up to 40 ft and cause 2d8 points of damage in a radius of 5 ft, igniting any combustibles that fail item saving throws. If an acorn strikes its target with a successful to-hit roll, the target is not entitled to a saving throw. Even if the attack misses, the target may be caught in the blast area (and would be entitled to a saving throw for half damage, as any other creature within the blast area). The holly berries may be thrown no more than 6 ft, or may be left in place to ignite upon a command word. (The range of the command word is 40 ft.) Holly berries create an explosion in an area of 5 x 5 ft, inflicting 1d8 points of damage and causing combustible items to make saving throws against magical fire or burn. As with the acorn seeds, a successful saving throw against the explosion of a holly berry fire seed reduces the damage inflicted by one-half.

**FIRE SHIELD***Arcane Evocation***Level:** Magic user 4**Range:** Caster**Duration:** 2 rounds + 1 round/ level**Area of Effect:** Caster**Components:** V,S,M**Casting Time:** 4 segments**Saving Throw:** None

Pale flames envelope the caster upon the completion of this spell, rendering him or her protection against either fire or cold based attacks, depending upon whether the magic user elects to wreath him- or herself in cold flame or hot flame. Cold flame grants the magic user a +2 bonus on any saving throw vs fire damage, also guaranteeing half damage (or no damage against all fire attacks that allow a saving throw for half damage) provided the saving throw is successful. If the magic user fails a saving throw against a cold based attack, however, he or she will suffer twice the normal damage. Hot flame offers the converse of the protections afforded by cold flame. Cold based attacks receive a bonus of +2 on saving throws and guarantee that the caster receives only half damage (or none at all) if his or her saving throw is successful against attacks that would cause full or half damage.

**FIRE STORM** (*Reversible*)*Druidic Evocation***Level:** Druid 7**Range:** 150 ft**Duration:** 1 round**Area of effect:** 20 x 20 x 20 ft area per caster level**Components:** V, S, M**Casting Time:** 9 segments**Saving Throw:** Half

The fire storm invocation is a modified and enlarged version of wall of fire. It lasts for only a single round, and does only half the damage of a wall of fire (i.e. 2d8 damage), but the huge area of effect makes it devastating.

The spell's reverse extinguishes all normal fire in the area of effect, or will instantly kill one fire elemental (no saving throw).

**FIRE TRAP - Druid***Druidic Evocation***Level:** Druid 2**Range:** Touch**Duration:** Permanent until tripped**Area of Effect:** 1 object**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** Half

This spell enchants any item that can be opened or closed with a magical trap. When the item is opened by any person other than the caster, magical fire explodes in an area five ft in radius around the fire trapped object, causing 1d4 plus the caster's level hit points of damage to all creatures in this area. A successful saving throw indicates half damage. The item upon which this spell is cast suffers no damage from the explosion. Detecting a *fire trap* is extraordinarily difficult; attempts to find traps are reduced by one-half in efficacy if the trap is a *fire trap*, and the trap will detonate if an attempt to remove traps fails.

**FIRE TRAP - Magic User***Arcane Evocation***Level:** Magic user 4**Range:** Touch**Duration:** Permanent until triggered**Area of Effect:** 1 object**Components:** V,S,M**Casting Time:** 3 rounds**Saving Throw:** Half

With the exception of any distinctions detailed above, this spell is identical to the druid spell of the same name.

**FIREBALL***Arcane Evocation***Level:** Magic user 3**Range:** 100 ft + 10 ft/ level**Duration:** Instantaneous**Area of Effect:** 20 ft radius sphere**Components:** V,S,M**Casting Time:** 3 segments**Saving Throw:** Half

With a pointing gesture at the ending of the incantation, the magic user causes a massive explosion of magical fire at the target point. The *fireball* detonates with a low roar, causing 1d6 damage per caster level to all creatures within the area of effect. Creatures making successful saving throws suffer only half the indicated damage. When the magic user casts the spell, a

bead of light streaks from his or her pointed finger to the target area, and if it strikes another object directly in its path the *fireball* will detonate immediately. The blast fills the entire volume of the spell radius, and if it is cast into an enclosed area smaller than the area of effect the flames will expand from this area until the spell's full volume has been reached. The volume of a 20 ft radius sphere is approximately 33,500 cubic ft, and there are 1,000 cubic ft in a 10 x 10 x 10 ft area, so in an area with a 10 ft ceiling the *fireball* will fill approximately thirty-three 10 x 10 ft squares. Thus, if a *fireball* explodes in the middle of a corridor 10 ft wide and 10 ft high, the blast will extend a staggering 165 ft in both directions. It is quite possible, particularly in dungeoneering environments, for the magic user to be caught in the backblast of his or her own *fireball* spell. The flames do not create any significant change in air pressure, but the furnace-like heat causes all items in the blast to make saving throws against magical fire or ignite (or, in the case of metals, melt).

### FLAME ARROW

*Arcane Evocation*

**Level:** Magic user 3

**Range:** Touch

**Duration:** 1 segment/ level

**Area of Effect:** Arrows or bolts

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

By means of this spell, the magic user may enchant one arrow per segment, causing it to burst into normal flame. The enchanted arrows have no bonus to hit, and the enchantment is not powerful enough to hit a creature that can be damaged only by magical weapons. Each arrow causes one hit point of fire damage in addition to its normal damage. The arrows (or crossbow bolts) will burn up in one round, so they must be shot before this time.

### FLAME STRIKE

*Clerical Evocation*

**Level:** Cleric 5

**Range:** 60 ft

**Duration:** 1 segment

**Area of Effect:** 10 ft diameter column, 30 ft high

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** Half

Upon the casting of this spell, a blazing column of fire descends from the air. Its searing flames engulf an area 10 ft in diameter, as set by the caster. Each creature caught within the flames will suffer 6d8 points of damage, halved if the creature makes a successful saving throw.

### FLOATING DISK

*Arcane Evocation*

**Level:** Magic user 1

**Range:** 20 ft

**Duration:** 3 turns + 1 turn/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

This evocation produces an invisible disk about three ft across, shaped like a shallow bowl. The disk floats in the air and moves in accordance with the caster's commands (although if it is allowed more than 20 ft from the caster it will disappear). The disk cannot move faster than 60 ft per round. A *floating disk* can carry up to 100 lbs per level of the caster.

### FLY

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** Touch

**Duration:** 6 turns/ level + 1d6 turns

**Area of Effect:** One creature

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

This spell grants the power of flight with aerial agility level V (see Chapter III) to any creature the magic user touches. The base movement rate for flight is 120 ft per round, with the base speed being doubled when diving, halved when climbing. The GM secretly rolls a 1d6 to determine how much time the spell will last after the base duration expires.

### FOG CLOUD

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 2

**Range:** 10 ft

**Duration:** 4 rounds + 1 round/ level

**Area of Effect:** 40 x 20 x 20 ft cloud

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** None

This spell creates a roiling mass of gas and vapour, similar in appearance to a *cloudkill* spell. The fog cloud moves away from the caster at 10 ft/round. Vision into the fog is limited to 2 ft.

**FOOL'S GOLD**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** 10 ft

**Duration:** 6 turns/ level

**Area of Effect:** 1 cubic foot/ level

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** See below

This spell achieves the much sought-after goal of transmuting copper or brass into gold. Regrettably, the effect is temporary, but an amoral caster might seek to shift the consequent feelings of regret onto another person than him- or herself. Whatever motives drive the caster, he or she may use this spell to transmute roughly 2,000 copper coins (about a cubic foot) per caster level into a metal that closely resembles gold. Anyone viewing this metal has a chance to notice that it is not truly gold. If the result of d20 plus the caster's level is equal to or less than the observer's intelligence, the fraud is detected (the GM may pick a representative number for creatures whose exact intelligence is not known, or roll a die). By combining expensive material components with the spell, the caster can make it more likely that the gold will seem true—conversely, there are mundane methods that give a chance to detect this very spell, such as striking the "gold" with cold iron (10% chance of changing the metal back). The GM will decide for his or her campaign exactly what can be done to improve and detect this spell.

**FORCEFUL HAND**

*Arcane Evocation*

**Level:** Magic user 6

**Range:** 10 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

This spell creates a powerful, magical hand similar to that of the magic user spell *interposing*

*hand*. Unlike the *interposing hand*, the *forceful hand* can push opponents or objects. The hand can move a creature weighing 500 lbs or less. It reduces the speed of a creature between 500 and 2,000 lbs to no greater than 10 ft per round, and it slows the movement of creatures heavier than 2,000 lbs but smaller than 8,000 lbs to one-half. As in the case of the *interposing hand*, the *forceful hand* has as many hit points as the caster.

**FORGET**

*Arcane Enchantment/ Charm*

**Level:** Magic user 2

**Range:** 30 ft

**Duration:** Instantaneous (permanent)

**Area of Effect:** 1-4 creatures in a 20 ft square area

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** Negates

This extremely potent spell causes the victims to forget events of the immediate past. The spell obliterates memory of the last round plus one additional round per three caster levels. The caster decides which creatures in the spell's area to affect, and these must make saving throws or suffer the loss of memory. The caster may designate 1-4 creatures as the targets of the spell. If one is targeted, the saving throw is made with a -2 penalty; if two are targeted, the penalty is -1; and if 3 or 4 creatures are targeted they suffer no penalty to the saving throw. Lost memories can only be restored by *heal*, *restoration*, or *wish*; the spell's effect is not subject to being merely dispelled.

**FREEZING SPHERE**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** See below

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** See below

This spell may be employed in one of three different forms, depending upon the words and material component used during casting. At the time of memorisation, the magic user need not specify which will be used; these are alternate uses of the same spell, not different versions of it.

**Ice seed:** conjures a sphere of an intensely cold magical substance that freezes water to a depth of 6 inches over a surface area 100 square ft per caster level. The ice is thick enough to walk upon without fear of falling through. The duration of the ice is one round per level. The material component for this use is a piece of crystal.

**Ice ray:** a ray of cold lances from the caster's hand, inflicting 4 hp per caster level against anything in its path. A successful saving throw results in no damage. Even if the ray strikes an object, it continues on the other side until it has extended 10 ft per caster level or is stopped by a thickness of stone of 1 ft or more. The material component for this use is a gem worth 1,000 gp.

**Shattering globe:** the spell forms a globe one inch in diameter, cold but not uncomfortable to the touch. When this sphere is thrown (by hand or sling), it will explode upon impact for 4d6 hit points of damage within a 10 ft radius (half if save vs spells). If not used within one round per caster level, it will explode at the time its duration ends. The material component for this use is also a gem worth 1,000 gp.

## FRIENDS

*Arcane Enchantment/ Charm*

**Level:** Magic user 1  
**Range:** Caster  
**Duration:** 1 round/ caster level  
**Area of Effect:** 10 ft radius + 10 ft/ caster level  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** See below

This spell increases the magic user's charisma in the eyes of all creatures within the area of effect that fail saving throws. For these creatures, the magic user's charisma will effectively be increased by 2d4 (one roll for all). For those who succeed in making the saving throw, the caster's charisma will effectively be lowered by 1d4.

Unless the exact numbers are required for some purpose, the normal result of the spell will be that those who failed the saving throw will be well-disposed and friendly toward the caster, and those that succeeded in making the save will find him or her distasteful and somewhat suspect.

## FUMBLE

*Arcane Enchantment/ Charm*

**Level:** Magic user 4  
**Range:** 10 ft/ level  
**Duration:** 1 round/ level  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** Half

This enchantment causes intense clumsiness in the affected creature. Attempting to run will result in an immediate fall to a prone position, and anything held in hand (or claw, etc.) will be dropped. A successful saving throw allows the affected creature to act as if under the influence of a *slow* spell in order to avoid the spell's full effects.

## GATE - Cleric

*Clerical Conjuration/Summoning*

**Level:** Cleric 7  
**Range:** 30 ft  
**Duration:** See below  
**Area of Effect:** 1 summoned creature  
**Components:** V,S  
**Casting Time:** 5 segments  
**Saving Throw:** None

A *gate* spell creates an opening between the material plane and another plane of existence, summoning forth a being from the other plane. The caster must know the name of the creature he or she is attempting to summon, or the spell will fail. The particular creature named in the spell's casting might choose not to step through the *gate* into the material plane. Summoning Thor is unlikely to bring the thunder god from the halls of Valhalla—however, a being of some kind will certainly respond to the summons. Thor, if summoned, might choose to send a Valkyrie, for instance. Casting this spell can be risky, for the caster has no control over the summoned creature unless proper precautions are taken, such as a *protection from evil* spell, the drawing of appropriate magical circles, etc. Beings summoned from distant planes of existence, particularly beings with individual names of their own, can be powerful and irascible.

## GATE - Magic User

*Arcane Conjuration/ Summoning*

**Level:** Magic user 9  
**Range:** 30 ft  
**Duration:** See below  
**Area of Effect:** 1 summoned creature

**Components:** V,S

**Casting Time:** 9 segments

**Saving Throw:** None

A *gate* spell creates an opening between the material plane and another plane of existence, summoning forth a being from the other plane. The caster must know the name of the creature he or she is attempting to summon, or the spell will fail. The particular creature named in the spell's casting might choose not to step through the *gate* into the material plane—summoning Thor is unlikely to bring the thunder god from the halls of Valhalla—however, a being of some kind will certainly respond to the summons. Thor, if summoned, might choose to send a Valkyrie, for instance. Casting this spell can be risky, for the caster has no control over the summoned creature unless proper precautions are taken, such as a *protection from evil* spell, the drawing of appropriate magical circles, etc. Beings summoned from distant planes, particularly beings with individual names of their own, can be powerful and irascible.

#### GAZE REFLECTION

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 1

**Range:** 0

**Duration:** 1 round

**Area of Effect:** Air in front of caster

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

The air immediately in front of the caster takes on a mirror's ability to reflect gaze attacks back upon the attacker. The area does not create a reflective surface to normal sight, and it can be seen through by the caster and by other observers, except those using gaze attacks.

#### GEAS

*Arcane Enchantment/ Charm*

**Level:** Magic user 6

**Range:** Touch

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** None

A *geas* is a magical compulsion placed upon an intelligent creature to perform, or refrain from

performing, some task set by the caster. While the *geas* cannot compel suicide or its equivalent, it is a very powerful spell. If the creature under the *geas* avoids or is prevented from performing the task, it will sicken and die within 1d4 weeks if the task is not resumed. The disease will, of course, create symptoms that the GM will determine; if the *geas* is resumed, these may or may not remain until the task is completed. Even a *remove curse* spell will not remove a *geas*, although a *wish* spell is powerful enough to dispel it.

#### GLASS-STEEL

*Arcane Transmutation/ Alteration*

**Level:** Magic user 8

**Range:** Touch

**Duration:** Permanent

**Area of Effect:** 1 object

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** None

This spell grants a glass object the strength of steel, while retaining its transparent properties. The weight of the object can be no more than ten lbs per caster level. In most cases, the object will make item saving throws on the more favourable of the glass or metal tables.

#### GLASSEYE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** Touch

**Duration:** 1 round/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

This spell causes opaque materials to become transparent, either to the caster alone or to anyone, at the caster's option. The dimensions of the transparent area are 3 x 2 ft, and the depth depends upon the nature of the substance being made transparent. Lead and gold, being the base and pure metals respectively, are not affected by the spell at all. Only four inches of any other metal can be made transparent, but stone can be seen through to a distance of 6 ft, and wood to a distance of 20 ft.



**GLOBE OF INVULNERABILITY***Arcane Abjuration***Level:** Magic user 6**Range:** 0**Duration:** 1 round/ level**Area of Effect:** Sphere, 5 ft radius**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

This spell creates a spherical shield, impermeable to spells. It functions as the spell *minor globe of invulnerability* except as noted above and in that it protects against spells level 1-4 rather than 1-3.

**GLYPH OF WARDING***Clerical Abjuration/ Evocation***Level:** Cleric 3**Range:** Touch**Duration:** Permanent (until discharged)**Area of Effect:** 25 square ft/ caster level**Components:** V,S,M**Casting Time:** See below**Saving Throw:** See below

The *glyph of warding* is a magically charged sigil or rune, scribed and enchanted to serve as the focal point of a powerful magical trap. The enchantment affects surfaces, with the caster being able to ward up to 5 ft x 5 ft of wall, floor, door, etc., per caster level. The cleric writes or otherwise inscribes the surface to be protected with the glyph of his choice, thereby defining what effect the glyph will have when discharged. He or she then traces the area to be affected with incense and, if the area to be covered exceeds 50 sq ft, he or she must also sprinkle it with at least 2,000 gp worth of powdered gems to bind the spell over such a large area. When the spell is completed, the glyph and the tracery of its area fade from sight and remain invisible thereafter until the spell is discharged. Any being touching the protected surface without speaking the name of the glyph will discharge the glyph's power. Depending upon the nature of the glyph, a successful saving throw will either reduce the damage by one-half or negate the glyph's effects entirely. The amount of power that can be held within a glyph depends upon the caster's level. Most glyphs cause physical damage from fire or other elemental energies, causing two hit points of damage per caster level. More powerful glyphs are known that can induce paralysis or drain experience levels, although these are clearly the

province only of the most powerful clerics. The GM must determine what glyphs may be within the capabilities of such formidable individuals.

**GRASPING HAND***Arcane Evocation***Level:** Magic user 7**Range:** 10 ft/ level**Duration:** 1 round/ level**Area of Effect:** Magical hand**Components:** V,S,M**Casting Time:** 7 segments**Saving Throw:** None

This spell is a more powerful evocation of the *forceful hand* spell, acting in the same manner but able to hold motionless a creature of up to 1,000 lbs or move creatures with twice the force of a forceful hand.

**GUARDS AND WARDS***Arcane Abjuration***Level:** Magic user 6**Range:** 0**Duration:** 2 hours/level**Area of Effect:** Up to 200 sq ft/ level**Components:** V,S,M**Casting Time:** 3 turns**Saving Throw:** See below

This powerful spell is primarily used to defend the caster's stronghold. The ward protects 200 sq ft per caster level. The warded area can be as much as 20 ft high and shaped as the caster desires. The magic user can ward several stories of a stronghold by dividing the area among them; he or she must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

**Fog:** Fog fills all corridors, obscuring all sight, including infravision, beyond ten ft.

**Wizard Locks:** All doors in the warded area are wizard locked.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical to those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side

passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment/charm effect that will not affect elves or other creatures immune to charm.

**Lost Doors:** One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the magic user can place his or her choice of one of the following five magical effects:

1. Dancing lights in four corridors.
2. A magic mouth in two places.
3. A stinking cloud in two places. The vapours return within ten turns if dispersed by wind while the guards and wards spell lasts.
4. A gust of wind in one corridor or room.
5. A suggestion in one place. The caster selects an area of up to 5 ft square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

### **GUST OF WIND**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** 0

**Duration:** 1 segment

**Area of Effect:** 10 ft wide path, 10 ft long/ level

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

Hand outstretched in the final somatic gesture of this spell, the magic user summons forth a powerful blast of air, forceful enough to blow out unprotected flames smaller than a campfire. Flames the size of a campfire or greater will flare back as far as 1d6 ft, and even shielded flames have a high chance of being extinguished (5% per caster level). The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10 ft, and will hold medium-sized creatures back from moving.

### **HALLUCINATORY FOREST**

*Druidic Illusion/ Phantasm*

**Level:** Druid 4

**Range:** 80 ft

**Duration:** Permanent

**Area of Effect:** 40 ft square/ caster level

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

By casting this spell, the druid creates the illusion of a forest in the spell's area of effect. Woodland fey and other druids will immediately discern the forest's illusory nature, but even normal animals will be fooled by the forest's appearance. The illusion is not tactile, only visual, so it is likely that intelligent beings entering the forest will quickly realize they are walking in an illusion. However, the mere realization that the forest is not real does not dispel the illusion, and it will continue to limit vision and possibly create other inconveniences; horses, for example, will not walk a straight path through the illusion, circling around the "trees" they perceive as real.

### **HALLUCINATORY TERRAIN - Illusionist**

*Phantasmal Illusion*

**Level:** Illusionist 3

**Range:** 20 ft + 20 ft/ level

**Duration:** See below

**Area of Effect:** 40 x 40 ft square area + 10 ft square/ level

**Components:** V,S,M

**Casting Time:** 5 rounds

**Saving Throw:** None

This spell masks the true appearance of an area, making it appear as something else. A road can be made to appear as a river, a forest can be made to appear as a ravine, etc. The spell's effect remains until some intelligent being touches the area (or until it is dispelled). The spell is particularly useful for hiding pits or making cliff edges seem to extend more than they actually do, but it has many other useful applications for the creative player.

### **HALLUCINATORY TERRAIN - Magic User**

*Arcane Illusion/ Phantasm*

**Level:** Magic user 4

**Range:** 20 ft/ level

**Duration:** See below

**Area of Effect:** 10 x 10 ft square/ level

**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

### HASTE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3  
**Range:** 60 ft  
**Duration:** 3 rounds + 1 round/ level  
**Area of Effect:** 1 creature/ level in a 40 x 40 ft area  
**Components:** V,S,M  
**Casting Time:** 3 segments  
**Saving Throw:** None (willing targets only)

This spell imbues creatures in the targeted area with preternatural speed, allowing them to move and attack at twice the normal rate. The rate of spell casting cannot be increased. Within the area of effect, creatures closest to the caster will be affected first by the spell if the caster's level is not sufficient to affect all of the creatures in the area. The spell ages the creatures upon which it is cast by two years.



**HEAL** (*Reversible*)  
*Clerical Necromancy*

**Level:** Cleric 6  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** None (Negates)

This spell affects the same general variety of creatures as the *cure light wounds* spell (q.v.), but it is necromancy on an entirely different level than the various cure spells. *Heal* removes all hit point damage with the exception of the last 1d4 points, removes blindness, cures disease, and will negate the effects of a *feblemind* spell. The reverse, *harm*, causes damage sufficient to reduce the target to 1d4 remaining hit points, and also causes disease.

**HEAT METAL** (*Reversible*)  
*Druidic Necromancy*

**Level:** Druid 2  
**Range:** 40 ft  
**Duration:** 7 rounds  
**Area of Effect:** All metal worn by 1 size M creature per caster level, or 50 lbs weight/ caster level, as applicable  
**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** None

This extremely powerful spell causes metal to heat up to searing temperatures, and the reverse, *chill metal*, causes metal to become damagingly cold. The two versions of the spell inflict different damage and potential side effects. The effects of continued exposure to the metal as it changes temperature to a damaging level and then returns to normal are set forth below:

#### Heat

Round 1	No effect other than discomfort
Round 2	1d4 hp damage
Rounds 3-5	2d4 hp damage, severe blistering to extremities (hands, feet), and unconsciousness if the metal is a helmet
Round 6	1d4 hp damage
Round 7	Discomfort

#### Cold

Round 1	No effect other than discomfort
Round 2	1d2 hp damage
Rounds 3-5	1d4 hp damage, severe frostbite (possible need for amputation of extremities such as fingers, ears)
Round 6	1d4 hp damage
Round 7	Discomfort

Immersion in water will negate the effects of the heat version of the spell, and magical protections against the appropriate elements will negate both versions. If no such options are available, the

target of this spell is well advised to spend a round divesting him- or herself of metal gauntlets and helmet at the very least, to avoid the side effects.

### **HOLD ANIMAL**

*Druidic Enchantment/ Charm*

**Level:** Druid 3

**Range:** 80 ft

**Duration:** 2 rounds/ caster level

**Area of Effect:** 1d4 animals

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** Negates

A *hold animal* spell completely immobilises up to four animals (i.e. creatures listed under "animal" in Chapter IV) for the length of the spell's duration. The druid decides how many animals he or she will target with the spell: if there is only one target, the saving throw is made at -4; if two, each makes the saving throw at -2; if three, the saving throw is at -1; and if the druid seeks to hold four animals, each makes its saving throw with no penalty. Animals held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

### **HOLD MONSTER**

*Arcane Enchantment/ Charm*

**Level:** Magic user 5

**Range:** 5 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** 1-4 creatures

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** Negates

A *hold monster* spell completely immobilises up to four creatures of any kind for the spell's duration. The magic user decides how many creatures he or she will target with the spell: if there is only one target, the saving throw is made at -3; if two, each makes the saving throw at -1; and if the magic user seeks to hold three or four enemies, each makes its saving throw with no penalty.

If a magic item or spell operates partially to negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilising the target.

Creatures held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

### **HOLD PERSON - Cleric**

*Clerical Enchantment/ Charm*

**Level:** Cleric 2

**Range:** 60 ft

**Duration:** 4 rounds + 1 round/ level

**Area of Effect:** 1-3 creatures

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** Negates

A *hold person* spell completely immobilises up to three medium-sized or smaller persons for the spell's duration. The cleric decides how many of his or her foes he or she will target with the spell. If there is only one target, the saving throw is made at -2; if two, each makes the saving throw at -1; and if the cleric seeks to hold three enemies, each makes its saving throw with no penalty. If a magic item or spell operates partially to negate the effects of paralysis, failing the save will have the effect of a slow spell rather than completely immobilising the target. Creatures affected by this spell include humans, demi-humans and humanoids. Ultimately, it is in the discretion of the GM to decide if a creature is considered a "person" for the purposes of this spell. Persons held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

### **HOLD PERSON - Magic User**

*Arcane Enchantment/ Charm*

**Level:** Magic user 3

**Range:** 120 ft

**Duration:** 2 rounds/ level

**Area of Effect:** See below

**Components:** V

**Casting Time:** 3 segments

**Saving Throw:** Negates

This spell has the same effect as the clerical spell *hold person*: to immobilise foes and render them helpless. However, the magic user's version of the spell is somewhat more flexible in terms of the caster's options. A hold person spell completely immobilises up to four man-sized or smaller

persons for the spell's duration. The magic user decides how many of his or her foes he or she will target with the spell: if there is only one target, the saving throw is made at  $-3$ , if two, each makes the saving throw at  $-1$ , and if the magic user seeks to hold three or four enemies, each makes his or her saving throw with no penalty.

Creatures affected by this spell would include humans, demi-humans and humanoids. Ultimately, it is in the discretion of the GM to decide if a creature is considered a "person" for the purposes of this spell. If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilising the target.

Persons held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

### **HOLD PLANT**

*Druidic Enchantment/ Charm*

**Level:** Druid 4

**Range:** 80 ft

**Duration:** 1 round/ caster level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** Negates

This spell affects plants that can move, whether naturally or as the result of a spell. Plants affected by the spell are frozen in place for the spell's duration, and if the spell is cast upon normal vegetation (such as dry leaves), these will make no sound other than sounds caused by the wind. In the case of moulds, fungi, and other plants that cannot be considered separately, the spell affects 4-16 sq yards of space, as decided by the druid. In the case of plant creatures such as treants, the spell affects between one and four creatures, at the caster's option.

Depending upon how many creatures (or sq yards of space) the druid targets, the saving throw against the spell is subject to different penalties. If one creature (4 sq yards) is targeted, the saving throw against the spell is made at a penalty of  $-4$ ; two creatures or 8 sq yards suffer a penalty of  $-2$ ; three creatures or 12 sq yards suffer a penalty of  $-1$ ; and four creatures or 16 sq yards suffer no penalty on the saving throw.

### **HOLD PORTAL**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 20 ft/ caster level

**Duration:** 1 round/ caster level

**Area of Effect:** 1 portal up to 80 sq ft/ caster level

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

This quickly-shouted spell holds fast a door or similar aperture as if it were securely locked. The portal must be something that normally opens and closes, such as a door, gate, valve, or portcullis, and it must be closed for the spell to function. A magically held portal can be battered apart, but will not open normally until the spell's duration expires. This is not a particularly powerful spell; any being not native to the material planes (such as a demon) will ignore its effects, as will a magic user four or more levels higher than the caster. The spell may also be negated by means of a *knock* or *dispel magic*.

### **HOLY WORD (Reversible)**

*Clerical Conjuraction/ Summoning*

**Level:** Cleric 7

**Range:** 0

**Duration:** See below

**Area of Effect:** 30 ft radius

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

*Holy word* is a spell of intrinsically good alignment. The intonation of a holy word utterly banishes evil creatures not native to the caster's plane, hurling them back to their respective planes of existence. Additionally, creatures not of good alignment (including those evil creatures which are native to the caster's plane, as well as neutral creatures not of good alignment) will suffer effects from the holy word in accordance with the creature's hit dice:

**Less than 4 HD:** Kills.

**4-7 HD:** Paralyzes (duration 10-40 rounds).

**8-11 HD:** Stuns, reduces move by 50%, causes  $-4$  to attack rolls (duration 2-8 rounds).

**12+ HD:** Deafens, reduces move by 25%, causes  $-2$  to attack rolls, causes 50% chance of spell failure (duration 1-4 rounds).

**HYPNOTIC PATTERN***Phantasmal Illusion***Level:** Illusionist 2**Range:** 0**Duration:** See below**Area of Effect:** 30 x 30 ft square**Components:** S,M**Casting Time:** 2 segments**Saving Throw:** Negates

The illusionist traces magical patterns in the air with a lit stick of incense or other small light source. Any creature in the area of effect that looks at the trceries of light must make a saving throw or stay transfixed by the patterns. The spell can affect a maximum of 25 hit dice worth of creatures, and its effect persists for so long as the caster chooses to continue tracing the patterns in the air.

**HYPNOTISM***Phantasmal Enchantment/ Charm***Level:** Illusionist 1**Range:** 30 ft**Duration:** 1 round + 1 round/ level**Area of Effect:** 1d6 creatures**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** Negates

The gestures of this spell weave a hypnotic power into the illusionist's words, affecting 1d6 creatures. Those not making their saving throws are subject to a suggestion made by the illusionist, identical to that made in the magic user spell suggestion (but with a much shorter duration). The only indication about whether a creature has been affected by the *hypnotism* is whether or not it responds to the suggestion.

**ICE STORM***Arcane Evocation***Level:** Magic user 4**Range:** 10 ft/ level**Duration:** 1 round**Area of Effect:** 10 x 10 ft/ level**Components:** V,S,M**Casting Time:** 4 segments**Saving Throw:** None

The caster may evoke one of two different forms of ice storm with this spell: a hailstorm or a sleet storm. The hailstorm is a vicious barrage of huge hailstones that pound into a 40 x 40 ft area, throwing up bits of shrapnel-like ice fragments as the hail shatters. Any creature within the area suffers 3d10 hit points of damage with no saving throw. The sleet storm is a maelstrom of frozen rain in an 80 x 80 ft area, blinding all creatures in the area of effect and making the footing so slippery that all movement is cut by 50%. There is also a 50% probability that any creature attempting to move while in the sleet storm will slip and fall prone.

**IDENTIFY***Arcane Divination***Level:** Magic user 1**Range:** Touch**Duration:** 1 segment/ caster level**Area of Effect:** One item**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** See below

This expensive and unreliable spell allows the magic user to discern the magical properties of an item. The magic user must hold or wear the item as intended for use (thereby placing himself at risk of a cursed item). For every segment of the spell's duration, the magic user has a 15% +5%/ caster level of gaining an insight into the nature of the item's enchantment. Insights include magical effects (and the corresponding command word) and number of charges (plus or minus 25% of the actual number). The exact bonus (or penalty) of a weapon is not revealed to the player, unless the GM chooses to do so for convenience; the character, of course, would not think of a magic sword as being "+1" or "+3," just as "enchanted" or "powerfully enchanted," and the spell reveals information in these terms. The spell must be cast within 1 hour/ caster level of the time a magic item first comes near the caster, or the magic user's

own aura will have blended too much into the item's aura, contaminating his ability to read it. Upon casting the spell, the magic user temporarily loses eight points of constitution, and regains them by resting for one hour per recovered point. The material component for the spell is a pearl worth 100 gp.

### ILLUSORY SCRIPT

*Phantasmal Illusion*

**Level:** Illusionist 3

**Range:** 0

**Duration:** Permanent

**Area of Effect:** Enchanted script

**Components:** V,S,M

**Casting Time:** Time of writing

**Saving Throw:** None

This is an enchantment placed upon a piece of writing to guard its true contents from prying eyes. The illusionist may specify a particular person, group of people, type of person, etc., that will be allowed to read the script without risking the adverse effects of the spell. All others will perceive the script as an undecipherable language, which causes confusion (as per the spell) for 5d4 turns (minus one per hit die of the reader). An illusionist can recognize the script as illusory early enough to avoid the confusion effect, but cannot necessarily see past the illusion.

### IMPRISONMENT (*Reversible*)

*Arcane Abjuration*

**Level:** Magic user 9

**Range:** Touch

**Duration:** Permanent

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 9 segments

**Saving Throw:** None

The power of this spell hurls the victim deep beneath the earth, placing it into a state of suspended animation for eternity, entombed within a cyst of rock. The only way to free an *imprisoned* creature is with the reverse of the spell, and the caster must know the name of the prisoner together with enough detail to clearly identify him or her. A creature freed from *imprisonment* appears at the exact spot where the *imprisonment* took place. When casting the spell's reverse, if the caster is not specific enough about the *imprisoned* creature's identity the spell will normally fail; but there is also a chance it will free

the intended creature together with several other imprisoned victims from other places in the ground—some far, some (perhaps) near. Some of these freed victims might be from ancient ages and may have been *imprisoned* for a very good reason. The chance of freeing unintended recipients is 1 in 10, and their number can vary considerably (d%).

### IMPROVED INVISIBILITY

*Phantasmal Illusion*

**Level:** Illusionist 4

**Range:** Touch

**Duration:** 4 rounds + 1 round/ level

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** None

This spell functions in the same manner as the *invisibility* spell, but is not terminated if the invisible creature attacks.

### IMPROVED PHANTASMAL FORCE

*Phantasmal Illusion*

**Level:** Illusionist 2

**Range:** 60 ft + 10 ft/ level

**Duration:** See below

**Area of Effect:** 40 x 40 ft square + 10 ft square/ level

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** See below

This spell produces a phantasm as described in the *phantasmal force* spell description. This more powerful evocation of phantasmal magic allows the caster to weave vague sounds into the illusion and to maintain the illusion even if moving at up to half his or her normal movement rate. Speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion. The spell also allows the illusionist to force the illusion to remain in existence for up to two rounds after he or she ceases to concentrate upon it.

### INCENDIARY CLOUD

*Arcane Evocation*

**Level:** Magic user 8

**Range:** 30 ft

**Duration:** 1d6+4 rounds

**Area of Effect:** Cloud, 10 ft high, 20 ft radius

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** Half

The *incendiary cloud* begins as a choking cloud of thick smoke, with the attributes of a *pyrotechnics* spell's smoke cloud, billowing from an existing fire source as per the *pyrotechnics* spell. The cloud has a radius of 20 ft and is 10 ft high. On the third round of the cloud's existence, it bursts into hot, magical flame. A saving throw for half damage is permitted to every creature in the cloud for each round of exposure to the flames.

In the first round of the flare, the blazing cloud inflicts one hit point of damage for every two levels of the caster. In the second round of the flare, the heat increases to inflict one hit point per caster level, and in the third round of the blaze, damage falls again to one point per two levels. After three rounds, the cloud burns out, and for any further duration it retains only the properties of pyrotechnic smoke.

### INFRAVISION

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** Touch

**Duration:** 12 turns + 6 turns/ level

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

This spell allows the magic user to confer the ability to see in the dark, perceiving variations of heat in the infrared spectrum. The range of this vision is 60 ft. Lamps and other light sources tend to spoil the effects of infravision. Infravision does not perceive invisibility any more than normal vision.

### INSECT PLAGUE - Cleric

*Clerical Conjuration/Summoning*

**Level:** Cleric 5

**Range:** 360 ft

**Duration:** 1 turn/ level

**Area of Effect:** Cloud of 180 ft radius, 60 ft high

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

While casting this spell, the cleric designates a central point for the spell's origin up to 360 ft from

where he or she stands. When the cleric utters the final words of the incantation, this focal point belches forth a massive cloud of stinging insects, which boils outward almost instantly to fill the spell's area of effect. Within the area of this massive cloud, visibility is limited to 30 ft, and all creatures automatically sustain one hit point of damage per round from the stings and bites of the numberless flying vermin. All creatures caught in the cloud with four or fewer hit dice must check morale, and those with two or fewer hit dice will automatically flee until they are 240 ft away from the edge of the roiling cloud. Fire and smoke will keep the swarm at bay (as will *walls of force*, etc.), but virtually the only way to disperse a swarm before the spell duration expires is to cast *dispel magic* upon the swarm's focal point. Even a *fireball* or *flame strike* will do nothing other than temporarily (one turn) to clear the insects out of the area affected by their flames.

### INSECT PLAGUE - Druid

*Druidic Conjuration/ Summoning*

**Level:** Druid 5

**Range:** 320 ft

**Duration:** 1 turn/ caster level

**Area of Effect:** Cloud of 160 ft radius, 40 ft high

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

Except as noted above, this spell is identical to the fifth level clerical spell *insect plague*.

### INSTANT SUMMONS

*Arcane Conjuration/ Summoning*

**Level:** Magic user 7

**Range:** See below

**Duration:** Instantaneous

**Area of Effect:** 1 object

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

This spell calls a specific, desired object into the caster's hand from wherever it might be. The object must be prepared ahead of time, with the first part of the spell being cast upon it at that time—all but the final word of the incantation. The item is then touched with another item, the spell's focus, which must be of at least 5,000 gp in value (usually a gem). When the caster seeks to summon the item by means of this spell, he must hold the focus item in his hand and speak the final



word of the spell. The focus item will disappear and the summoned item will appear in its place. The summoned item cannot be heavier than eight lbs or the spell will not function. Moreover, if the item is in the possession (not necessarily in the hand) of another creature, the spell will fail. However, in this instance, the caster will learn the item's location, and some details about the owner, as determined by the GM. The spell will function across the planes.

### **INTERPOSING HAND**

*Arcane Evocation*

**Level:** Magic user 5

**Range:** 10 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** Magical disembodied hand

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

This spell creates a magical hand with the same number of hit points as the caster. The magic user can cause the hand to be as small as his or her own, or as large as a shield. The caster selects a foe, and the hand will place itself between the magic user and that particular enemy, moving so rapidly that it cannot be avoided. It is strong enough to hold back any creature weighing 200 lbs or less and will slow heavier opponents to half movement. The movement rates of opponents of truly massive size (such as dragons) will be adjudicated by the GM, being slowed to a quarter movement rate or pushing the hand aside entirely.

### **INVISIBILITY - Illusionist**

*Phantasmal Illusion*

**Level:** Illusionist 2

**Range:** Touch

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** None

When the words of this spell are completed, the recipient and all he or she carries fade from sight, becoming invisible. Even infravision cannot detect an invisible creature. The spell remains in effect until the invisible creature attacks someone, the caster ends the spell, or the magic is dispelled. Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents. The invisible person can see him- or

herself, but the caster (unless they are one and the same) cannot. The spell cannot be cast upon an unwilling subject.

### **INVISIBILITY - Magic User**

*Arcane Illusion/Phantasm*

**Level:** Magic user 2

**Range:** Touch

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

### **INVISIBILITY 10 FT RADIUS - Illusionist**

*Phantasmal Illusion*

**Level:** Illusionist 3

**Range:** Touch

**Duration:** See below

**Area of Effect:** 10 ft radius of creature touched

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

This spell operates as does the *invisibility* spell, but affects all creatures within 10 ft of the recipient at the time the final words of the spell are uttered. If the creature upon which the spell was cast makes an attack, the attack will negate the invisibility of all the others. However, if one of the creatures affected by the spell's radius (not the direct recipient) attacks, the invisibility only of that one creature is negated thereby. In order to remain invisible, those who were made invisible by virtue of the spell's radius must remain within 10 ft of the creature upon whom the spell is centred. All creatures affected can see each other.

### **INVISIBILITY, 10 FT RADIUS - Magic User**

*Arcane Illusion/ Phantasm*

**Level:** Magic user 3

**Range:** Touch

**Duration:** See below

**Area of Effect:** All creatures within a 10 ft radius

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

### **INVISIBILITY TO ANIMALS**

*Druidic Transmutation/ Alteration*

**Level:** Druid 1

**Range:** Touch

**Duration:** 1 turn + 1 round/ level

**Area of Effect:** Creature touched

**Components:** S,M

**Casting Time:** 4 segments

**Saving Throw:** None

With a gesture, the druid or other recipient of the spell fades from the sight, sound, and smell of any animal (i.e. creature listed under "Animal" in Chapter V). Creatures with intelligence of 6+ are not affected by the spell. This powerful form of invisibility is not dispelled if the druid attacks, although a particular creature being attacked with a hand-held weapon will, of course, be aware of the druid's general location and be entitled to attack with a -4 penalty until the druid moves out of its immediate area. Druids will, by nature of their calling, not use this spell to commit wholesale slaughter upon animals except in extraordinary circumstances.

### **INVISIBLE STALKER**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 6

**Range:** 10 ft

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

This spell summons an invisible stalker (see Chapter V). The stalker will perform one task as commanded by the caster, but resents its slavery and will always seek to misinterpret a command if it is worded ambiguously.

### **IRRESISTIBLE DANCE**

*Arcane Enchantment/ Charm*

**Level:** Magic user 8

**Range:** Touch

**Duration:** 1d4+1 rounds

**Area of Effect:** 1 creature

**Components:** V

**Casting Time:** 5 segments

**Saving Throw:** None

The creature touched (successful to hit roll) flies into an uncontrollable, twitching tarantella, dancing wildly. The creature's armour class is penalised by -4, and it will fail any and all saving throws during the spell's duration. It cannot act in any way, or gain benefit from a shield.

### **JUMP**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** Touch

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

This spell allows the subject to make one or more prodigious leaps, one additional leap for each three caster levels above one. Thus, at a caster level of four, the spell permits a second leap, with additional leaps at level seven, ten, 13, etc. The recipient of the spell may bound forward 30 ft, or may leap backward or straight up for a distance of ten ft. The leap is almost perfectly straight, with no arc.

### **KNOCK**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** 60 ft

**Duration:** See below

**Area of Effect:** 10 sq ft/ level

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

The powerful magic words of a *knock* spell open doors that are stuck, barred, locked, or even *wizard locked*. Chains (even those that are welded) and chests will also spring open under this spell. Doors that operate by gravity, such as portcullises, will not be opened by means of the spell. If a door is secured by a number of devices, only two will be opened by the spell; a triple-locked door is proof against a single casting of the enchantment.

### **KNOW ALIGNMENT** (*Reversible*)

*Clerical Divination*

**Level:** Cleric 2

**Range:** Touch

**Duration:** 1 turn

**Area of Effect:** 1 creature/ round  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** None

All creatures are surrounded by an aura that can indicate their alignment, and this spell allows the caster to perceive and read such auras. The auras of up to ten creatures may be examined by use of the spell, and the cleric will be able to identify the exact alignment of each. The reverse of the spell obscures alignment (even against the use of this spell) with respect to one creature for a period of 1 turn, two people for a period of 5 rounds, and so on.

### LEGEND LORE

*Arcane Divination*

**Level:** Magic user 6  
**Range:** Caster  
**Duration:** See below  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** See below  
**Saving Throw:** None

This spell, when cast, gathers mystical echoes of legend and rumour about a specific person, place, or object. These inchoate rhymes, whispers, and memories form in the caster's mind until he can finally piece them together into meaningful information. The spell's power is far greater if the item is actually at hand when the spell is cast, for it can then be used as a focus for the gathering of echoes; casting time under these circumstances will be 1d4 turns. If the item (or place) is not at hand, but some detailed information can be woven into the casting of the spell as a focus for the gathering of legend-echoes, the casting time will be 1d10 days. If all that the caster knows about the object or place is rumour, the casting time will be 2d6 weeks. While casting the spell, the caster may not engage in any other activity other than short breaks to eat and sleep.

When completed, the spell will reveal the location of any legendary material about the object (or person, or place), and if the spell is cast in the presence of the place, person, or object the spell will invariably gather the legendary lore together into a piece of true information about it. This information, coming as it does from mystical echoes, will take the form of a riddle, rhyme, or other puzzle. In order to cast the spell an item of some value—often a potion—must be used and

destroyed in the process. The spell can garner no information about things that have not been the subject of discussion, rumour, rhyme, or legend.

### LEVITATE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2  
**Range:** 20 ft/ level  
**Duration:** 1 turn/ level  
**Area of Effect:** Caster or 1 creature  
**Components:** V,S,M  
**Casting Time:** 2 segments  
**Saving Throw:** Negates

This spell allows the magic user to levitate him- or herself or another person, to a maximum weight of 100 lbs/ level. The magic user can move vertically up or down at a rate of 20 ft per round, and can levitate another at a rate of 10 ft per round. The spell may be cast upon an unwilling enemy, but in this case the intended target is entitled to a saving throw. The spell does not allow any sort of horizontal movement (aerial agility level I—see Chapter III), but it is possible for a levitated person to pull him- or herself along if there is something upon which to gain purchase, such as a wall.



**LIGHT - Cleric (Reversible)**  
*Clerical Transmutation/ Alteration*

**Level:** Cleric 1  
**Range:** 120 ft  
**Duration:** 6 turns + 1 turn/ caster level (half for darkness)  
**Area of Effect:** 20 ft radius globe  
**Components:** V,S  
**Casting Time:** 4 segments  
**Saving Throw:** See below

The *light* spell creates a globe of light 20 ft in radius, centred upon whatever spot or object the caster indicates at the time of casting (including a location in thin air). The caster may extinguish the magical light at any time. The reverse of the spell, *darkness*, creates an area of utter darkness just as the *light* spell creates light, with the only distinction being that the *darkness* spell has half the duration of a *light* spell. If either spell is cast upon a living creature, the creature is entitled to a saving throw (success indicating that the spell affects the area just behind the creature). A *light* spell cast upon a creature's eyes will blind it for the spell's duration, causing it a penalty of -4 on all rolls to hit if sight is its primary sense. The *light* spell remains stationary if it was not originally cast upon a movable object or creature (in which case the target will bring the illumination with it as it moves).

#### LIGHT - Illusionist

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 1

**Range:** 60 ft

**Duration:** 1 turn/ level

**Area of Effect:** 20 ft radius

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell *light*.

#### LIGHT - Magic User

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 60 ft

**Duration:** 1 turn/ caster level

**Area of Effect:** 20 ft radius globe

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

Other than as noted above, this spell is identical to the clerical spell *light*.

#### LIGHTNING BOLT

*Arcane Evocation*

**Level:** Magic user 3

**Range:** 40 ft + 10ft/ level

**Duration:** Instantaneous

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** Half

As the caster completes this spell, he or she unleashes a bolt of lightning from the spell's point of origin, which may be as far away from the caster as the spell's maximum range. The bolt extends in a straight line from the caster, beginning at whatever point along the spell's range the caster desires, and may extend beyond the spell's range. The bolt deals 1d6 damage per caster level to all creatures standing in the bolt's area of effect. Creatures that make successful saving throws suffer half damage. The area of effect may be either a branching, forking maelstrom of electricity 10 ft wide and 40 ft long, or it may be a concentrated blast 5 ft wide and 80 ft long. The length of the bolt itself is not affected by the caster's level, only the range at which the caster may cause the bolt to originate.

All items hit by the full force of the bolt must make item saving throws or be destroyed. The force of the bolt is often sufficient to blast doors into smouldering ruin. If the bolt strikes an object that does not conduct electricity, such as a stone wall, it will be deflected backward toward the caster (potentially inflicting a second shock upon those in the target area). Note that the length of a deflected bolt is not increased; the bolt will only rebound for the distance remaining in its original area of effect.



#### LIMITED WISH

*Arcane Conjunction/ Summoning*

**Level:** Magic user 7

**Range:** Unlimited

**Duration:** Instantaneous

**Area of Effect:** See below

**Components:** V

**Casting Time:** See below

**Saving Throw:** See below

*Limited wish* is a powerful spell, allowing the caster to reshape reality in accordance with his or

her desire, but only to a limited degree. The spell may be used to grant minor wishes (undoing curses, granting small quantities of gold, duplicating the effects of lower level spells, etc.) The effects of the spell will be permanent for most minor requests, particularly when used to duplicate a lower-level spell that has a permanent or instantaneous duration.

However, a *limited wish* is not powerful enough to make major changes in reality. It cannot bring the dead back to life, grant a level, or permanently change ability scores. In many cases, the GM will be called upon to determine whether the caster's wish is within the power of a *limited wish* spell or whether the results of the request will suffer from flaws due to the spell's limitations. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

In the case of unreasonable wishes, the GM may decide to follow the wording of the spell precisely but pervert the intent, limit the duration of the spell to a very limited time (perhaps mere seconds!) or simply rule that the whole spell fails.

The guideline here is that wishes are granted by someone or something, which may or may not be kindly disposed to the player characters. The more greedy or selfish a wish, the greater the chance that a mischievous or actually evil power will take the opportunity to teach this upstart mortal a lesson.

### LOCATE ANIMALS

*Druidic Divination*

**Level:** Druid 1

**Range:** Caster

**Duration:** 1 round/ caster level

**Area of Effect:** Path 20 ft wide, 20 ft/ caster level long

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

The caster becomes able to divine the presence of a particular kind of animal in the direction he or she views. The druid must concentrate for a full round in a particular direction in order to gain the insight granted by the spell. The spell's enchantment affects the caster, so the effects move with him or her. The divination is not blocked by any intervening substance, regardless of thickness.

### LOCATE OBJECT - Cleric (*Reversible*)

*Clerical Divination*

**Level:** Cleric 3

**Range:** 60 ft + 10 ft/ caster level

**Duration:** 1 round/ caster level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

Any object (not creature) known or familiar to the caster may be located within the spell's range. It is not necessary for the caster to have seen the precise object that the spell will locate: if the caster is familiar with ladders in general, he or she may cast the spell successfully to locate any ladder within the spell's range. The spell is directional, requiring the cleric to turn in different directions in order to sense an object in his or her path. The cleric may move after casting the spell to search a broader area, and need not be in actual line of sight of the object. (In other words, the spell's effect is not hindered by walls or other such obstacles.) The reverse of the spell may be used to obscure one object from magical detection of virtually all kinds (including such means as a crystal ball as well as divination spells).

### LOCATE OBJECT - Magic User

*Arcane Divination*

**Level:** Magic user 2

**Range:** 20 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** None

Other than as noted above, this spell is identical to the clerical spell *locate object*.

### LOCATE PLANTS

*Druidic Divination*

**Level:** Druid 2

**Range:** Caster

**Duration:** 1 turn/ caster level

**Area of Effect:** 5 ft radius/ caster level

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

Upon casting this spell, the druid is imbued with the ability to mentally locate any specific type of plant upon which he or she concentrates, in the area the spell radiates around him or her as he or she moves.

**LOWER WATER - Cleric** (*Reversible*)  
*Clerical Transmutation/ Alteration*

**Level:** Cleric 4  
**Range:** 120 ft  
**Duration:** 1 turn/ caster level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

With a majestic gesture, the cleric forces an area of water to sink downward by 5% of its original depth per caster level. Despite its name, the spell's power is not limited to water; it can affect other non-living fluid substances as well, including gases and materials slightly more viscous than water. The GM may adjust the amount by which the spell affects other substances based upon the difference of their material properties from those of water. The spell's area of effect is a square with sides measuring ten ft per level of the cleric. For example, a cleric of seventh level can affect a square area up to 70 x 70 ft. The reverse of the spell raises water in an area of effect similar to that of *lower water*, but not to the same degree of height, returning water to its natural level plus one ft per caster level.

**LOWER WATER - Magic User** (*Reversible*)  
*Arcane Transmutation/ Alteration*

**Level:** Magic user 6  
**Range:** 80 ft  
**Duration:** 5 rounds/ level  
**Area of Effect:** 5 x 5 ft square area/ level  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell *lower water*. The spell's reverse can raise water no more than five ft per level.

**MAGE'S FAITHFUL HOUND**  
*Arcane Conjuration/ Summoning*

**Level:** Magic user 5  
**Range:** 10 ft

**Duration:** 2 rounds/ level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 5 segments  
**Saving Throw:** None

This spell summons an invisible watchdog to guard an area. The hound is invisible to all but the caster, who may order it to keep watch over a particular area. The area must be close to the caster, however, for if the caster is more than 30 ft from the area the hound guards, it will return to the spirit realm. The hound can detect virtually any creature that enters the area: it can detect invisibility (which includes creatures on the astral and æthereal planes), can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the hound will begin baying with its echoing, supernatural bark. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 HD for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. The hound cannot be harmed by any means other than by dispelling it.



**MAGE'S SWORD**  
*Arcane Evocation*

**Level:** Magic user 7  
**Range:** 30 ft  
**Duration:** 1 round/ level  
**Area of Effect:** Summoned sword  
**Components:** V,S,M  
**Casting Time:** 7 segments  
**Saving Throw:** None

The caster evokes a magical sword into being and can wield it by exerting his or her will. While doing

so, he or she cannot cast spells, use magic items, or move, although the spell does not end if the magic user's concentration is broken; the sword simply does not attack during that round. The sword attacks as a fighter one-half the magic user's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The damage caused by the sword is considerable; it inflicts 5d4 hp against size S and M creatures, or 5d6 against larger creatures. The sword can be dispelled by *dispel magic*. The material components for the spell cost 500 gp or more.

### MAGIC AURA

*Arcane Illusion/ Phantasm*

**Level:** Magic user 1

**Range:** Touch

**Duration:** 1 day/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** See below

This spell creates a false magical aura around a single object of not more than five lbs per caster level. A *detect magic* spell will incorrectly perceive the item as magical, but if it is actually handled by the caster of the *detect magic* spell, he or she will be permitted a saving throw to realize that the aura is, in fact, not a true magical aura but a counterfeit.

### MAGIC JAR

*Arcane Possession*

**Level:** Magic user 5

**Range:** 10 ft/ level

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** Negates

This risky spell allows the caster to transfer his or her mind into that of another creature, trapping the other creature's soul in a gem (of not less than 100 gp value) that is the material component of the spell and becomes the *magic jar*. To accomplish the transfer of souls, the magic user must trap his or her own life essence within the jar prior to the transfer. If the transfer fails (e.g., if the targeted creature makes a successful saving throw), the caster's soul is trapped until it can take over a host or otherwise escape.

The caster can make successive attempts to take over the same host, but no more than one per round. The spell's range applies to two matters; when the magic user first transfers his or her own life essence into the jar, his or her body must be within the spell's range of the jar. The range also limits the distance at which the magic user's soul may later escape from the jar and into another body. After the caster's soul moves into the jar, his or her physical body becomes inert and lifeless.

The spell represents, in many ways, a contest of will between the magic user and the creature whose body he or she seeks to possess. The caster and the target creature each total their intelligence and wisdom scores (such being calculated or approximated by the GM for a monster). This combined score represents the character's mental power for purposes of the spell. The two numbers are compared, and the difference is used in two important calculations: the saving throw and the chance for escape. One third of the difference (rounded down) is the modifier on the saving throw, a bonus if the target creature has the higher mental power, a penalty if the magic user's mental power is higher.

If a creature's soul is trapped in the *magic jar* by the caster, it has a chance to escape. If it escapes, the caster's soul is returned to the *magic jar*. If the difference in mental power between the caster and the possessed creature is four or less in favour of the caster, or is in favour of the possessed creature, the creature can attempt a new saving throw every round. If the difference is from five to eight in the caster's favour, one saving throw is permitted per turn. If the difference is 9 to 12 in the caster's favour, the saving throw is made once per day, and if the caster's mental power exceeds that of the target creature by 13+, the saving throw can only be made once per week.

While the caster is in the *magic jar* waiting to possess another body, he or she can sense creatures beyond the jar, but not their nature. The jar may be moved from its original location, but not, obviously, by the caster. When the caster possesses another body, he or she gains complete control of its movement and acquires any memories that the body might reflexively recall (how to fly, fight with claws, use innate magical powers, etc). He or she does not gain any knowledge from the creature's mind, such as languages known or the location of a lair, for the mind is trapped in the *magic jar*. The caster

retains his or her own mind while possessing the other body, so if the body possesses the correct physical attributes the caster can continue to cast his or her spells from within the new body.

### MAGIC MISSILE

*Arcane Evocation*

**Level:** Magic user 1  
**Range:** 60 ft + 10 ft/ level  
**Duration:** Instantaneous  
**Area of Effect:** 1+ creatures in a 10 x 10 ft area  
**Components:** V,S  
**Casting Time:** 1 segment  
**Saving Throw:** None

When this spell is cast, missiles of magical energy dart forth from the caster's fingertips, striking unerringly at his or her intended target(s), even if the target(s) are in melee or are partially concealed. The missiles inflict 1d4+1 points of damage each. For every two caster levels beyond the first, the caster gains an additional missile; thus, a first level magic user can cast one missile, a third level caster may cast two, a fifth level caster may cast three, and so on.

### MAGIC MOUTH - Illusionist

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 2  
**Range:** See below  
**Duration:** Permanent until triggered  
**Area of Effect:** 1 object  
**Components:** V,S,M  
**Casting Time:** 2 segments  
**Saving Throw:** None

This spell is cast upon an object, so that when a set of particular conditions are met, a mouth will appear in the object and speak a specific message. The length of the message cannot exceed 25 words. The illusionist can set any condition for the appearance of the magic mouth, but the caster's power limits the range at which the mouth can detect the triggering events. The mouth can "perceive" events at a range of 5 ft per caster level, but cannot detect invisible creatures. It has no perceptions other than visual, although it does not actually see. Obviously, a player cannot try to phrase conditions using game terms such as "hit dice," "class," "level," etc. but must use terms that would be familiar to the character.

### MAGIC MOUTH - Magic User

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2  
**Range:** See below  
**Duration:** Permanent until triggered  
**Area of Effect:** 1 object  
**Components:** V,S,M  
**Casting Time:** 2 segments  
**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

### MAJOR CREATION

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 5  
**Range:** 10 ft  
**Duration:** 6 turns/ level  
**Area of Effect:** 1 cubic ft/ level  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

This spell is simply a more powerful version of *minor creation*, allowing the caster to create objects of mineral as well as of vegetable origin.

### MASS CHARM

*Arcane Enchantment/ Charm*

**Level:** Magic user 8  
**Range:** 5 ft/ level  
**Duration:** See below  
**Area of Effect:** See below  
**Components:** V  
**Casting Time:** 8 segments  
**Saving Throw:** Negates

This spell functions as does *charm monster*, but affects more than one creature. Total hit dice limits the number of creatures affected; the caster cannot affect a total number of hit dice more than twice his or her caster level. All of the target creatures must be within a 30 x 30 ft area.

### MASS INVISIBILITY

*Arcane Illusion/ Phantasm*

**Level:** Magic user 7  
**Range:** 10 ft/ level  
**Duration:** See below  
**Area of Effect:** 30 x 30 ft radius  
**Components:** V,S,M  
**Casting Time:** 7 segments  
**Saving Throw:** None

This spell acts in the same manner as an



*invisibility* spell, but has an effective radius of 30 x 30 ft, possibly hiding as many as 300 medium-sized creatures if they are packed in close and do not jostle one another.

### MASS SUGGESTION

*Phantasmal Enchantment/ Charm*

**Level:** Illusionist 6

**Range:** 10 ft/ level

**Duration:** 4 turns + 4 turns/ level

**Area of Effect:** 1 creature/ level

**Components:** V,M

**Casting Time:** 6 segments

**Saving Throw:** Negates

This spell functions in the same manner as *suggestion*, but influences multiple creatures. If all of the spell's power is concentrated upon a single creature, the spell simply functions as a powerful suggestion spell, with the saving throw made at -2.

### MASSMORPH - Illusionist

*Phantasmal Illusion*

**Level:** Illusionist 4

**Range:** 10 ft/ level

**Duration:** See below

**Area of Effect:** Up to 10 x 10 ft/ level

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** None

This spell causes creatures of man size or smaller to appear like an innocent grove of trees to any observers. Up to ten creatures may be enchanted in this manner. The illusion is so powerful that it is maintained even if the massmorphed creatures are touched. The "tree's" reaction to being stabbed or hacked at is fairly likely to indicate that it is no normal tree, of course, although the illusion is not actually dispelled by a successful attack. The illusion persists until the caster dies or dismisses it (or it is dispelled).

### MASSMORPH - Magic User

*Arcane Illusion/ Phantasm*

**Level:** Magic user 4

**Range:** 10 ft/ level

**Duration:** See below

**Area of Effect:** 10 x 10 ft square/ level

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None (willing creatures only)

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

### MAZE - Illusionist

*Phantasmal Conjuration/ Summoning*

**Level:** Illusionist 5

**Range:** 5 ft/ level

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** None

The targeted creature is trapped by this spell into an inter-dimensional reality similar to that created by the second level spell *rope trick*. This wormhole has an entrance, which closes immediately after the target is trapped, and an exit, which is difficult to find in the branching, twisting maze of the dimensional labyrinth. A creature's intelligence determines the amount of time required to find the way out and emerge back into the material plane.

Intelligence	Time Required to Escape
2 or less	2d4 turns (20-80 minutes)
3-5	1d4 turns (10-40 minutes)
6-8	5d4 rounds (5-20 minutes)
9-11	4d4 rounds (4-16 minutes)
12-14	3d4 rounds (3-12 minutes)
15-17	2d4 rounds (2-8 minutes)
18+	d4 rounds (1-4 minutes)

### MAZE - Magic User

*Arcane Conjuration/ Summoning*

**Level:** Magic user 8

**Range:** 5 ft/ level

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

Other than as may be noted above, this spell is identical to the illusionist spell of the same name.

### MENDING

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 30 ft

**Duration:** Instantaneous

**Area of Effect:** 1 object

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

This spell repairs small breaks or tears in an object. It can weld together broken metallic objects, such as a chain link or a broken dagger, rejoin a broken bottle, and repair holes in leather or cloth, for example. The spell does not repair magic items in any way that would restore or affect their magical qualities.

### MESSAGE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** 60 ft + 10 ft/ level

**Duration:** 5 segments + 1 segment/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

Once this spell is cast, the magic user may point to any creature in range and whisper a message that the other creature will hear. If there is time remaining, the recipient may whisper a message in reply. Only one creature may be in contact with the caster at a time, but if time allows, the caster may make contact with more than one possible recipient. The gestures of this spell are subtle, and it is easy to conceal that the enchantment is being cast. Note that the path between the magic user and the recipient must be a straight line and not completely blocked.

### METEOR SWARM

*Arcane Evocation*

**Level:** Magic user 9

**Range:** 40 ft + 10 ft/ level

**Duration:** Instantaneous

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 9 segments

**Saving Throw:** None or Half (see below)

Meteor-like chunks of magical fire streak from the magic user's outstretched hand, exploding into an inferno of flame when they strike the intended targets. The caster may hurl four large meteors or eight small meteors. These missiles strike the first creature in their straight-line trajectories automatically, granting no saving throw and inflicting full damage. When the meteor strikes its target, the explosion of fire may catch other creatures in its radius. These creatures receive

saving throws for half damage. Large meteors inflict 10d4 hp damage and explode in a radius of 15 ft. Small meteors inflict 5d4 hp damage and explode in a radius of 7½ ft. If the explosions overlap, a creature in this area is subject to damage from all the explosions, but is entitled to a separate saving throw (halving damage) for each.

### MIND BLANK

*Arcane Abjuration*

**Level:** Magic user 8

**Range:** 30 ft

**Duration:** 24 hours

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

By means of this spell, the person upon whom it is cast becomes completely protected from all divination and scrying magic. His or her thoughts cannot be detected in any way, he or she cannot be magically overheard when speaking, his or her soul cannot be trapped or affected, etc.

### MINOR CREATION

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 4

**Range:** Touch

**Duration:** 6 turns/ level

**Area of Effect:** 1 cubic ft/ level

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

With a small piece of material, the caster may use this spell to create an object made of that same material. The base material cannot be alive and must come from a plant. Thus, within the caster's limits on the item's volume, he or she could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc. The item exists only for the duration of the spell.

### MINOR GLOBE OF INVULNERABILITY

*Arcane Abjuration*

**Level:** Magic user 4

**Range:** 0

**Duration:** 1 round/ level

**Area of Effect:** 5 ft radius sphere

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** None

A globe of eldritch power forms around the magic user, hedging out all spells of third or lower level. Spells may be cast from within the globe. *Dispel magic*, if cast upon the globe, will destroy it.

**MIRROR IMAGE - Illusionist**

*Phantasmal Illusion*

**Level:** Illusionist 2

**Range:** Caster

**Duration:** 3 rounds/ level

**Area of Effect:** 6 ft radius

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** None

The *mirror image* spell creates 1d4 phantasmal images of the illusionist, all mirroring his or her actions. The spell's 6 ft radius also becomes slightly blurred to sight, like the reflection of a slightly distorted mirror. The combination of these two magical phenomena makes it impossible to distinguish the images from the caster without aid of a magical nature, such as *true seeing*. When an opponent makes a successful hit against one of the images, the image breaks up and disappears (the others remain). If an opponent attempts to attack an illusionist obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the person or one of the images. At the end of the spell's duration, the images fade from sight.

**MIRROR IMAGE - Magic User**

*Arcane Illusion/Phantasm*

**Level:** Magic user 2

**Range:** Caster

**Duration:** 2 rounds/ level

**Area of Effect:** 6 ft radius

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** None

Except for the duration and number of images (1d4+1), this spell is identical to the illusionist spell of the same name.

**MISDIRECTION**

*Phantasmal Illusion*

**Level:** Illusionist 2

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** One object or creature

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** Negates

This spell is cast upon an object or creature to mislead any form of divination spells. If the caster or user of the divination magic fails a saving throw, he or she will obtain a false result from the divination; a lie will be detected as truth, the wrong alignment perceived, the wrong location divined, etc.

**MNEMONIC ENHANCEMENT**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 4

**Range:** Caster

**Duration:** 24 hours

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

This spell enhances the magic user's precision of memory, allowing him or her to retain up to three additional spell levels in his or her mind (three first level, one first and one second level, or one third level). The spell may be used for memorisation, or may be used to hold onto the memory of a spell just cast. The spell components are expensive, costing at least 100 gp, and might not be available in rural communities.

**MONSTER SUMMONING I**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 3

**Range:** 30 ft

**Duration:** 2 rounds + 1 round/ level

**Area of Effect:** Summoned creatures

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

By casting this spell, the magic user conjures up 2-8 monsters to serve him or her as allies in combat or to perform other services. The monsters appear from thin air within 1d4 rounds of the spell's completed casting. If the caster is in combat, the monsters will fight on his or her behalf, attacking whatever foes he directs, or guarding him or her. For more complex tasks, the magic user must somehow have the ability to communicate these more specific commands. The GM has the ultimate discretion as to what

monsters will appear, but the general likelihood is described below:

d6	Monster Summoned
1	Rat, giant
2	Goblin (dwarf)
3	Hobgoblin (elf)
4	Kobold (halfling)
5	Orc (gnome)
6	Demon, kullule (badger, giant)

Evil casters may get the monsters in parentheses, at the GM's option.

**MONSTER SUMMONING II**

*Arcane Conjunction/ Summoning*

**Level:** Magic user 4  
**Range:** 40 ft  
**Duration:** 3 rounds + 1 round/ level  
**Area of Effect:** Summoned creatures  
**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** None

This spell functions in the same manner as *monster summoning I*, but calls 1d6 creatures as determined on the following table:

d6	Monster Summoned
1	Centipede, giant
2	Devil, lemur
3	Gnoll
4	Stirge
5	Toad, giant
6	Troglodyte

**MONSTER SUMMONING III**

*Arcane Conjunction/ Summoning*

**Level:** Magic user 5  
**Range:** 50 ft  
**Duration:** 4 rounds + 1 round/ level  
**Area of Effect:** Summoned creatures  
**Components:** V,S,M  
**Casting Time:** 5 segments  
**Saving Throw:** None

This spell functions in the same manner as *monster summoning I*, but calls 1d4 creatures as determined on the following table:



d10	Monster Summoned
1	Beetle, giant boring
2	Bugbear
3	Gelatinous Cube
4	Ghoul
5	Lizard, giant
6	Lycanthrope, wererat
7	Ogre
8	Spider, huge
9	Spider, large
10	Weasel, giant

**MONSTER SUMMONING IV**

*Arcane Conjunction/ Summoning*

**Level:** Magic user 6  
**Range:** 60 ft  
**Duration:** 5 rounds + 1/ level  
**Area of Effect:** Summoned creatures  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None

This spell functions in the same manner as *monster summoning I*, but calls 1d4 creatures as determined on the following table:

d10	Monster Summoned
1	Blink dog
2	Gargoyle
3	Ghast
4	Hell hound
5	Hydra, five headed
6	Lycanthrope, werewolf
7	Owlbear
8	Shadow
9	Snake, giant constrictor
10	Grey ooze

**MONSTER SUMMONING V**

*Arcane Conjunction/ Summoning*

**Level:** Magic user 7  
**Range:** 70 ft  
**Duration:** 6 rounds + 1 round/ level  
**Area of Effect:** Summoned creatures  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None

This spell functions in the same manner as *monster summoning I*, but calls 1d2 creatures as determined on the following table, the monsters appearing in 1d3 rounds:

d6	Monster Summoned
1	Cockatrice
2	Doppelgänger
3	Hydra (7 heads)
4	Lycanthrope (wereboar)
5	Minotaur
6	Snake, giant poisonous

**MONSTER SUMMONING VI**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 8

**Range:** 80 ft

**Duration:** 7 rounds + 1 round/ level

**Area of Effect:** Summoned creatures

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** None

This spell functions in the same manner as *monster summoning I*, but calls 1d2 creatures as determined on the following table, the monsters appearing in 1d3 rounds:



d10	Monster Summoned
1	Devil, Erinyes
2	Hydra, 8 headed
3	Manticore
4	Ogre Mage
5	Rakshasa
6	Troll
7	Wight
8	Wraith
9	Wyvern
10	Lycanthrope, weretiger

**MONSTER SUMMONING VII**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 9

**Range:** 90 ft

**Duration:** 8 rounds + 1 round/ level

**Area of Effect:** Summoned creatures

**Components:** V,S,M

**Casting Time:** 9 segments

**Saving Throw:** None

This spell functions in the same manner as *monster summoning I*, but calls 1d2 creatures as determined on the following table, the monsters appearing in one round:

d20	Monster Summoned
1	Chimæra
2	Demon (Class A)
3	Demon (Class B)
4	Demon (Class C)
5	Demon, succubus
6	Devil, barbed
7	Devil, bone
8	Ettin
9	Giant, fire
10	Giant, frost
11	Giant, hill
12	Giant, stone
13	Gorgon
14	Hydra, ten-headed
15	Lizard, fire
16	Mummy
17	Night hag
18	Roper
19	Slug, giant
20	Spectre

**MOVE EARTH**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** 10 ft/ level

**Duration:** Instantaneous

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** See below

**Saving Throw:** None

By casting this spell, the magic user gains the ability to move earth, sand, and clay in vast quantities by the mere gestures of his or her hands. The spell does not affect rock or stone. Unlike most spells, the area of effect does not depend upon the caster's level but upon the amount of time spent in casting. For every turn spent casting, the magic user can move a cube of earth 40 x 40 x 40 ft.

The spell is normally used to create walls, moats, etc., but can also be used to move an intact terrain feature from one place to another (although the spell cannot move rock unless the rock is carried within the moved earth).

If an intact feature (such as a portion of a forest or the foundation under a cottage) is to be moved, an earth elemental must also be summoned. Without the assistance of an elemental, the earth under a cottage could certainly be moved, but with the—presumably undesired—result of destroying

the cottage in the process.

**NEUTRALISE POISON - Cleric** (*Reversible*)  
*Clerical Transmutation/ Alteration*

**Level:** Cleric 4  
**Range:** Touch  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** 1 ft cube/ 2 caster levels or 1 creature  
**Components:** V,S  
**Casting Time:** 7 segments  
**Saving Throw:** None (Negates)

This spell detoxifies any sort of venom in a creature or object touched by the cleric. An opponent (a venomous spider, for example) must be successfully touched by the cleric, but is not entitled to a saving throw if the attack succeeds. Note that if the venomous creature produces new venom (normally a process that takes time), the new venom will be toxic, but any venom that is stored up in the creature will be affected and detoxified. The spell may also be used to prevent a poisoned character from suffering the poison's effects. The reverse of the spell allows the cleric to deliver a lethally poisonous touch, requiring a successful roll to hit, and allowing a saving throw against the poison.

**NEUTRALISE POISON - Druid** (*Reversible*)  
*Druidic Transmutation/ Alteration*

**Level:** Druid 3  
**Range:** Touch  
**Duration:** Instantaneous  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 5 segments  
**Saving Throw:** None (Negates)

Other than as may be described above, this spell is identical to the clerical spell of the same name.

**NON-DETECTION**  
*Phantasmal Abjuration*

**Level:** Illusionist 3  
**Range:** Caster  
**Duration:** 1 turn/ level  
**Area of Effect:** 5 ft radius  
**Components:** V,S,M  
**Casting Time:** 3 segments  
**Saving Throw:** None

This spell shields the caster from the prying eyes of scrying magics, making him or her invisible to divination spells and other means of magical spying such as crystal balls and thought detection.

**OBSCUREMENT**  
*Druidic Transmutation/ Alteration*

**Level:** Druid 2  
**Range:** 0  
**Duration:** 4 rounds/ caster level  
**Area of Effect:** 10 x 10 x 10 ft cube/ caster level  
**Components:** V,S  
**Casting Time:** 4 segments  
**Saving Throw:** None

As this spell is completed, an enchanted mist billows from the area where the druid stands, rapidly filling the area of effect and reducing visibility therein to 1d4 x 2 ft. The spell is affected by natural conditions such as strong winds, which will reduce the spell's effective duration.

**PARALYSATION**  
*Phantasmal Illusion*

**Level:** Illusionist 3  
**Range:** 10 ft/ level  
**Duration:** Permanent  
**Area of Effect:** 20 x 20 ft  
**Components:** V,S  
**Casting Time:** 3 segments  
**Saving Throw:** Negates

A certain number of creatures within the spell's area of effect are frozen in place, magically convinced that they cannot move. The caster can affect creatures with a total number of hit dice equal to twice his caster level. Each creature is entitled to a saving throw against the spell. The illusionist can end the paralysis at any time; otherwise a *dispel magic* (or *dispel illusion*) spell is the only way to remove the paralysis.

**PART WATER - Cleric**  
*Clerical Transmutation/ Alteration*

**Level:** Cleric 6  
**Range:** 20 ft/ caster level  
**Duration:** 1 turn/ caster level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

This spell causes water to draw apart, forming a trench. The depth and length of the water displacement is determined by the cleric's level. For each caster level, the cleric may displace an area of water 30 ft deep and 20 ft wide. The spell can affect other liquids besides water, but the more different the physical properties of the other liquid, the less the cleric may be capable of displacing.

### **PART WATER - Magic User**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** 10 ft/ level

**Duration:** 5 rounds/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell *part water*.

### **PASS PLANT**

*Druidic Transmutation/ Alteration*

**Level:** Druid 5

**Range:** Touch

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

By means of this spell, the druid steps into one tree and steps out from a distant tree of the same type. The druid determines the direction in which he or she will travel from one tree to another. Most trees permit a maximum distance of travel of 300 yards, but trees sacred to druids allow travel of considerably greater distance; oak, yew, and rowan trees permit the druid to travel as far as 600 yards. If no tree of the same type is to be found in the direction the druid designates, he or she will emerge from any tree of that species within the spell's range closest to the direction he or she specified. The druid may remain in the first tree for as long as one round per caster level before being forced to leave the other tree, and in this case he or she will be treated in the same way as for a plant door spell. If no appropriate tree is available for the druid to step from, he or she may remain in the first tree for the spell's duration, but will not be able to use the spell for travelling.

### **PASS WITHOUT TRACE**

*Druidic Enchantment/ Charm*

**Level:** Druid 1

**Range:** Touch

**Duration:** 1 turn/ caster level

**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

Any creature upon which this spell is cast can move through any sort of terrain without leaving behind the slightest sign of its passage. It leaves no footprints, no scent, and no other telltales of movement. It is impossible to trace its path except, temporarily, by one method—the path will radiate magic for 6d6 turns. Once this time elapses, the magical aura will fade away, leaving the trail undisturbed by any sign that the spell's recipient was ever there.

### **PASSWALL**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5

**Range:** 30 ft

**Duration:** 6 turns +1/ level

**Area of Effect:** Passage 5 ft wide, 10 ft high, and 10 ft long

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

By means of a *passwall* spell, the magic user creates an inter-dimensional opening through any non-metallic material, allowing him or her and any others to simply walk directly into the hillside or through a wall. More than one spell may be used in succession to create longer passages. The inside of the passageway is still a part of the material plane; the inter-dimensional warping of space simply acts to "remove" the material through which the passage is created.

### **PERMANENCY**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 8

**Range:** See below

**Duration:** Permanent

**Area of Effect:** 1 object or creature

**Components:** V,S,M

**Casting Time:** 2 rounds

**Saving Throw:** None

The *permanency* spell makes the temporary effects of other spells permanent. It is also used to lock the enchantments of a magic item permanently into the item. Certain spells can be made permanent upon the caster or another creature, and other spells can be made permanent only if cast upon an area or an object. Each use of this spell reduces the caster's constitution by one point.

Spells that can be made permanent upon a person or other creature include: *Comprehend Languages*, *Detect Evil*, *Detect Invisibility*, *Detect Magic*, *Infravision*, *Protection from Evil*, *Protection from Normal Missiles*, *Read Magic*, *Tongues*, or *Unseen Servant*. Only a magic user of higher level than the caster can dispel these spells.

Spells that can be made permanent upon an area or object include: *Enlarge*, *Fear*, *Gust of Wind*, *Invisibility*, *Magic Mouth*, *Prismatic Sphere*, *Stinking Cloud*, *Wall of Fire*, *Wall of Force*, *Web*.

These spells may be dispelled by any caster subject to the normal rules for *dispel magic*.

## PERMANENT ILLUSION

### *Phantasmal Illusion*

**Level:** Illusionist 6

**Range:** 30 ft

**Duration:** Permanent

**Area of Effect:** 40 x 40 ft square + 10 x 10 ft square/ level

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** See below

Except as noted otherwise above, this spell functions as a *spectral force* spell requiring no concentration to maintain.

## PHANTASMAL FORCE - Illusionist

### *Phantasmal Illusion*

**Level:** Illusionist 1

**Range:** 60 ft + 10 ft/ level

**Duration:** See below

**Area of Effect:** 40 x 40 ft square + 10 x 10 ft square/ level

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** See below

This extremely flexible spell allows the illusionist to craft a visual illusion of virtually anything that

can fit within the spell's area of effect. The spell creates no sound whatsoever. The caster must maintain his or her concentration upon the illusion, or it will evaporate, but while concentrating the caster is able to make the illusion move and respond to events.

The illusion is dispelled if it is struck with a blow, a falling person, etc. There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real. If the observer doubts the reality of the illusion, he or she will be permitted a saving throw to see the illusion for what it really is. If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Note that the spell relies purely on a visual effect; it will have no effect upon a creature that does not see it. Furthermore, the lack of any audible component can make certain illusions completely non-credible. An explosion, for example, is not likely to be believed by anyone if it creates no sound. Various methods may be used by the GM to determine if an NPC or monster believes the effect of a *phantasmal force*, common sense being the first thing to consider. A player who takes care to craft a believable illusion should be rewarded for skillful use of the spell, not forced into a table of random results.

## PHANTASMAL FORCE - Magic User

### *Arcane Illusion/ Phantasm*

**Level:** Magic user 3

**Range:** 80 ft + 10 ft/ level

**Duration:** See below

**Area of Effect:** 80 square ft + 10 square ft/ level

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** See below

Except as noted above, this spell is identical to the illusionist spell *phantasmal force*.

## PHANTASMAL KILLER

### *Phantasmal Illusion*

**Level:** Illusionist 4

**Range:** 5 ft/ level

**Duration:** 1 round/ level

**Area of Effect:** 1 creature



**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** See below

The caster creates a personal nightmare creature for the spell's victim, drawn from the victim's own worst fears. The creature is visible only to the victim and the caster. When the *phantasmal killer* takes shape, the victim is entitled to roll 3d6 and compare the result to his or her intelligence ability score. If the die roll is less than the victim's intelligence, the victim realizes that the killer is actually an illusion and cannot be harmed by it. Certain modifiers apply to this roll (note that a negative modifier increases the chance for successfully disbelieving the apparition):

(A) -2 if the target is an illusionist;

(B) +1 if the target is caught by surprise;

(C) -1 if the target has previously been attacked by a *phantasmal killer*.

The wisdom bonus against mental attacks applies (subtract the bonus from the die roll instead of adding it, of course).

Provided that the victim fails his or her saving throw, the *phantasmal killer* proceeds to attack as a four hit dice monster. If it hits the target, he or she will automatically die from fright. The apparition is not vulnerable to damage and cannot be escaped. It disappears at the end of the spell's duration, or at any time the caster dismisses it, or when the caster is killed or rendered unconscious.

### PHASE DOOR

*Arcane Transmutation/ Alteration*

**Level:** Magic user 7

**Range:** Touch

**Duration:** See below

**Area of Effect:** See below

**Components:** V

**Casting Time:** 7 segments

**Saving Throw:** None

The caster opens, by means of this spell, a dimensional pathway through a solid object, 10 ft in depth. It is a pathway that only the caster may use, and it remains until the caster has traversed it twice. In other respects, the spell is similar to a *passwall*.

### PLANE SHIFT

*Clerical Transmutation/ Alteration*

**Level:** Cleric 5

**Range:** Touch

**Duration:** Instantaneous (permanent)

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** See below

Up to seven people, in addition to the cleric, can travel from one plane of existence to another by means of a *plane shift* spell. All persons to make the journey must link hands in a circle, and when the cleric finishes the spell and completes the circle, the caster and his or her companions will be drawn beyond the boundaries of the material plane and into the supernatural regions beyond, the home realms of gods, demons, and elementals. An unwilling victim must be touched by the cleric in order for the cleric to send him or her to another plane, and a saving throw is also applicable. The casting of a plane shift spell provides one-way travel to the other plane; a second casting of the spell (or a similar spell of planar travel) is required in order to make the return journey. The cleric must possess a metal tuning fork attuned specifically to the plane of destination in order to cast the spell.

### PLANT DOOR

*Druidic Transmutation/ Alteration*

**Level:** Druid 4

**Range:** Touch

**Duration:** 1 turn/ caster level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

This spell allows the druid to travel effortlessly through vegetation of any kind, stepping through it as if it did not exist. The pathway may also be travelled by a druid of higher level than the caster, but no other creature can take advantage of the spell's effect. The pathway opened by the spell may be up to 5 ft wide, 10 ft high, and up to 120 ft per caster level in length. The druid may even use the spell to shift inside a tree or move through an area of plants affected by a spell (such as entangle). If the druid is within a tree that is attacked, he or she must leave the tree before it is killed or die with the tree.

**PLANT GROWTH - Druid***Druidic Transmutation/ Alteration***Level:** Druid 3**Range:** 160 ft**Duration:** Permanent**Area of Effect:** 20 x 20 ft sq/ level**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

By means of this spell, the druid causes plants and vines to grow with unbelievable speed, forming a tangled barrier of thick vegetation. The enchantment may be dispelled, or the plants cleared by normal means. Chopping a way through the barrier is possible, but movement is restricted to 10 ft per turn (20 ft for size L creatures).

**PLANT GROWTH - Magic User***Arcane Transmutation/ Alteration***Level:** Magic user 4**Range:** 10 ft/ level**Duration:** Permanent**Area of Effect:** 10 x 10 ft sq/ level**Components:** V,S**Casting Time:** 4 segments**Saving Throw:** None

Except as noted above, this spell is identical to the druidic spell *plant growth*.

**POLYMORPH OBJECT***Arcane Transmutation/ Alteration***Level:** Magic user 8**Range:** 5 ft/ level**Duration:** See below**Area of Effect:** 1 object or creature**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** See below

This spell allows the magic user to transform one thing, living or not, into another sort of thing. If the spell is used simply to duplicate the effects of a *polymorph other* spell or a stone to flesh spell, it will function in the same manner as these spells but with a -4 penalty to the victim's saving throw. Otherwise, the spell's duration depends upon the degree of change involved in the transformation. The calculation is made using a "duration factor" found on table 1, and the explanation of the resulting duration factor is found on table 2.

<b>Changed Subject Is:</b>	<b>Increase to Duration Factor</b>
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower intelligence	+2

Add all that apply. Look up the total on the next table.

<b>Duration Factor</b>	<b>Duration</b>	<b>Example</b>
0	20 rounds	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	48 hours	Sheep to woollen cloak
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

This spell can be dispelled.

**POLYMORPH OTHER***Arcane Transmutation/ Alteration***Level:** Magic user 4**Range:** 5 ft/ level**Duration:** Permanent**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 4 segments**Saving Throw:** Negates

This spell transforms the victim into another type of creature; a person might be changed into a newt, or a newt into a dragon, for example. Such a transformation can, in rare cases, be fatal. If the spell's target is successfully transformed, it must make a system shock test against its constitution or die (see, "constitution"). Moreover, there is a base 100% likelihood that the transformed creature will lose its memories and former identity in the change, becoming, for all intents and purposes, the creature into which it was transformed (intelligence cannot be increased by virtue of such a transformation, however).

For every intelligence point of the transformed creature, the base chance is reduced by 5%, and there is a further +/-5% alteration for each level (or HD) by which the original form's level (or HD)

differs from that of the new form. This check is made on a daily basis, so such a transformation will, eventually, become inevitable according to the laws of chance if the transformed creature is not magically brought back to its original form. A transformed creature retains its former hit points, but otherwise assumes all the physical characteristics of the new form immediately. The transformation may be dispelled, but the second change of shape will necessitate another system shock check.

### **POLYMORPH SELF**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 4

**Range:** Caster

**Duration:** 2 turns/ level

**Area of Effect:** Caster

**Components:** V

**Casting Time:** 3 segments

**Saving Throw:** None

This spell enables the magic user to cloak him- or herself in the physical shape of another creature, and to continue shape-shifting at will for the length of the spell's duration. The transformation is of an entirely lesser order than that of *polymorph other*, incurring no risk of a system shock or of truly becoming the transformed creature. Changing from one shape to another requires only 30 seconds, and when the caster returns to his or her original form (ending the spell) he or she will be healed of 1d12 points of any damage inflicted against the polymorphed forms he or she assumed.

The caster can polymorph into forms no smaller than a songbird and no heavier than 2,000 lbs. Only the movement capabilities of the new form can be used, not its attacks, defences, or other abilities. The magic user can transform him- or herself into a lion, and run as fast as a lion, but his or her claws will do no more damage than a human's soft fists. Similarly, if he or she transforms into a dragon, he or she will have the dragon's ability to fly but no breath weapon. As an orc, he or she would be able to use whatever weapons he or she could use in his original shape, but would lack infravision. The caster retains his or her own hit points and armour class.

### **POWER WORD, BLIND**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 8

**Range:** 5 ft/ level

**Duration:** See below

**Area of Effect:** 15 ft radius

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

The word of power to blind removes vision from creatures within the area of effect. The duration of the blindness depends on how many total hit points the affected creatures have. If the total is 50 or less, the blindness lasts 1d4+1 turns. If the total is 51 hit points to 100, the blindness lasts 1d4+1 rounds, as opposed to turns. The spell does not affect more than 100 hit points of creatures in total. The caster may target specific creatures within the area of effect.

### **POWER WORD, KILL**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 9

**Range:** 2½ ft/ level

**Duration:** Instantaneous

**Area of Effect:** 10 ft radius

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

Upon the casting of this spell, the magic user specifies whether the spell is to kill one creature or multiple creatures. The spell will instantly deal death to a creature of up to 60 hit points, offering no saving throw (magic resistance does apply). The spell may, alternatively, be used to slaughter up to 120 hit points of creatures with ten or fewer hit points each. The total number of hit points is based upon the target's current hit points, not maximum hit points, so wounded creatures are more vulnerable to the spell. All creatures to be killed must be within the spell's area of effect.

### **POWER WORD, STUN**

*Arcane Conjuration/ Summoning*

**Level:** Magic user 7

**Range:** 5 ft/ level

**Duration:** See below

**Area of Effect:** 1 creature

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

The creature targeted by a stunning power word hears the word as a thundering roar, although

others hear it normally. The impact of the word's magical power stuns the victim, rendering him unable to think clearly or act in any manner (including movement). The duration of the spell's effect is determined by the target's current hit points (not its normal maximum). A creature with 1-30 remaining hit points will be stunned for 4d4 rounds, a creature with 31-60 hp remaining will be stunned for 2d4 rounds, a creature with 61-90 hp remaining will be stunned for 1d4 rounds, and creatures with 90+ hit points will be able to shrug off the effect of the spell entirely.



### PRAYER

*Clerical Conjuration/ Summoning*

**Level:** Cleric 3

**Range:** 0

**Duration:** 1 round/ caster level

**Area of Effect:** 60 ft radius

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

Casting *prayer* is a matter of intoning an invocation to the cleric's god(s), following which any of the cleric's allies who were in the spell's area of effect will gain, for the duration of the

spell, the same benefits as if they were affected by an ongoing *chant* spell. Note that the cleric is able to move and take other actions while the *prayer* spell is in effect, which is not the case with the more restricted *chant* spell.

### PREDICT WEATHER

*Druidic Divination*

**Level:** Druid 1

**Range:** 0

**Duration:** Instantaneous

**Area of Effect:** 9 sq miles

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

The druid casts this spell upon virtually any substance: bones, leaves, powders, etc. He or she can read in the resulting pattern an exact divination of the weather as it will naturally occur within the surrounding nine sq miles for the next two hours per caster level. A second level druid, as an example, would be able to predict the weather four hours into the future.



### PRISMATIC SPHERE

*Arcane Conjuration/ Summoning*

**Level:** Magic user 9

**Range:** 0

**Duration:** 1 turn/ level

**Area of Effect:** 10 ft radius sphere

**Components:** V

**Casting Time:** 9 segments

**Saving Throw:** See below

*Prismatic sphere* creates a shimmering, multicoloured globe of light that protects those

within it from all forms of attack (it will normally appear as a hemisphere, with its lower half below ground). The sphere flashes with seven colours, each of which has a distinct power and purpose. It is immobile, but the caster can pass through and remain near it without harm. However, any other creature with fewer than eight hit dice within 20 ft of the sphere will be blinded for 2d4 rounds by the colours if it looks at them. The sphere can be destroyed, colour by colour, in consecutive order, by various magical effects; however, the first colour must be brought down before the second can be affected, and so on. A *rod of cancellation* destroys a *prismatic sphere*, but an antimagic field fails to penetrate it. *Dispel magic* cannot dispel the sphere or anything beyond it (unless the first six colours have already been brought down). Magic resistance is effective against a *prismatic sphere*, but the check must be repeated for each colour present.

Each colour in the sphere has a different effect. The accompanying table shows the seven colours, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere, and the magic needed to negate each colour.

Colour	Order	Effect	Negated by
Red	1 <sup>st</sup>	Stops nonmagical ranged weapons. Deals 20 points of damage (saving throw for half damage).	Cone of cold
Orange	2 <sup>nd</sup>	Stops magical ranged weapons. Deals 40 points of damage (saving throw for half).	Gust of wind
Yellow	3 <sup>rd</sup>	Stops poisons, gases, and petrification. Deals 80 points of damage (saving throw for half).	Dis-integrate
Green	4 <sup>th</sup>	Stops breath weapons. Poison (saving throw or die).	Passwall
Blue	5 <sup>th</sup>	Stops divination and mental attacks. Turns to stone (saving throw negates).	Magic Missile

Indigo	6 <sup>th</sup>	Stops all spells. Causes insanity (saving throw negates).	Continual Light
Violet	7 <sup>th</sup>	Force shield (as per <i>wall of force</i> ). Creatures sent to another plane (saving throw negates).	Dispel Magic

### PRISMATIC SPRAY

*Phantasmal Abjuration*

**Level:** Illusionist 7

**Range:** 0

**Duration:** Instantaneous

**Area of Effect:** 70 x 15 x 5 ft spray

**Components:** V,S

**Casting Time:** 7 segments

**Saving Throw:** See below

Holding out his or her hand, fingers fanned out, the caster evokes a spray of colours identical to those of the prismatic wall. All creatures in the path of the spell will be struck by one of the rays, determined randomly.

Colour	Effect of Colour
1 Red	Deals 20 points of damage (saving throw for half damage).
2 Orange	Deals 40 points of damage (saving throw for half).
3 Yellow	Deals 80 points of damage (saving throw for half).
4 Green	Poison (saving throw or die).
5 Blue	Turns to stone (saving throw negates).
6 Indigo	Causes insanity (saving throw negates).
7 Violet	Creatures sent to another plane (saving throw negates).
8 Two colours	Roll twice, ignoring this result.

### PRISMATIC WALL

*Phantasmal Abjuration*

**Level:** Illusionist 7

**Range:** 10 ft

**Duration:** 1 turn/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

This spell is similar to the magic user spell *prismatic sphere*, but it creates a wall rather than a sphere, up to 40 ft/ caster level in length and 20 ft/ caster level in height.

**PRODUCE FIRE** (*Reversible*)  
*Druidic Transmutation/ Alteration*

**Level:** Druid 4  
**Range:** 40 ft  
**Duration:** 1 round  
**Area of Effect:** 60 ft radius  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** See below

This spell instantly creates a normal fire within its area of effect, a blazing conflagration lasting only one minute (one round) but causing 1d4 hit points of damage to any creature in the area and igniting all combustible material (subject, of course, to an item saving throw against normal fire). The reverse of the spell extinguishes all normal fires within the area of effect.

**PRODUCE FLAME**  
*Druidic Transmutation/ Alteration*

**Level:** Druid 2  
**Range:** 0  
**Duration:** 2 rounds/ caster level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** See below

On casting this spell, the druid's hand ignites with an eldritch fire that causes no harm to the druid but is otherwise equivalent to the flame of a torch. It can be used to set fires and may also be thrown as a missile. The throwing range of the flame is 40 ft, and when the flame hits an object it will explode, igniting all combustible material in a radius of 15 ft. (Materials are entitled to saving throws against normal fire.) The druid may banish the magical flame at will, but fires set by it must be extinguished by normal means.

**PROGRAMMED ILLUSION**  
*Phantasmal Illusion*

**Level:** Illusionist 6  
**Range:** 10 ft / level  
**Duration:** See below  
**Area of Effect:** 40 x 40 ft sq + 10 x 10 ft sq/ level  
**Components:** V,S,M

**Casting Time:** 6 segments  
**Saving Throw:** See below

This spell specifies a particular trigger event (in the same manner as the magic user spell *magic mouth*). When the trigger event occurs, an illusion prepared in advance by the caster, identical to a *spectral force*, comes into being. The illusion lasts one round per caster level.

**PROJECT IMAGE - Illusionist**  
*Phantasmal Illusion*

**Level:** Illusionist 5  
**Range:** 5 ft/ level  
**Duration:** 1 round/ level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 5 segments  
**Saving Throw:** None

This spell creates an illusory duplicate of the illusionist in another place within the spell's range. The image must remain visible to the caster or the spell will end. Much like a *mirror image*, the projected image mimics all the caster's movements, but it is not affected by attacks of any kind. The image possesses an arcane link to the caster; if desired, the illusionist can cast spells that originate at the image rather than at the caster, as if the image, rather than the illusionist, cast the spell. Thus, the effective range of an attack spell can be increased, or a spell that would ordinarily centre on the caster could be brought into effect around the projected image.

**PROJECT IMAGE - Magic User**  
*Arcane Illusion/ Phantasm*

**Level:** Magic user 6  
**Range:** 10 ft/ level  
**Duration:** 1 round/ level  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None

Other than as may be noted above, this spell is identical to the illusionist spell of the same name.

**PROTECTION FROM EVIL - Cleric** (*Reversible*)  
*Clerical Abjuration*

**Level:** Cleric 1  
**Range:** Touch

**Duration:** 3 rounds/ caster level  
**Area of Effect:** Creature touched  
**Components:** V,S,M  
**Casting Time:** 4 segments  
**Saving Throw:** None

This spell surrounds the recipient with an invisible aura of divine protection, emanating from the recipient to a distance of 1 ft. The aura is not invulnerable, but it affords considerable protection against evil and summoned creatures, much as a powerful magic circle would. The power of the aura is such that, regardless of alignment, neither summoned nor conjured creatures, nor those not native to the material planes (such as demons or genies), can reach through it. It is possible, of course, for a weapon wielded by such a creature to breach the magical barrier, but the creature's physical presence is completely hedged out. Moreover, the attacks of evil creatures (with or without a weapon) incur a penalty of -2 to hit, and saving throws caused by such creatures will be made at a bonus of +2. The spell may be reversed into protection from good, and in this form it will still hedge out summoned, conjured, and extra-planar creatures regardless of alignment. To cast either form of the spell, the caster speaks the ritual words of the spell while describing a circle around the being to be warded, using holy water or incense (blood or smouldering dung for the reverse of the spell).

**PROTECTION FROM EVIL - Magic User**  
*(Reversible)*  
*Arcane Abjuration*

**Level:** Magic user 1  
**Range:** Touch  
**Duration:** 2 rounds/ level  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

Other than as noted above, this spell is identical to the clerical spell *protection from evil*.

**PROTECTION FROM EVIL, 10 FT RADIUS - Cleric**  
*(Reversible)*  
*Clerical Abjuration*

**Level:** Cleric 4  
**Range:** Touch  
**Duration:** 1 turn/ caster level  
**Area of Effect:** 10 ft radius sphere around creature touched

**Components:** V,S  
**Casting Time:** 7 segments  
**Saving Throw:** None

This spell has effects and limitations identical to *protection from evil*, but the radius of divine protection extends a full 10 ft around the spell's recipient, allowing allies to shelter within the protective ambience. The duration of the spell is also longer.

**PROTECTION FROM EVIL 10 FT RADIUS - Magic User**  
*(Reversible)*  
*Arcane Abjuration*

**Level:** Magic user 3  
**Range:** Touch  
**Duration:** 2 rounds/ level  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 3 segments  
**Saving Throw:** None

This spell, except as noted above, is similar to the clerical spell *protection from evil 10 ft radius*.

**PROTECTION FROM FIRE**  
*Druidic Abjuration*

**Level:** Druid 3  
**Range:** Touch  
**Duration:** See below  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 5 segments  
**Saving Throw:** None

The druid may use this spell to confer considerable protection from fire upon another creature, but if he or she casts it upon him- or herself the effects are far greater, conferring temporary invulnerability even to fires of magical nature, such as dragon's breath. If the spell is cast upon another creature, the recipient gains immunity to normal fire and a saving throw bonus of +4 against fire based attacks. Any damage incurred by fire attacks will also be reduced by half. If the spell is cast upon the druid, he or she becomes completely invulnerable to normal fire and also ignores all damage from magical fire (dragon breath, *fireball*, etc.) until a total of 12 hit points per caster level has been absorbed by the spell, at which time the spell will be dissipated.

**PROTECTION FROM LIGHTNING**  
*Druidic Abjuration*

**Level:** Druid 4  
**Range:** Touch  
**Duration:** See below  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None

This spell lends the recipient the same protection against lightning and electricity as the third level spell *protection from fire* affords against fire.

### PROTECTION FROM NORMAL MISSILES

*Arcane Abjuration*

**Level:** Magic user 3  
**Range:** Touch  
**Duration:** 1 turn/ level  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 3 segments  
**Saving Throw:** None

The subject of this spell becomes completely invulnerable to the effects of projectiles. The spell's power is not sufficient completely to ward off the larger missiles hurled by siege engines such as catapults and ballistae, nor the enchantment of a magic arrow or bolt, but does reduce any damage caused by such weapons by one hit point per die of damage. The spell conveys no protection whatsoever against spells, including spells with missile-like qualities such as *fireball* or *ray of enfeeblement*.

### PURIFY FOOD AND DRINK (*Reversible*)

*Clerical Transmutation/ Alteration*

**Level:** Cleric 1  
**Range:** 30 ft  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** 1 cubic ft/ level  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** None

This spell removes poison, rot, and other contaminants from all food and water within the spell's area of effect, also destroying the malignant properties of unholy water. The reverse of the spell contaminates food and water and will spoil holy water.

### PURIFY WATER (*Reversible*)

*Druidic Transmutation/ Alteration*

**Level:** Druid 1  
**Range:** 40 ft  
**Duration:** Instantaneous  
**Area of Effect:** 1 cubic ft/ caster level  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** None

This spell removes all impurities from water, making it clear and drinkable. The reverse of the spell contaminates water, making it impossible to drink, and will negate the properties of holy and unholy water.

### PUSH

*Arcane Conjuration/ Summoning*

**Level:** Magic user 1  
**Range:** 10 ft + 3 ft/ level  
**Duration:** Instantaneous  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

The magic user casts this spell and points toward the desired target, which is instantly pushed away from the caster. The supernatural force exerted by the spell is only about one lb per level of the caster, but the spell can be used to move small objects or to throw enemies off balance. A small object can be moved at a rate of 10 ft per round (directly away from the caster), and if the object is a weapon held by a creature, the creature will suffer a penalty to hit equal to the caster's level. For example, a tenth level magic user could exert so much eldritch force against an attacking orc's axe that the orc would suffer a -10 to hit with it. Moving an actual creature or a heavier object is only possible if the creature's weight in lbs is not more than 50 times the caster's level.

### PYROTECHNICS - Druid

*Druidic Transmutation/ Alteration*

**Level:** Druid 3  
**Range:** 160 ft  
**Duration:** See below  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 5 segments  
**Saving Throw:** None

The *pyrotechnics* spell may be used to produce two entirely different effects: a bright display of fiery light or a massive pall of smoke. Both



possible uses of the spell require an existing fire source (which may be anywhere in the spell's range), and the spell's area of effect depends on the size of the originating fire.

If the spell is used to produce fireworks, the flashing display will temporarily blind (for 1d4+1 rounds) all creatures in the area of effect and 120 ft beyond—provided that the display is not obstructed from view, of course. The fireworks fill an area ten times the volume of the original fire source and persist for one segment per caster level.

If the spell is used to produce smoke, a billowing cloud will emanate from the fire source, obscuring vision beyond 20 ft in an area 100 times the volume of the fire source. Whatever fire is used as the spell's source is extinguished immediately as the spell is cast.

### **PYROTECHNICS - Magic User** *Arcane Transmutation/ Alteration*

**Level:** Magic user 2  
**Range:** 120 ft  
**Duration:** See below  
**Area of Effect:** See below  
**Components:** V,S  
**Casting Time:** 2 segments  
**Saving Throw:** None

With any exceptions noted above, this spell is identical to the druidic spell *pyrotechnics*.

### **QUEST** *Clerical Enchantment/ Charm*

**Level:** Cleric 5  
**Range:** 60 ft  
**Duration:** See below  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 8 segments  
**Saving Throw:** Negates

By means of a *quest* spell, the cleric enslaves the subject into fulfilling a task the cleric sets, forcing him or her to perform the task and return to the cleric with proof of its completion. If the enchanted creature does not properly follow the letter and spirit of the quest, it will suffer a cumulative penalty of -1 to all saving throw rolls for each day the quest is neglected. This penalty, which is itself in the nature of a curse, remains with the creature until the quest is completed or the curse is

removed by the caster or by some other agency. Possible objectives for a quest are legion; they might include finding and bringing some valuable item to the cleric, capturing a castle, slaying a monster, or any number of other tasks.

### **RAISE DEAD (Reversible)** *Clerical Necromancy*

**Level:** Cleric 5  
**Range:** 30 ft  
**Duration:** Instantaneous (permanent)  
**Area of Effect:** 1 person  
**Components:** V,S  
**Casting Time:** 1 round  
**Saving Throw:** See below

The eerie, keening incantation of this spell calls a soul back from the afterlife, literally bringing the dead back to life. Elves, as they do not have souls, cannot be brought back to life in this manner, but humans, half-elves, half-orcs, gnomes, dwarfs, and halflings can all be raised from the dead by means of this spell. The longer a soul has been departed from the material plane, the more difficult it is to call it back; a cleric can summon back a soul that has been dead no more days than the cleric's level. In other words, a cleric of tenth level can raise a person who has been dead no more than ten days, but an eleventh level cleric can raise a person who has been dead eleven days. The raised person must survive a system shock saving throw in order to return to life, and he or she will be unable to engage in strenuous activity (such as combat, study, or spell casting) for a period of time equal to one day for each day that he or she was dead.

Perhaps mercifully, the spell erases the returning character's memory concerning any places his or her soul may have visited following death.

*Raise dead* can instantly destroy most kinds of corporeal undead creatures (exception: it does not destroy lichs). Incorporeal undead, such as ghosts or spectres, are immune. This use is treated the same as the reverse of the spell in terms of saving throws and damage.

The reverse of the spell is referred to in hushed tones as *slay living*. The subject of this spell (which must be used with extreme caution by good clerics, lest their alignment be altered) is entitled to a saving throw, and if the throw fails, the subject dies. If the saving throw succeeds, the target will still sustain 2d8+1 points of damage.

**RAY OF ENFEEBLEMENT***Arcane Enchantment/ Charm***Level:** Magic user 2**Range:** 10 ft + 3 ft/ level**Duration:** 1 round/ level**Area of Effect:** 1 creature**Components:** V,S**Casting Time:** 2 segments**Saving Throw:** Negates

As this spell is cast, a ray of unpleasant and indescribable colour arcs from the caster's hand to strike the chosen target. No attack roll is required to hit. If the target fails a saving throw, its strength and the effect of all attacks which are dependent upon strength are reduced by 25%. The amount of reduction is increased by 1% per caster level (to be rounded off in the case of lower-level magic users simply as a matter of convenience). Thus, if an orc is struck with the ray by a level one magic user, the orc would lose 26% (rounded to 25%, at the option of the GM) of its strength. Its to-hit rolls are not affected, but any damage it inflicts is reduced to 75% (or 74%) of the damage rolled (a good GM avoids minuscule calculations that might bog down the game). A *ray of enfeeblement* may technically reduce the target's strength below the required minimum to qualify for a class, but its effects are too temporary to affect class choices (so an enfeebled paladin with a temporary strength of 8 retains his or her paladinhood). Any further effects of the reduced strength are determined by the GM.

**READ MAGIC (Reversible)***Arcane Divination***Level:** Magic user 1**Range:** Caster**Duration:** 2 rounds/ level**Area of Effect:** Caster (see below)**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

*Read magic* is normally the first spell in every magic user's spell book, and its mastery is the first task of every apprentice. The spell allows the caster to read magical writings (other than his or her own, of course, which are always intelligible to the original author).

Unless the writings are cursed, reading magical script does not normally activate the magic formulae described therein—reviewing a scroll

prior to casting from it does not, for instance, actually cast whatever spell is written upon the scroll. Once the magic user has read a particular set of magical inscriptions by use of this spell, the spell is no longer needed to re-read the writing at a later time.

The reverse of the spell allows the magic user to make magical writings indecipherable for the spell's duration, and is cast upon the writing rather than upon the caster him- or herself.

**REGENERATE (Reversible)***Clerical Necromancy***Level:** Cleric 7**Range:** Touch**Duration:** Instantaneous**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 3 rounds**Saving Throw:** None

The powerful *regeneration* spell causes severed body parts to reattach themselves in a single round, or to regrow within 2-8 turns. The spell's reverse causes a touched appendage to wither and fall away to dust within 2-8 turns. A successful attack must be made in order to cast the spell upon an unwilling victim, but the victim does not also receive a saving throw.

**REINCARNATE***Druidic Necromancy***Level:** Druid 7**Range:** Touch**Duration:** Instantaneous**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

Provided that a body has been dead for no more than a week, a powerful druid can recall its spirit from the dead—but into another body. The form of the new body is not subject to the druid's control, and is determined by means of the tables below. The new body will appear within 1d6 turns near the soul's former body. Elves may be brought back to life by reincarnation. There is a 35% chance that the new incarnation will be from the "humanoid" table and a 65% chance that the new incarnation will be from the animal table. The new incarnation (if sapient) will retain the original character's experience points, but will have new physical (Str, Dex, Con) ability scores randomly rolled and adjusted for the new race. The character will retain his or her original mental ability scores (Int, Wis, Cha).

#### Humanoid Table

Die Roll	New Incarnation
01-02	Bugbear
03-05	Dwarf
06-16	Elf
17-18	Gnoll
19-31	Gnome
32-33	Goblin
34-36	Half-elf
37-39	Halfling
40-42	Half-orc
43-44	Hobgoblin
45-88	Human
89-91	Kobold
92-93	Ogre
94-95	Ogre Mage
96-98	Orc
99-00	Troll

#### Animal Table

Die Roll	New Incarnation
01-05	Badger
06-18	Bear
19-24	Boar
25-29	Centaur
30-35	Dryad
36-43	Eagle
44-46	Fox
47-52	Hawk
53-57	Lynx
58-62	Owl

63-68	Pixie
69-71	Raccoon
72-76	Faun
77-84	Stag
85-92	Wolf
93-00	Wolverine

#### REINCARNATION

*Arcane Necromancy*

**Level:** Magic user 6

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** Person touched

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

Provided that a body has been dead for no more than one day per caster level, a powerful magic user can recall its spirit from the dead, investing it into another body. The form of the new body is not subject to the magic user's control and is determined by means of the table below. The new body will appear within 1d6 turns near the soul's former body. Elves may be brought back to life by *reincarnation*.

The new incarnation will retain the original character's experience points, but will have new physical (Str, Dex, Con) ability scores randomly rolled and adjusted for the new race. The character will retain his or her original mental ability scores (Int, Wis, Cha).

#### Arcane Reincarnation Table

Die Roll	New Incarnation
01-03	Bugbear
04-06	Dwarf
07-14	Elf
15-17	Gnoll
18-25	Gnome
26-28	Goblin
29-36	Half-elf
37-39	Halfling
40-42	Half-orc
43-45	Hobgoblin
46-85	Human
86-88	Kobold
89-91	Orc
92-94	Ogre
95-97	Ogre Mage
98-00	Troll

**REMOVE CURSE - Cleric** (*Reversible*)  
*Clerical Abjuration*

**Level:** Cleric 3  
**Range:** Touch  
**Duration:** Instantaneous  
**Area of Effect:** See below  
**Components:** V,S  
**Casting Time:** 6 segments  
**Saving Throw:** See below

This spell allows the cleric to remove curses from persons and objects, and the spell can have a variety of other applications against evil manifestations. Magical items imbued with curses cannot be destroyed by the spell's power, but use of the spell upon a person under the influence of such an item will generally free the person from the curse and allow him or her to be rid of the item.

The spell's reverse, *bestow curse*, inflicts the subject with a magical curse, the exact nature of which is not entirely within the caster's control:

- 50% Reduce one ability score to 3.
- 25% Cause -4 penalty to hit and on saving throws.
- 25% Cause victim (50% chance per turn) to drop any objects it is holding (or in the case of a non-tool-using creature, not act for one round).

With the GM's agreement, the character may design a specific curse to use with this spell other than the random curse the spell normally unleashes. In order to bestow a curse, the cleric must successfully touch the intended victim, who is entitled to a saving throw. The duration of a bestowed curse is 1 turn per caster level.

**REMOVE CURSE - Magic User** (*Reversible*)  
*Arcane Abjuration*

**Level:** Magic user 4  
**Range:** Touch  
**Duration:** Permanent  
**Area of Effect:** See below  
**Components:** V,S  
**Casting Time:** 4 segments  
**Saving Throw:** See below

Other than as noted above, this spell is identical to the clerical spell *remove curse*.

**REMOVE FEAR** (*Reversible*)  
*Clerical Abjuration*

**Level:** Cleric 1  
**Range:** Touch  
**Duration:** See below  
**Area of Effect:** Creature touched  
**Components:** V,S  
**Casting Time:** 4 segments  
**Saving Throw:** None

This spell is a divine warding against fear, and it can also banish magical terror in someone already affected. In the latter case, the spell grants a second saving throw at a bonus of +1 per caster level. To a person not already affected by magical fear, the spell grants a bonus of +4 to fear saving throws for one turn.

**REPEL INSECTS**  
*Druidic Abjuration*

**Level:** Druid 4  
**Range:** Caster  
**Duration:** 1 turn/ caster level  
**Area of Effect:** 1 creature  
**Components:** V,S,M  
**Casting Time:** 1 round  
**Saving Throw:** See below

An invisible barrier forms around the spell's recipient as the caster completes the invocation, warding him or her from insects. Only true insects are affected by the spell, which does not repel spiders, scorpions, beetles or centipedes. Normal insects are completely hedged out by the spell, and giant varieties (2+ hit dice) must succeed in a saving throw against spells to pass the barrier. Even if a giant insect should manage to penetrate the barrier, it will sustain 1d6 hit points of damage from doing so.

**REPULSION**  
*Arcane Abjuration*

**Level:** Magic user 6  
**Range:** 10 ft/ level  
**Duration:** 1 round/ 2 levels  
**Area of Effect:** 10 ft wide path  
**Components:** V,S,M  
**Casting Time:** 6 segments  
**Saving Throw:** None

All living creatures in the spell's path will move away from the caster at their normal movement rates for the spell's duration, as if by choice.

**RESIST COLD***Clerical Transmutation/ Alteration***Level:** Cleric 1**Range:** Touch**Duration:** 1 turn/ level**Area of Effect:** Creature touched**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

By touching the spell's intended recipient and casting the spell, the cleric instills the recipient with a supernatural resistance to the effects of extreme cold. Normal cold, temperatures ranging down to zero degrees Fahrenheit, is perceived as normal temperature. The subject also gains a saving throw bonus of +3 against magical cold, taking one half damage if the save is not successful and one quarter damage if the save is successful. The saving throw is permitted even against attacks that would not ordinarily permit a saving throw (such as a magically cold sword).

**RESIST FIRE***Clerical Transmutation/ Alteration***Level:** Cleric 2**Range:** Touch**Duration:** 1 turn/ caster level**Area of Effect:** Creature touched**Components:** V,S,M**Casting Time:** 5 segments**Saving Throw:** None

When this spell is cast, the recipient gains resistance to fire and heat, being able to endure boiling temperatures without discomfort. A person under the influence of this spell can stand unharmed in the middle of a bonfire, and even gains a measure of resistance to magical fire. The subject gains a saving throw bonus of +3 against magical fire, taking one half damage if the save is not successful and one quarter damage if the save is successful. The saving throw is permitted even against attacks that would not ordinarily allow a saving throw.

**RESTORATION (Reversible)***Clerical Necromancy***Level:** 7**Range:** Touch**Duration:** Instantaneous (permanent)**Area of Effect:** 1 creature**Components:** V,S**Casting Time:** 3 rounds**Saving Throw:** None

By casting this spell, the cleric restores one lost level of experience to the spell's target. Not necessarily all lost experience points are restored; an afflicted character will only regain enough experience points to regain the lost level, no more. A cleric can only restore a level lost within as many days as the cleric's caster level. For example, a cleric of 12th level cannot restore an experience level lost 13 or more days prior to the casting of the spell. The spell's reverse causes the target to lose one experience level. No saving throw applies, but a successful attack is required. In addition to restoring lost levels, the spell can affect other sorts of magically-induced debilities. The effects of a *feblemind* spell are reversed by *restoration*, for example.

**RESURRECTION (Reversible)***Clerical Necromancy***Level:** 7**Range:** Touch**Duration:** Instantaneous (permanent)**Area of Effect:** 1 person**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** None

The awesome power of a *resurrection* spell brings the dead back to life. Unlike *raise dead*, a *resurrection* spell may be cast upon a person who has been dead for as many as 10 years per caster level. Casting the spell requires the cleric to rest for one day per level of the person raised. Elves cannot be resurrected, having no souls, but humans and the rest of their ilk (half-elves, dwarfs, etc.) can be affected. As with *raise dead*, the recipient's memory of whatever transpired between death and *resurrection* is erased.

The reverse of the spell kills the subject and turns him or her to dust, requiring a successful attack roll to touch.

**REVERSE GRAVITY***Arcane Transmutation/ Alteration***Level:** Magic user 7**Range:** 5 ft/ level**Duration:** 1 second (1/6 segment)**Area of Effect:** 30 ft x 30 ft x 1 mile**Components:** V,S,M**Casting Time:** 7 segments

**Saving Throw:** None

The caster momentarily reverses gravity in the area of effect, which is 30 x 30 ft sq, extending a mile into the air. Any object or creature in this area will "fall" upwards for a distance of 20 ft, striking intervening objects as per a normal, downward fall. When the duration ends, of course, they will fall downward again.

**ROPE TRICK - Illusionist**

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 3

**Range:** Touch

**Duration:** 2 turns/ level

**Area of Effect:** 1 piece of rope

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

This spell enchants a rope to become a portal into an extra-dimensional pocket of unreality opened by the spell. The rope rises in the air and then hangs, suspended by its connection to the extra-dimensional hideaway. Up to six medium-size people can hide in the space (five, if the rope is to be pulled up and into the space as well). At the spell's expiration, the inhabitants or contents of the space will fall into normal reality if they have not already departed. True reality is visible through the portal, but cannot be affected from within.

**ROPE TRICK - Magic User**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** Touch

**Duration:** 2 turns/ level

**Area of Effect:** 1 piece of rope

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the illusionist spell of the same name.

**SANCTUARY**

*Clerical Abjuration*

**Level:** Cleric 1

**Range:** Personal

**Duration:** 2 rounds + 1 round/ level

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** None

A *sanctuary* spell makes the cleric seem an irrelevant, non-hostile target, one that his or her enemies will ignore. In order for any foe to attack the caster of the spell, the enemy must make a successful saving throw against magic. Failing the saving throw permits the enemy to attack another target, but the cleric will be completely ignored. The spell does not prevent an enemy from including the cleric within the area of effect of a hostile spell, provided that the cleric is not the intended target. The cleric may not undertake any hostile actions while protected by a *sanctuary*, or the spell's power will be dissipated and end. However, the cleric may cast spells and otherwise act in ways that are not directly hostile, such as curing wounds, casting a spell such as bless, or even stealing an item if faith and alignment permit.

**SCARE**

*Arcane Enchantment/ Charm*

**Level:** Magic user 2

**Range:** 10 ft

**Duration:** 3d4 rounds

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** Negates

This spell causes terror in creatures of less than sixth level or six hit dice. Such creatures are entitled to a saving throw, which, if successful, allows them to shake off the spell's effect entirely. If a creature fails the saving throw, however, it will become frozen with terror. If forced, it can fight, but it suffers a penalty of -1 to all attacks, damage, and saving throw rolls.

**SECRET CHEST**

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5

**Range:** See below

**Duration:** 60 days

**Area of Effect:** 1 chest or box, 12 cubic ft

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

This spell allows the magic user to shift a magically crafted treasure chest into the æthereal plane, where it will be safe from those who might seek to steal the caster's possessions. The chest

itself must be crafted of the finest materials in order to support the spell's magic, and it will cost a minimum of 5,000 gp to have a craftsman or craftsmen build it, together with a second, miniature copy. When the magic user casts the spell, one hand upon the chest and one upon the miniature, the chest disappears into the æthereal plane, together with its contents. These contents may be up to one cubic foot of material per caster level (and no more than this) regardless of the chest's actual volume. If the chest contains any living matter, there is a 75% chance that the spell will completely fail, although if it should succeed, the living creature will be imprisoned in the æthereal plane until freed. The caster (and only the caster) can use the miniature chest to pull the larger one from the æther wherever he or she might be. It is possible, although not likely, that some æthereal creature or æthereal traveller might happen upon the chest while it is in the æthereal plane. So long as the chest remains in the æthereal plane, the magic user will still be able to retrieve it (although it may have been looted). No creature on the material plane has any chance using any magic known to humanity to locate a *secret chest* that has been hidden in the æthereal plane by means of this spell. After the spell duration expires, there is a cumulative 1 in 20 chance per day that the spell's link to the chest will fail, and the chest will be irrecoverable.

### SHADES

#### *Phantasmal Illusion*

**Level:** Illusionist 6

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** 20 x 20 ft

**Components:** V,S

**Casting Time:** 6 segments

**Saving Throw:** See below

This spell creates partially-real illusory monsters in the same manner as the spell *shadow monsters*, but shades have 60% of normal hit points rather than 20%. If they are detected as only quasi-real, they inflict 60% of normal damage and are AC 6.

### SHADOW DOOR

#### *Phantasmal Illusion*

**Level:** Illusionist 5

**Range:** 10 ft

**Duration:** 1 round/ level

**Area of Effect:** Magic door

**Components:** S

**Casting Time:** 2 segments

**Saving Throw:** None

With a mystical gesture, the illusionist creates an illusory door (either in a wall or free-standing). If the illusionist steps through, he or she disappears from sight and may go where he or she pleases. If anyone else opens the door, they will perceive a small empty room. The caster's invisibility after passing through the *shadow door* is particularly powerful and cannot be seen by use of detect invisibility, although he or she can be seen with more powerful divination magic.

### SHADOW MAGIC

#### *Phantasmal Illusion*

**Level:** Illusionist 5

**Range:** 50 ft + 10 ft/ level

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** See below

The caster employs his or her ability to draw upon the shadow planes, adding an element of quasi-reality to an illusory spell. The "spell" may be one of a limited group: *cone of cold*, *fireball*, *lightning bolt*, or *magic missile*. The illusory spell will inflict normal damage upon creatures in the area of effect for that spell unless a saving throw is successful (note that the targets only receive a saving throw against the illusion, and do not obtain an additional saving throw for the illusory spell's effect). If the saving throw against the illusion is successful, the target will take only one hit point of damage per caster level.

### SHADOW MONSTERS

#### *Phantasmal Illusion*

**Level:** Illusionist 4

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** 20 x 20 ft

**Components:** V,S

**Casting Time:** 4 segments

**Saving Throw:** See below

This is the first spell an illusionist can learn that draws upon the power of shadow planes behind the material plane of existence. This sort of magic is the hallmark of the truly powerful illusionist, for by tapping the power of the shadow planes an

illusionist can weave quasi-reality into his or her phantasms. At this level of power, the illusionist can begin to reshape reality by the power of his or her mind. The *shadow monsters* created by the spell are selected by the caster (subject to the GM's discretion). The total hit dice of the monsters cannot exceed the caster's level, and all of them must be the same kind of monster. *Shadow monsters* have only 20% of normal hit dice (multiply by .2 and round up). Anyone seeing a

*shadow monster* is entitled to a saving throw to realize that the creature is only partially real. If shadow creatures attack someone who fails the saving throw, they strike and inflict damage as the type of creature they appear to be (excluding magical attacks such as breath weapons). If they attack someone who has succeeded in making a saving throw, they are treated as AC 10 and inflict only 20% (multiply by .2 and round up) of normal damage for that sort of creature.



### SHAPE CHANGE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 9

**Range:** 0

**Duration:** 1 turn/ level

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 9 segments

**Saving Throw:** None

Upon casting this spell, the magic user becomes able to change shape almost at will (each change takes one segment, and incurs no system shock check). The caster retains his or her own mind and hit points, but assumes the magical properties of the shape-changed form as well as its physical capabilities. The spell does not allow the caster to assume the form of any greater creature native to another plane of existence, but virtually any other form can be assumed, from a tree to an insect to

a treasure chest to a dragon. The material component of the spell is a piece of jewellery worth 5,000 gp.

### SHATTER

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** 60 ft

**Duration:** Instantaneous

**Area of Effect:** 1 object

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** Negates

This spell causes an item to shatter into pieces. It can affect objects of up to ten lbs weight per caster level. Only brittle materials are affected by the spell (glass, earthenware, etc.) excluding magical items of any kind. The item is permitted a saving throw against a crushing blow to avoid



destruction.

### SHIELD

*Arcane Evocation*

**Level:** Magic user 1

**Range:** Caster

**Duration:** 5 rounds/ level

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

By means of this spell, the caster creates an invisible barrier of magical force. *Magic missiles* cannot penetrate the barrier at all. The magic user gains an armour class of 2 against any hurled weapon, an armour class of 3 against propelled weapons such as arrows, and armour class of 4 against all other attacks. All saving throws against frontal attacks (by wands, dragon breath, etc.) are made at +1 during the spell's duration. The shield is a frontal defence and grants no benefits against attacks from behind or from the rear flanks.

### SHILLELAGH

*Druidic Transmutation/ Alteration*

**Level:** Druid 1

**Range:** Touch

**Duration:** 1 round/ caster level

**Area of Effect:** 1 oak club

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

The druid imbues a club or billet of oak-wood with enchanted power, making it +1 to hit and capable of inflicting 2d4 points of damage against small and medium-sized opponents, 1d4+1 against large opponents. The shillelagh must be wielded by the druid in order for it to possess these magical properties; in the hands of any other person it will be no more than an ordinary wooden club.

### SHOCKING GRASP

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** Touch

**Duration:** 1 round

**Area of Effect:** 1 creature

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** None

This spell imbues the caster's hand with a powerful electrical charge that the magic user may use to deliver a deadly shock. The electrical charge can be delivered either by a direct touch (requiring a successful attack roll) or through a conductive material such as metal. This spell is not powerful enough to deliver a dangerous shock through any significant volume of water, but a small quantity of water (a shallow puddle, for instance) could be used as a suitable conductor. The *shocking grasp* inflicts 1d8 hit points of damage, +1 hit points per level of the caster.

### SILENCE, 15 FT RADIUS

*Clerical Transmutation/ Alteration*

**Level:** Cleric 2

**Range:** 120 ft

**Duration:** 2 rounds/ caster level

**Area of Effect:** 30 ft diameter sphere

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** See below

Casting this spell brings into being an area of complete and utter magical silence in which no sound can be heard. The spell may be cast upon a location in the air, upon a physical object (in which case it will move with the object), or upon a creature (in which case a saving throw is applicable). If the creature makes a saving throw, the area of *silence* will centre upon the space just behind the intended victim.

### SIMULACRUM

*Arcane Illusion/ Phantasm*

**Level:** Magic user 7

**Range:** Touch

**Duration:** Instantaneous (permanent)

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 1 day

**Saving Throw:** None

This eerie spell permits the magic user to make a living duplicate of another creature using ice or snow as the raw material of the duplicate's substance. The *simulacrum* is identical in appearance to the original in even the minutest detail, although there are many differences in other respects. The *simulacrum* will always be weaker than the original, having only half of the original hit points and a lower level of experience (1d4+1 x10%). The *simulacrum* does not have its own personality; it is under the caster's control

and has no volition without the caster's spoken command. A *simulacrum* can be improved by the use of other spells; a *reincarnation* spell will provide it with its own personality, and a *limited wish* may be used to give it the original's personality and 40-60% of the original's memories. Casting the spell requires material components of 1,000 gp in value, and a part (even so small as a piece of hair) of the creature to be duplicated.

### SLEEP

*Arcane Enchantment/ Charm*

**Level:** Magic user 1

**Range:** 30 ft + 10 ft/ level

**Duration:** 5 rounds/ level

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

This spell affects a circular area with a 15 ft radius. A number of creatures within this radius (determined by their hit dice) fall into a deep magical slumber with no saving throw allowed. Magically sleeping creatures may be killed or tied up at a rate of one per round by a single person, or can be attacked at twice the normal rate with an automatic hit for maximum damage, if the attacker chooses not to kill or bind them. A sleeping creature requires a full round to waken and must be shaken or slapped to bring it to consciousness; mere noise, however loud, will not disturb the enchanted slumber of a *sleep* spell's victim. The number of enemies affected by the spell is a function of their hit dice. If there are creatures of different hit dice in the area, the weaker ones will be affected first. Creatures with hit dice over 4+4 are not affected by the spell.

Hit Dice of Victim	Number Affected
1 or less	4d4
1+ to 2	2d4
2+ to 3	1d4
3+ to 4	1d2
4+1 to 4+4	0 or 1 (d2-1)

### SLOW

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** 90 ft + 10 ft/ level

**Duration:** 3 rounds + 1 round/ level

**Area of Effect:** 1 creature/ level in a 40 sq ft area

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

This spell acts upon its targets to slow down their movements, or can be used to negate the effects of a *haste* spell. Any creature affected by a *slow* spell will find that it can only move at half normal speed and attack at half its normal rate. The spell may be cast upon up to one creature per caster level, but all must be within the area of the spell's area of effect at the time of casting. If more than one *slow* spell is cast upon the same subject, the effects of the two spells will be cumulative.

### SLOW POISON

*Clerical Necromancy*

**Level:** Cleric 2

**Range:** Touch

**Duration:** 6 turns/ level

**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

This spell is used to slow the progress of poison through the body. Even a person who has died from poison may be revived if he succumbed to the poison within a number of turns less than or equal to the caster's level of experience. The spell does not eliminate or neutralise poison; it merely slows it. A poisoned creature will lose one hit point per turn (but will not fall below one) during the spell's duration; once the spell's protection expires, the victim will suffer the full potency of the poison. The spell is generally used to keep someone alive until the poison can be neutralised completely by other means, such as a *neutralise poison* spell.

### SNAKE CHARM

*Clerical Enchantment/ Charm*

**Level:** Cleric 2

**Range:** 30 ft

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** None

A pattern of gestures made by the cleric in the course of casting this spell creates a hypnotic effect on snakes. Any snake affected by the spell

will rise up and begin swaying back and forth, otherwise remaining motionless. A cleric can affect multiple serpents with the spell, up to a total number of hit points equal to the cleric's own. The spell's duration depends upon the existing emotions of the snake at the time the spell is cast. If the snake was asleep, the duration of the charm is 1d4+2 turns; if the snake was awake but not angry, the duration will be 1-3 turns; and if the snake was angry (or attacking), the spell will last 1d4+4 rounds.

### SNARE

*Druidic Enchantment/ Charm*

**Level:** Druid 3

**Range:** Touch

**Duration:** Permanent (until triggered)

**Area of Effect:** 10 ft radius + 6 ft/ caster level

**Components:** V,S,M

**Casting Time:** 3 rounds

**Saving Throw:** None

This spell is used to enchant a normal snare, making it hard to detect and supernaturally effective. The spell is cast upon a rope, vine, or cord, which then blends perfectly with the surroundings, becoming 90% undetectable to normal (unenchanting) vision. When any creature steps into the area bounded by the snare, the snare will whip closed and bind the victim tightly. Strength of 23 is required to break the snare for one hour after the spell is triggered, and the strength required falls by one point per hour until 12 hours have elapsed, at which time the spell ceases to have any effect. If the snare is attached to a suitably flexible tree, the spell will magically bend the tree so that when the trap is triggered it will snap the victim into the air for 1d6 points of damage and hold it suspended from the branches.

### SPEAK WITH ANIMALS - Cleric

*Clerical Transmutation/ Alteration*

**Level:** Cleric 2

**Range:** 0

**Duration:** 2 rounds/ caster level

**Area of Effect:** 1 creature within 30 ft of the caster

**Components:** V,S

**Casting Time:** 5 segments

**Saving Throw:** None

When the caster invokes this spell, he or she becomes able to communicate with and understand the "speech" of normal animals (with

the exception of mindless creatures). While the spell lasts, the animal (and any other animals of the same type in its company) will refrain from attacking, even if they were initially hostile. Depending upon the nature of the conversation, if the animal's alignment is neutral or of the same tendency as the cleric's, the animal may be disposed to help the cleric in some manner. It is important to note that the spell does not permit speech with animals of monstrous or unnatural nature; communication with a monster such as a cockatrice, for example, is beyond the spell's power. Neither does the spell suddenly imbue an animal with intelligence; the observations and opinions of an animal such as a badger will be appropriate to the animal's own experiences, motives, and intellectual limitations.



### SPEAK WITH ANIMALS - Druid

*Druidic Transmutation/ Alteration*

**Level:** Druid 1

**Range:** 0

**Duration:** 2 rounds/ caster level

**Area of Effect:** 1 animal type within 40 ft of the caster

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

This spell allows the druid to speak with all animals of a particular type or species that are within 40 ft of him or her when the spell's casting is complete. In all other respects, except as denoted above, the spell is identical to the second level cleric spell *Speak with Animals*.

### SPEAK WITH DEAD

*Clerical Necromancy*

**Level:** Cleric 3

**Range:** 10 ft

**Duration:** See below

**Area of Effect:** 1 dead creature

**Components:** V,S,M

**Casting Time:** 1 turn  
**Saving Throw:** None

By casting *Speak with Dead*, the cleric opens a mystical channel to the afterworld, permitting him or her to ask a dead creature several questions. As with most spells that concern the afterlife, the length of time that the soul has departed is a factor—the longer the creature has been dead, the more powerful the casting cleric must be to initiate contact. The cleric must be able to speak the dead creature's language and must have some portion of its bodily remains available as the focus of the spell.

Caster level	Spell duration	Max number of questions	Max time since death
5-6	1 round	2	1 week
7-8	3 rounds	3	1 month
9-12	1 turn	4	1 year
13-15	2 turns	5	1 decade
16-20	3 turns	6	1 century
21+	1 hour	7	1 æon

**SPEAK WITH MONSTERS**  
*Clerical Transmutation/ Alteration*

**Level:** Cleric 6  
**Range:** Caster  
**Duration:** 1 round/ caster level  
**Area of Effect:** 30 ft radius  
**Components:** V,S  
**Casting Time:** 9 segments  
**Saving Throw:** None

Within the spell's area of effect, the caster becomes capable of communicating with any kind of creature provided it has some form of intelligence. The spell does not make the target friendly to the caster; for this, the caster must rely upon his or her charisma.

**SPEAK WITH PLANTS - Cleric**  
*Clerical Transmutation/ Alteration*

**Level:** Cleric 4  
**Range:** Caster  
**Duration:** 1 round/ caster level  
**Area of Effect:** Caster  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

The cleric becomes able to hold converse with living plant matter. He or she may pose questions

and understand the answers given, although any conclusions or opinions the plant provides will be based on the plant's level of intelligence. Even a normal plant, however, will be able to convey information about events that have transpired near it. If the plants are capable of motion, it will be possible for the cleric to persuade them into a course of action, such as drawing aside to allow passage, or even attacking an enemy citadel.

**SPEAK WITH PLANTS - Druid**  
*Druidic Transmutation/ Alteration*

**Level:** Druid 4  
**Range:** Caster  
**Duration:** 2 rounds/ caster level  
**Area of Effect:** 40 ft radius around caster  
**Components:** V,S,M  
**Casting Time:** 1 turn  
**Saving Throw:** None

Other than as noted above, this spell is identical to the clerical spell *Speak with Plants*.

**SPECTRAL FORCE**  
*Phantasmal Illusion*

**Level:** Illusionist 3  
**Range:** 60 ft + 10 ft/ level  
**Duration:** See below  
**Area of Effect:** 40 x 40 ft sq + 10 x 10 ft sq/ level  
**Components:** V,S,M  
**Casting Time:** 3 segments  
**Saving Throw:** See below

This spell functions in the same manner as *Improved Phantasmal Force*, but it is a more powerful evocation of the same magic. The illusionist can include sounds, smells, and heat (or cold) into the illusion, making it very believable. The spectral force can linger for three rounds after the illusionist ceases to concentrate upon it.

**SPELL IMMUNITY**  
*Arcane Abjuration*

**Level:** Magic user 8  
**Range:** Touch  
**Duration:** 1 turn/ level, divided among recipients  
**Area of Effect:** 1 creature/ 4 levels  
**Components:** V,S,M  
**Casting Time:** 1 round/ recipient  
**Saving Throw:** None

This spell confers tremendous protection against magical attacks that affect the mind. A creature

warded by this spell gains a +8 bonus to such saving throws. The caster may divide the spell's duration among as many recipients as his or her caster level divided by four. The material component for this spell is a gem of any kind or size.

### SPIDER CLIMB

*Arcane Transmutation/ Alteration*

**Level:** Magic user 1

**Range:** Touch

**Duration:** 1 round + 1 round/ level

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

When the magic user casts this spell, the recipient's bare hands and feet become sticky enough to allow him or her to climb walls and even crawl along a ceiling. The movement rate for such climbing is 30 ft per round. The subject of this spell will find it difficult to employ tools or handle small objects with precision while the spell is in effect.

### SPIRIT-RACK

*Arcane Abjuration*

**Level:** Magic user 6

**Range:** 10 ft + 1 ft/ level

**Duration:** See below

**Area of Effect:** 1 fiend

**Components:** V,M

**Casting Time:** 8d6 hours

**Saving Throw:** None

This spell is used to utterly banish a particular demon, devil, or the like to its home plane of existence for a number of years equal to the caster's level. To cast the spell, the magic user must know the fiendish creature's name, and inscribe it into a scroll, the preparation of which requires 8d6 hours and the expenditure of at least 5,000 gp. Once the spell is cast, if the scroll is read aloud by the caster in the fiend's presence it will have the effects described below. A caster can create no more than one scroll for any particular fiend and can only keep three such scrolls in existence at any one time; the magic of one will fade if a fourth is created.

When the caster speaks the first words of the scroll in the fiend's presence, the demon is immediately held in place (unless its innate magic

resistance allows it to escape this effect). Even if the fiend's magic resistance protects it, the words of the scroll cause considerable agony, and if the creature has the ability to escape it is only 10% likely to remain and try to stop the final reading (0% likelihood if it has no means of attacking the magic user, gaining possession of the scroll, or otherwise influencing events in its favour). After one full minute of reading the scroll (i.e., in the second round), the fiend loses one hit point per hit die from pain. In the third round, the fiend loses 50% of its remaining hit points from the agony caused by the words of the scroll. After the third round of reading, the fiend is banished to its home plane, where it writhes in agony for a period of years equal to the caster's level.

Obviously, any fiend caught with this ritual will seek to negotiate its way out; the GM will determine probabilities based on the fiend's goals and personality, but the base likelihood will be roughly 25% per round that the fiend will agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual.



### SPIRITUAL WEAPON

*Clerical Invocation*

**Level:** Cleric 2

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** Hammer-shaped divine force

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

To cast this spell, the cleric throws a real war hammer into the air, invoking the power of his or her god(s). The real hammer disappears, replaced with a mist-like shape of divine force that attacks at the cleric's will while the cleric concentrates

upon maintaining it (limited, of course, to the duration of the spell). The hammer strikes as a magical weapon for purposes of affecting creatures hit only by magic weapons (as if it were a +1 weapon, with an additional +1 per three levels of the caster), but it has no actual bonus on to hit rolls. The *spiritual weapon* attacks as if it were wielded by the cleric, at the cleric's level and with any appropriate to hit and damage bonuses (or penalties). The weapon does damage as a normal war hammer.

### STATUE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 7

**Range:** Touch

**Duration:** 6 turns/ level

**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** See below

The *statue* spell allows the caster or other recipient of the spell to turn, apparently, into a statue made of stone. The creature can still utilize all of its senses, although the sense of touch is dulled, and only actual damage to the stone is felt. The ensorcelled creature can shift in and out of the statue-form in one second and is not limited to one such shift in a single round. During the initial transformation, the creature must make a special system shock roll with a flat 82% chance of success, with a +1% for every point of constitution the creature possesses (100% chance at Con 18). Failing this roll means that the creature dies. The statue does radiate magic slightly and can be detected in this manner as well as with other similar divination spells or items. The initial transformation requires a full round. Damage that actually manages to hurt the stone statue will be incurred by the creature, but the stone is as hard and durable as granite and not easy to chip or break.

### STICKS TO SNAKES - Cleric (Reversible)

*Clerical Transmutation/ Alteration*

**Level:** Cleric 4

**Range:** 30 ft

**Duration:** 2 rounds/ caster level

**Area of Effect:** 10 ft cube

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

This spell enables the cleric to transform sticks into serpents that attack at the cleric's will. The snakes may be ordered to take other actions if the cleric can speak with them, but this spell alone does not grant the power to communicate with the snakes, only to will them to attack particular opponents. The spell transforms one stick per caster level, and each snake has a 5% chance per caster level of being venomous. The reverse of the spell will change snakes into harmless sticks and can work such a transformation upon snakes created by means of this spell. Sticks of a magical quality, such as wands or magic spears, are not affected by the spell.



### STICKS TO SNAKES - Druid (Reversible)

*Druidic Transmutation/ Alteration*

**Level:** Druid 5

**Range:** 40 ft

**Duration:** 2 rounds/ caster level

**Area of Effect:** 5 ft radius

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

### STINKING CLOUD

*Arcane Evocation*

**Level:** Magic user 2

**Range:** 30 ft

**Duration:** 1 round/ level

**Area of Effect:** 20 ft radius spherical cloud

**Components:** V,S,M

**Casting Time:** 2 segments

**Saving Throw:** See below

This spell creates a nauseating cloud of vapours to billow forth in a location chosen by the caster. All creatures caught within (or later entering) the noxious cloud must make saving throws. Any creature failing to save will be completely unable to act for 1d4+1 rounds, falling to the ground retching and gagging (treated as stunned). A creature that succeeds in making the saving throw may move from within the cloud and be free of the effects after only one round of gasping fresh air (again, being treated as stunned for this round). Even creatures that succeed in making a saving throw cannot do anything within the cloud other than to leave as fast as possible.

### STONE SHAPE - Druid

*Druidic Transmutation/ Alteration*

**Level:** Druid 3

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** 3 cubic ft + 1/ caster level

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

This spell is identical to the magic user spell of the same name, except as noted above.

### STONE SHAPE - Magic User

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** 1 cubic ft/ level

**Components:** V,S,M

**Casting Time:** 1 round

**Saving Throw:** None

The magic user moulds stone by the power of his or her will, shaping it into whatever object or form he or she desires, from a weapon to a sculpture to an ornate stone footstool. Whether used to decorate the wizard's tower with gargoyles or to make an escape hole from a stone prison, this spell is extremely versatile and useful.

### STONE TELL

*Clerical Divination*

**Level:** Cleric 6

**Range:** Touch

**Duration:** 1 turn

**Area of Effect:** 1 cubic yard of stone

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

This spell causes stone to hear and speak. Rocks and stones in the area of effect will answer any of the cleric's questions about what has transpired in their immediate vicinity, or what lies behind them.

### STONE TO FLESH (*Reversible*)

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** 10 ft/ level

**Duration:** Instantaneous

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** See below

This spell transforms stone into flesh, or vice versa if the caster has elected to memorise the reversed version, *flesh to stone*. A creature that has been turned to stone will be returned to its normal state (provided that a system shock roll is successful). If the spell is used upon normal stone (as opposed to restoring a petrified creature), up to 9 cubic ft per caster level may be transformed. A saving throw is permitted only against the spell's reverse, *flesh to stone*.

### STRENGTH

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** Touch

**Duration:** 6 turns/ level

**Area of Effect:** 1 person

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

This spell increases a person's strength (affecting the same sorts of creatures as *hold person*). The recipient's strength increases by 1d6, and members of the various fighter-type classes gain a +1 to this roll. If the spell is cast upon a monster (such as an orc), the GM is free to rule for convenience that the effect of the spell is to grant +1 to damage, and if the d6 roll is a 5 or 6, a +1 to hit as well.

### SUGGESTION - Illusionist

*Phantasmal Enchantment/ Charm*

**Level:** Illusionist 3  
**Range:** 30 ft  
**Duration:** 4 turns + 4 turns/ level  
**Area of Effect:** 1 creature  
**Components:** V, M  
**Casting Time:** 3 segments  
**Saving Throw:** Negates

This spell empowers the caster to suggest facts or courses of action with an almost unavoidable power of persuasion. Factual *suggestions* (“These are not the halflings you seek”), *suggestions* of a course of action (“You won’t mention you saw us, I have no doubt”), or a combination of both are possible. Even a victim who has failed a saving throw against the spell will not undertake a course of action that is palpably unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. No creature will leap off a cliff for no reason; but the caster might need to scout the bottom of a chasm and promise to cast a *feather fall* spell, or hand the victim a “magical” torch that supposedly permits the power of flight. The creature to be influenced must be able to hear and understand the language spoken by the caster.



**SUGGESTION - Magic User**  
*Arcane Enchantment/ Charm*

**Level:** Magic user 3  
**Range:** 30 ft  
**Duration:** 6 turns + 6 turns/ level  
**Area of Effect:** 1 creature  
**Components:** V, M  
**Casting Time:** 3 segments  
**Saving Throw:** None (Negates)

Except as noted above, this spell is identical to the illusionist spell of the same name.

**SUMMON INSECTS**

*Druidic Conjuration/ Summoning*

**Level:** Druid 3  
**Range:** 30 ft  
**Duration:** 1 round/ caster level  
**Area of Effect:** See below  
**Components:** V, S, M  
**Casting Time:** 1 round  
**Saving Throw:** None

When the druid completes the intonations and gestures of this spell, a swarm of insects appears from nearby or from the thin air to attack the druid’s enemies. There is a 70% chance that the swarm will be composed of flying insects, 30% chance that the insects will be ants or other non-airborne biting vermin. A flying swarm can move tremendously fast, but a crawling swarm is limited to movement of 12 ft per round. In either case, the insects automatically inflict two hit points of damage per round against their target, and the unfortunate victim will be so thickly covered as to be incapable of any action, including movement. The druid may redirect the swarm to attack another opponent, but the command will cause one round of confusion within the swarm as it reorients itself toward the new target.

**SUMMON SHADOW**

*Phantasmal Conjuration/ Summoning*

**Level:** Illusionist 5  
**Range:** 10 ft  
**Duration:** 1 round + 1 round/ level  
**Area of Effect:** Summoned shadows  
**Components:** V, S, M  
**Casting Time:** 5 segments  
**Saving Throw:** None

This spell summons one undead shadow per caster level from the shadow planes. The shadows are under the illusionist’s command and will do his or her bidding. If turned, they will return to the shadow plane whence they came.

**SYMBOL - Cleric**

*Clerical Conjuration/Summoning*

**Level:** Cleric 7  
**Range:** Touch  
**Duration:** 1 turn/ level  
**Area of Effect:** See below  
**Components:** V, S, M  
**Casting Time:** 3 segments  
**Saving Throw:** Negates



To cast this spell, the cleric shapes a glowing symbol in the air. Any creature seeing the symbol closely enough to discern its shape (approximately 100 ft) will be affected by it. The clerical casting of this spell allows for three different symbols: Hopelessness, Pain, and Persuasion.

**Hopelessness:** The *symbol of hopelessness* causes despair. Any creature (other than those with no intelligence) failing the saving throw will wander sadly away or surrender in the face of a challenge such as a combat. The despair will persist for 3d4 turns.

**Pain:** The *symbol of pain* inflicts terrible, shooting pains for a duration of 2-20 turns. Any creature so affected will suffer a -4 penalty on attack rolls and a temporary loss of 2 dexterity points.

**Persuasion:** Those viewing the *symbol of persuasion* and failing their saving throw will undergo a temporary change of alignment to the caster's alignment and become friendly to the caster for 1d20 turns.

**SYMBOL** - Magic User  
*Arcane Conjunction/ Summoning*

**Level:** Magic user 8  
**Range:** Touch  
**Duration:** See below  
**Area of Effect:** See below  
**Components:** V,S,M  
**Casting Time:** 8 segments  
**Saving Throw:** See below

The symbol spell is used to enchant magical runes written on a surface. Any creature that passes by, over, or under the rune; touches it; or reads it will be affected by its magic. There are numerous symbols that can be created with this spell. Those best known are as follows:

**Symbol of Death:** Creatures with hit points totalling not more than 80 are slain.

**Symbol of Discord:** All creatures in the area begin arguing with one another. Those that do not share the same alignment have a 50% chance of actually fighting one another. The duration of the effect is 5d4 rounds, but if a fight breaks out, the duration is reduced to 2d4 rounds.

**Symbol of Fear:** As per *fear* spell, but save at -4.

**Symbol of Hopelessness:** Creatures that fail to save vs spells are affected by deep depression for 3d4 turns. Each round during this period they act randomly, not acting at all (25%), or walking away from the *symbol* (75%), even if this means breaking off from combat. Such creatures will submit to any demand made by an enemy or ally, including a command to surrender.

**Symbol of Insanity:** Creatures with total hit points of not more than 120 are affected by lunacy, acting per the random actions described in the *confusion* spell. The effect is permanent (or until removed by magical means).

**Symbol of Pain:** Any creature triggering the symbol is subjected to horrible pain, losing 2 points of dexterity and gaining a penalty of -4 on all to-hit rolls for a period of 2d10 turns.

**Symbol of Sleep:** This symbol causes any creature of 8+1 hit dice or less to fall into an enchanted slumber; it is impossible to awaken the victims for 4d4+1 turns.

**Symbol of Stunning:** Creatures with a total of 160 or fewer hit points are stunned for 3d4 rounds, dropping whatever they are holding.

Material components for this spell cost at least 10,000 gp.

**TELEKINESIS**  
*Arcane Transmutation/ Alteration*

**Level:** Magic user 5  
**Range:** 10 ft/ level  
**Duration:** 2 rounds + 1/ level  
**Area of Effect:** 25 lbs/ level  
**Components:** V,S  
**Casting Time:** 5 segments  
**Saving Throw:** None

This spell allows the caster to move objects through force of will, up to a weight limit of 25 lbs per level. An object can be accelerated to a deadly velocity over the course of a few minutes. The base speed is 20 ft per round, but the caster can double this speed every round (to 40 ft, then 80 ft, then 160 ft) to a maximum of 102,400 ft per round (1,706 ft per second). For every 2,000 ft per round that an object is travelling, it will sustain 1d6 damage if it strikes another object. The spell allows an object to be moved in any direction, horizontally or vertically.

**TELEPORT***Arcane Transmutation/ Alteration***Level:** Magic user 5**Range:** Touch**Duration:** Instantaneous**Area of Effect:** 250 lbs + 150/ level over 10th**Components:** V**Casting Time:** 2 segments**Saving Throw:** None

The *teleport* spell permits the caster to transport him- or herself, and any additional weight he or she can carry, instantly from one place to another. The magic user must be familiar with the destination (see below), but there is no effective range to the spell, although it does not permit travel to other planes.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–96	97–100
Viewed once	01–76	77–88	89–90	99–100
False destination	(1d20+80)	—	81–92	93–100

To see how well the teleportation works, the player will roll d% and consult the preceding table. Refer to the following information for definitions of the terms contained in table:

**Familiarity:** “Very familiar” is a place where the caster has been very often and feels at home. “Studied carefully” is a place the caster knows well, either because he or she can currently see it, has been there often, or has used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that the caster has seen more than once but with which he or she is not very familiar. “Viewed once” is a place that the caster has seen once, possibly using magic. “False destination” is a place that does not truly exist, or if the caster is teleporting to an otherwise familiar location that no longer exists as such, or has been so completely altered as to no longer be considered “familiar.”

When travelling to a false destination, the player rolls 1d20+80 on the table rather than rolling d%, as there is no real destination.

**On Target:** The caster appears in the correct location.

**Off Target:** The caster appears safely, a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be travelled. The direction off target is determined randomly.

**Similar Area:** The caster winds up in an area that is visually or thematically (depending on how the caster identified it while casting) similar to the target area. It is possible (25% chance) that this result will indicate that the correct location has been reached but that the caster and party will arrive too high, falling 1d% ft unless there is means to arrest the fall. If the party arrives too high and the result would entomb them in a solid surface, they die instantly. Generally, the caster will appear in the closest similar place within range. If no such area exists within the spell’s range, the spell simply fails.

**Mishap:** The caster and anyone else teleporting with him or her arrive beneath the destination point, causing instant death if the area is solid.

**TEMPORAL STASIS** (*Reversible*)*Arcane Transmutation/ Alteration***Level:** Magic user 9**Range:** 10 ft**Duration:** Permanent**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 9 segments**Saving Throw:** None

This spell places the victim into a magical sleep so deep that it is akin to suspended animation. The victim does not age or change in any way and does not need to breathe or eat. The sleep lasts until the victim is awakened by the use of dispel magic or the spell’s reverse form.

**TIME STOP***Arcane Transmutation/ Alteration***Level:** Magic user 9**Range:** 10 ft**Duration:** 1 segment/ 2 levels + 1d8 segments**Area of Effect:** 15 ft radius sphere

**Components:** V

**Casting Time:** 9 segments

**Saving Throw:** None

This spell allows the caster to act between two moments of time, in a bubble where the outside is frozen in place, not moving in the flow of time's passage. The spell's common name is a misnomer, for time does not actually stop; rather the caster simply gains a few "extra" moments, captured in between the points of time's normal passage. Effectively, the caster simply gains the duration of the spell as extra time in which he or she may perform whatever actions he or she wishes, while the rest of the universe is effectively frozen relative to the caster.

### TINY HUT

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** 0

**Duration:** 6 turns/ level

**Area of Effect:** 5 ft radius sphere

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

This spell causes a bubble of magical force to form around the caster. The field will extend through solid substances if necessary, providing a complete sphere of protection even against burrowing creatures. When the caster stands on the ground, the sphere will thus appear to be a hemisphere, with half of it beneath the ground. The field's outside surface is not transparent and is usually a dark amber colour, but anyone inside the sphere can see through to the outside as if the force field did not exist. The spell provides protection against inclement winds and temperature within a certain range, but offers no protection against attacks from outside. Anyone can pass into and out of the hut, and up to six medium-sized or eight small creatures can shelter inside with the caster. If the caster leaves the hut, the spell ends.

Inside the hut, the inhabitants will not feel winds of up to 50 mph, which are completely blocked by the bubble of force, but if the wind reaches gale force of 50 mph the tiny hut will be shredded into oblivion. The temperature inside the hut remains at a pleasant 70° Fahrenheit for so long as the outside temperature remains in a range from 0° to 100°. For every degree of outside temperature beyond this range, the temperature inside the hut

will rise or fall accordingly from 70°. The caster may illuminate the inside of the hut with a dim, ambient light that will not, of course, show to the outside.

### TONGUES - Cleric (*Reversible*)

*Clerical Transmutation/ Alteration*

**Level:** Cleric 4

**Range:** 0

**Duration:** 1 turn

**Area of Effect:** 30 ft radius

**Components:** V,S

**Casting Time:** 7 segments

**Saving Throw:** None

Within the radius established by this spell, the caster, and the caster alone, will be able to speak and understand any verbal language. Note that the spell's area of effect does not move with the caster. The reverse of the spell makes verbal communication impossible for any person (not just the caster) in the spell's area, or may be used to cancel out the effects of the *tongues* spell.

### TONGUES - Magic User (*Reversible*)

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** 0

**Duration:** 1 round/ level

**Area of Effect:** 30 ft radius

**Components:** V,M

**Casting Time:** 3 segments

**Saving Throw:** None

Within the radius established by this spell, the caster, and the caster alone, will be able to speak and understand any verbal language, including alignment tongues. Note that the spell's area of effect does not move with the caster. The reverse of the spell makes any verbal communication impossible for any person (not just the caster) in the spell's area, or may be used to cancel out the effects of the *tongues* spell.

### TRANSFORMATION

*Arcane Transmutation/ Alteration*

**Level:** Magic user 6

**Range:** Caster

**Duration:** 1 round/ level

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 6 segments

**Saving Throw:** None

Upon the completion of this spell, the caster's form and mind alter as he or she takes on the spirit and attributes of a powerful berserker warrior. The caster's existing hit points are doubled, and any damage sustained is first deducted from the "additional" hit points with no deduction from the "true" hit points until the additional hit points are gone. Once the additional hit points are gone, however, the caster sustains twice normal damage from attacks. The caster's armour class improves by four points, and he or she attacks as a fighter of the same level. The transformed magic user may only use a dagger as a weapon while in this berserk state, but may attack twice per round, inflicting a +2 bonus on all damage. The magic user cannot cancel the effects of this spell, and will continue to attack until all enemies are killed or the spell duration ends. In order to cast this spell, the magic user must consume a *potion of heroism*.

### TRANSMUTE METAL TO WOOD

*Druidic Transmutation/ Alteration*

**Level:** Druid 7

**Range:** 80 ft

**Duration:** Instantaneous (permanent)

**Area of Effect:** 1 metal object

**Components:** V,S,M

**Casting Time:** 9 segments

**Saving Throw:** See below

Using this spell, the druid may select a single object of metal and change its substance to wood. The spell affects up to 8 lbs of metal per caster level. The item is not entitled to a saving throw, but magic items have a flat 90% chance of being unaffected by the spell.

### TRANSMUTE ROCK TO MUD - Druid

*(Reversible)*

*Druidic Transmutation/ Alteration*

**Level:** Druid 5

**Range:** 160 ft

**Duration:** See below

**Area of Effect:** 20 ft cube/ caster level

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

This spell transforms solid rock into mud, the volume transformed being proportionate to the caster's level. Any volume of mud will sink until its depth is equal to about one half the pool's diameter. If this spell is cast upon a ceiling, the

resulting volume of mud will immediately collapse, possibly trapping or suffocating those caught beneath. Similarly, if a floor is turned to mud, creatures standing in the area will sink and may be trapped. If *dispel magic* is cast upon the mud before it eventually dries into dirt, the mud will return to stone, but in the shape and location of the mud (i.e., a collapsed ceiling will not return to its original place; it will be frozen back into stone where it collapsed). The spell's reverse transforms mud into sandstone or a similar sedimentary rock.

### TRANSMUTE ROCK TO MUD - Magic User

*Arcane Transmutation/ Alteration*

**Level:** Magic user 5

**Range:** 10 ft/ level

**Duration:** See below

**Area of Effect:** 20 ft cube/ level

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

Except as may be noted above, this spell is identical to the druidic spell of the same name.

### TRANSPORT VIA PLANTS

*Druidic Transmutation/ Alteration*

**Level:** Druid 6

**Range:** Touch

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S

**Casting Time:** 3 segments

**Saving Throw:** None

The mystic oneness of all nature is a principal tenet of many druidic sects, and it sees practical use in the *transport via plants* spell. Upon casting this spell, the druid may travel almost instantly from one plant to another through the mystic oneness that joins all life forms. The spell operates in much the same fashion as *pass plant*, but with an unlimited range.

When the spell is cast, the druid simply steps into a large plant of any kind and disappears into it. He or she may remain in the first plant for up to 24 hours, but at any time he or she may step forth from another plant of the same species in another location. The druid may know of a specific plant from which he or she wants to emerge, or may simply specify a distance and a direction. If the druid does not know of a specific destination plant, his or her arrival may be off by 1d% miles

from the desired point of arrival, at the GM's discretion.

### TRAP THE SOUL

*Arcane Conjuration/ Summoning*

**Level:** Magic user 8

**Range:** 10 ft

**Duration:** Permanent

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** See below

**Saving Throw:** See below

This spell traps a victim's soul within a gem for eternity unless the prisoner is rescued. The prison must be prepared ahead of time, by the use of various spells and rituals costing 1,000 gp per level or hit die of the creature to be trapped. The trap may be sprung by either of two methods: either speaking the final word of the spell (which requires one segment and grants the target a saving throw) or persuading the victim to accept a pre-prepared trigger item (in which case no saving throw is permitted—the imprisonment is automatic). When a being is freed from imprisonment, even player characters, the being that has performed the rescue may demand a service or task from the freed prisoner. For unknown reasons, the request affects the prisoner in the same manner as a *geas*.

### TREE

*Druidic Transmutation/ Alteration*

**Level:** Druid 3

**Range:** Caster

**Duration:** 6 turns + 1 turn/ caster level

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

Casting this spell causes the druid's shape to melt and twist into that of a tree, its general appearance determined by the caster. The spell is neither an illusion nor a charm: the druid is, for all intents and purposes, a tree. However, in tree shape the druid retains human senses and will be fully aware of his or her surroundings. The druid may shift back into human shape at will, thereby ending the spell. Magical detections will reveal the druid's true form, but ordinary inspections, no matter how minute, will not.

### TRIP

*Druidic Enchantment/ Charm*

**Level:** Druid 2

**Range:** Touch

**Duration:** 1 turn/ caster level

**Area of Effect:** 1 object, up to 10 ft length

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** Negates

This spell turns an appropriate object into a magical trap of sorts. The object rises from the ground and trips any creature crossing over it, even if they are aware of it (saving throw vs spells—unlisted category, +4 if aware of the object). The object is 80% undetectable and will affect even the caster. The trap causes falls to be much worse than normal: a running creature will suffer 1d6 points of damage and be stunned for 1d4+1 rounds, or will merely be stunned if they fall onto a soft surface such as grass. Creatures larger than size M are not affected by the spell.

### TRUE SEEING (*Reversible*)

*Clerical Divination*

**Level:** Cleric 5

**Range:** Touch

**Duration:** 1 round/ level

**Area of Effect:** Creature touched

**Components:** V,S,M

**Casting Time:** 8 segments

**Saving Throw:** None

This spell imbues the recipient with the ability to see things as they truly are within a range of 120 ft. Illusions, displacements, astral or æthereal objects and beings, and secret doors are examples of the kinds of deception and unreality that the spell reveals. Alignment auras become visible so that the cleric can discern good from evil, law from chaos. Polymorphed items and creatures are seen in their true shape. The reverse of the spell, *false seeing*, is in the nature of a curse, making the subject's perception untrustworthy and contrary in what it reveals.

### TRUE SIGHT

*Phantasmal Divination*

**Level:** Illusionist 6

**Range:** Touch

**Duration:** 1 round/ level

**Area of Effect:** 60 ft

**Components:** V,S

**Casting Time:** 3 segments  
**Saving Throw:** None

This spell is identical in function (other than as may be noted above) to the clerical spell *true seeing*, except that the illusionist cannot discern alignments, for this spell is not of a spiritual nature.

### TURN WOOD

*Druidic Transmutation/ Alteration*

**Level:** Druid 6  
**Range:** 0  
**Duration:** 4 rounds/ caster level  
**Area of Effect:** 120 ft wide path, 20 ft long/ caster level  
**Components:** V,S,M  
**Casting Time:** 8 segments  
**Saving Throw:** None

At the completion of this spell, the druid holds his or her palm outstretched, and with the final word of the spell a tremendous burst of power rolls forth, forcing back all wooden objects. Even very large wooden structures that are not affixed to the ground will be affected, although objects fixed to the ground will manage to withstand the spell's awesome power. A sapling-sized or smaller piece of wood will splinter and break even if it is firmly affixed. The druid need not concentrate on maintaining the waves of force and cannot change the direction of the flow of eldritch power once it is set.

### UNSEEN SERVANT

*Arcane Conjuration/ Summoning*

**Level:** Magic user 1  
**Range:** Caster  
**Duration:** 6 turns + 1 turn/ level  
**Area of Effect:** 30 ft radius around spell caster  
**Components:** V,S,M  
**Casting Time:** 1 segment  
**Saving Throw:** None

By means of this spell, the caster summons a mindless magical force to perform simple tasks. The servant can fetch and carry things, open doors, hold chairs, clean, mend, etc. It will continue at its assigned task until it is given another command. An *unseen servant* cannot exert force of more than 20 lbs. *Unseen servants* can neither attack nor move beyond the spell's area of effect.

### VANISH

*Arcane Transmutation/ Alteration*

**Level:** Magic user 7  
**Range:** Touch  
**Duration:** Instantaneous or permanent—see below  
**Area of Effect:** 1 object  
**Components:** V  
**Casting Time:** 2 segments  
**Saving Throw:** None

The caster's magic words cause an object to vanish, either being teleported away or shifted into the æthereal plane and replaced with stone on the material plane. The caster can teleport an object that weighs no more than 50 lbs per caster level to a location of his or her choice (subject to the normal rules of a *teleport* spell). If the object is larger, or if the caster chooses not to change its location, he may instead shift the object into the æthereal plane, to be replaced with shapeless stone. A *dispel magic* cast upon such stone will return the object to the material plane. Items that are part of larger structures, such as doors or windows, may be caused to *vanish*.

### VEIL

*Phantasmal Illusion*

**Level:** Illusionist 6  
**Range:** 10 ft/ level  
**Duration:** 1 turn/ level  
**Area of Effect:** 20 x 20 ft/ level  
**Components:** V,S  
**Casting Time:** 3 segments  
**Saving Throw:** None

Veil is an extremely powerful spell of the same type as *hallucinatory terrain*, which alters the appearance of an area and everything in it, including people and other creatures. The illusion will fool even the sense of touch.

### VENTRILLOQUISM - Illusionist

*Phantasmal Illusion*

**Level:** Illusionist 2  
**Range:** 10 ft/ level, to a maximum of 90 ft  
**Duration:** 4 rounds + 1 round/ level  
**Area of Effect:** 1 object  
**Components:** V,M  
**Casting Time:** 2 segments  
**Saving Throw:** None

The caster makes his or her voice (or any sound he or she can vocalize) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. For each point of intelligence of the listener over 12, there is a cumulative 10% chance to correctly perceive the source of the sound.

### **VENTRILOQUISM - Magic User**

*Arcane Illusion/Phantasm*

**Level:** Magic user 1

**Range:** 10 ft/ level (max 60 ft)

**Duration:** 2 rounds + 1 round/ level

**Area of Effect:** 1 object

**Components:** V,M

**Casting Time:** 1 segment

**Saving Throw:** See below

Except as may be noted above, this spell is identical to the illusionist spell of the same name.



### **VISION**

*Phantasmal Divination*

**Level:** Illusionist 7

**Range:** Caster

**Duration:** See below

**Area of Effect:** Caster

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

By means of this spell, the illusionist gazes beyond reality itself, seeking patterns that will give him or her the answer to a question. 3d6 are rolled, and if the result is 10 or higher, he or she gains significant insights about the answer to the question. Gazing into the patterns beyond reality is a risky proposition, however; if the result of the die roll is from 3-6, the illusionist becomes

obsessed with performing a task, and is treated as being under a *geas* spell until the random task is completed. If the roll is from 7-9 there is no result at all from the divination; the illusionist discerns no useful patterns, and suffers no ill effects from the attempt.

### **WALL OF FIRE - Druid**

*Druidic Evocation*

**Level:** Druid 5

**Range:** 80 ft (wall) or caster (ring)

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 7 segments

**Saving Throw:** None

One of the more dramatic examples of druidic magic is the *wall of fire* spell, by which the druid calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat one would expect, but the other side emits merely a gentle warmth. Passing through the flames inflicts 4d4 damage plus one per caster level. Creatures as far as ten ft from the hot side of the wall incur 2d4 hit points of damage, and even creatures as far as 20 ft from the fire are burned for 1d4 points of damage. Undead creatures suffer worse from the power of this druidic magic, taking twice the ordinary damage the wall would inflict.

The wall persists for as long as the druid concentrates upon it, or, if the druid does not choose to maintain concentration, will remain for one round per caster level. The druid may evoke a wall of fire in one of two shapes: a wall or a ring. The size of a straight wall is up to one 20 ft square per caster level. A ring has a radius of up to five ft per caster level (with the caster in the centre) and is 20 ft high. If the druid manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the caster.

### **WALL OF FIRE - Magic User**

*Arcane Evocation*

**Level:** Magic user 4

**Range:** 60 ft

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** None

A magic user's *wall of fire* does base damage of 2d6 hit points plus one hit points per level. If the wall is configured as a ring its radius will be 10 ft + 3 ft per level. In all other respects, the spell resembles the druidic spell *wall of fire*.

### WALL OF FOG

*Phantasmal Transmutation/ Alteration*

**Level:** Illusionist 1

**Range:** 30 ft

**Duration:** 2d4 rounds + 1 round/ level

**Area of Effect:** 20 ft/ level cube

**Components:** V,S,M

**Casting Time:** 1 segment

**Saving Throw:** None

The illusionist creates a curtain of obscuring fog in the area of effect. Vision of all kinds is reduced to 2 ft through the swirling vapour. The fog can be affected by normal or magical wind and breezes.

### WALL OF FORCE

*Arcane Evocation*

**Level:** Magic user 5

**Range:** 30 ft

**Duration:** 1 turn + 1 turn/ level

**Area of Effect:** 20 ft square/ level

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

A *wall of force* is a barrier of magical power, invisible but virtually impervious to all attacks, blocking almost anything from passing through it. The wall is utterly unaffected by physical attacks and spells, including *dispel magic*, and all forms of energy, such as electricity, heat, and cold. The only way actually to destroy a *wall of force* is with a *disintegrate* spell. The wall remains in place even if the ground beneath it is destroyed or transformed, hanging magically in place where it was evoked.

### WALL OF ICE

*Arcane Evocation*

**Level:** Magic user 4

**Range:** 10 ft/ level

**Duration:** 1 turn/ level

**Area of Effect:** Wall, area 100 sq ft/ level, 10 ft thick/ level

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** None

A *wall of ice* spell creates a huge wall of ice, with a front face of up to 100 sq ft per level. Its exact dimensions are adjustable by the caster. Thus, if the wall is cast by a 20th level caster, the dimensions of the wall could be any combination of dimensions that multiply to equal 2,000 sq ft. The wall might be 10 ft high and 200 ft long, or 5 ft high and 400 ft long, or 20 ft high and 100 ft long, etc. The wall need not be cast so that it is attached to anything, and it can even be cast in the air to fall upon opponents, doing 3d10 points of damage in the area where it falls. Breaking through the ice with a melee weapon causes two hit points of damage from ice shards per inch of thickness, and can be broken out at a rate of 10 ft per round. Normal fire has no measurable effect upon the wall, but magical fire will melt through it in one round. If the wall is destroyed by fire in a single round, it will cause a massive cloud of water vapour to form and linger for a full turn, obscuring vision by 50%.

### WALL OF IRON

*Arcane Evocation*

**Level:** Magic user 5

**Range:** 5 ft/ level

**Duration:** Permanent

**Area of Effect:** 15 x 15 ft sq/ level

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

By casting *wall of iron*, the magic user creates a sheet of solid iron, one quarter of an inch thick per caster level, with dimensions of 15 sq ft per caster level. The configuration of the square footage is determined by the caster, but must be rectangular. The wall must be vertical if it is created upon the ground, but may be created horizontally in the air, falling to crush whatever is beneath. The wall is natural iron and can be affected by rust or transmutations, but its existence is magical and may be dispelled.

### WALL OF STONE

*Arcane Evocation*

**Level:** Magic user 5

**Range:** 5 ft/ level

**Duration:** Permanent

**Area of Effect:** 20 x 20 ft square/ level

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None



When the spell is completed, a *wall of stone* is called into being, sprouting from existing stone formations. In order for the spell to succeed, there must be existing rock large enough to serve as the anchor on each side of the wall. No rock from the foundation is consumed; the wall's stone is created from nothing, but needs existing rock from which to emerge and with which to meld. The wall itself is one quarter of an inch thick for each level of the magic user and has an area of 20 x 20 ft per caster level. The wall need not be vertical, but must be anchored—a bridge is a good example of a way to create and use a horizontal *wall of stone*. The wall may be dispelled, but otherwise has all the characteristics of natural stone.

### WALL OF THORNS

*Druidic Conjunction/ Summoning*

**Level:** Druid 6

**Range:** 80 ft

**Duration:** 1 turn/ level

**Area of Effect:** 100 ft cube/ caster level

**Components:** V,S

**Casting Time:** 8 segments

**Saving Throw:** None

When the druid casts this spell, a tangled wall of briar vines erupts from the ground, bristling with sharp, deadly thorns. Running into or attempting to force a way through the thorns will cause eight hit points damage, plus one hit point for every point of armour class. A creature may be caught within the *wall of thorns* when the spell is cast, and if this is the case it will take damage immediately and must fight through (taking damage a second time) to gain enough freedom of motion to chop at the thorns. It takes four turns to cut through a 40 ft thickness of a wall of thorns.

Normal fire has no effect upon a wall of thorns, but magical fire can ignite the entire growth, creating a *wall of fire* (as per the spell) that burns away to nothing in two turns.

### WARP WOOD

*Druidic Transmutation/ Alteration*

**Level:** Druid 2

**Range:** 10 ft/ caster level

**Duration:** Instantaneous (permanent)

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 4 segments

**Saving Throw:** None

This spell permanently warps wood and may be used to destroy arrows, spears, doors, etc. The druid may affect a volume of wood roughly fifteen inches long by one inch thick per caster level, about the volume of an axe handle. Multiple items may be affected; four arrows have about the same volume as an axe handle. A fifth level druid could effectively destroy a normal door with this spell.

### WATER BREATHING - Druid (Reversible)

*Druidic Transmutation/ Alteration*

**Level:** Druid 3

**Range:** Touch

**Duration:** 6 turns/ level

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 5 segments

**Saving Throw:** None

This spell grants the ability to breathe underwater while the spell lasts. The reverse of the spell allows a water-breathing creature to breathe in the air.

### WATER BREATHING - Magic User (Reversible)

*Arcane Transmutation/ Alteration*

**Level:** Magic user 3

**Range:** Touch

**Duration:** 1 round/ level

**Area of Effect:** 1 creature

**Components:** V,S,M

**Casting Time:** 3 segments

**Saving Throw:** None

Except as noted above, this spell is identical to the druidic spell *water breathing*.

### WEATHER SUMMONING

*Druidic Conjunction/ Summoning*

**Level:** Druid 6

**Range:** 0

**Duration:** See below

**Area of Effect:** See below

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

The area of effect of this spell is d% sq miles, but except as noted above, the spell is similar to the clerical spell *control weather*, allowing the druid to affect, but not direct, existing weather conditions.

**WEB***Arcane Evocation***Level:** Magic user 2**Range:** 5 ft/ level**Duration:** 2 turns/ level**Area of Effect:** 80 cubic ft between anchoring points**Components:** V,S,M**Casting Time:** 2 segments**Saving Throw:** See below

This spell causes a mass of tough, sticky webs to appear, filling in any open spaces where the webs can be anchored on both sides (floor and ceiling, between walls, etc.), up to the maximum of the spell's area of effect. Any creature in the area must make a saving throw at a penalty of -2. The effect of a successful saving throw depends upon how close the target is to the edge of the area of effect; if the creature is within five ft of the edge of the spell's area of effect, the creature has jumped free and is not affected by the *web*. If the creature is not within five ft of the edge and makes its save, that creature will be able to fight its way through the *web* at twice normal speed (at a rate of 1 ft per turn if its strength is less than 13) and will have no chance of suffocating. No creature within the area of effect, whether a saving throw is made or not, can cast spells or attack. Any creature that fails its saving throw has a cumulative 5% chance of suffocating per turn. Creatures with a strength of less than 13 that fail the saving throw are trapped within the *web* and cannot move or act at all. Creatures with a strength of 13-17 are capable of moving through 1 ft of webs per turn. A creature with strength 18+ can move through the *web* at a rate of 10 ft per turn, and creatures such as dragons virtually ignore the webs, breaking through at a rate of 100 ft per turn. The strands of a *web* spell are very flammable. If they are ignited, fire will flash through the entire *web*, dealing 2d4 points of damage to all creatures within and burning away the webs.

**WIND WALK***Clerical Transmutation/ Alteration***Level:** Cleric 7**Range:** Caster**Duration:** 6 turns/ caster level**Area of Effect:** See below**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

Upon completing the wording of this spell, the caster's body becomes insubstantial, resembling the misty substance of water vapour. Indeed, if the caster wears white garments, he or she is likely (80% chance) to be mistaken for a cloud of vapour or steam. Carried upon a magical wind controlled by the caster, the wind walker(s) may travel as rapidly as 600 ft per turn or as slowly as 60 ft per turn. The caster may carry another person for every eight caster levels, transforming them into cloudlike wind walkers by his touch. The spell ends when the cleric cancels it or the duration expires.

**WISH***Arcane Conjunction/ Summoning***Level:** Magic user 9**Range:** Unlimited**Duration:** Varies (GM discretion)**Area of Effect:** Varies (GM discretion)**Components:** V**Casting Time:** Varies (GM discretion)**Saving Throw:** Varies (GM discretion)

A *wish* spell is the true version of *limited wish*, an extraordinarily potent invocation of eldritch power. After casting a *wish* spell, the caster will be weakened considerably, requiring 2d4 days of bed

rest. The only exception to this is when the *wish* is used for transport, healing, or resurrection of the dead. In general, the exact wording of the *wish* is carried out regardless of its intent, but the GM will not normally be stringent upon this point unless the *wish* is an attempt to overreach the spell's power.

In the case of unreasonable *wishes*, the GM may decide to follow the wording of the spell precisely but pervert the intent, limit the duration of the spell to a very limited time (perhaps mere seconds!) or simply rule that the whole spell fails.

The guideline here is that *wishes* are granted by someone or something, which may or may not be kindly disposed to the player characters. The more greedy or selfish a *wish*, the greater the chance that a mischievous or actually evil power will take the opportunity to teach this upstart mortal a lesson.



### WIZARD EYE

*Arcane Transmutation/ Alteration*

**Level:** Magic user 4

**Range:** Caster

**Duration:** 1 round/ level

**Area of Effect:** Magical eye

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

The *wizard eye* is a scrying spell allowing the wizard to create a material (but invisible) visual organ that transmits to the caster whatever it sees. The eye has infravision with a range of 100 ft and can see at a distance of 600 ft in normal lighting. The eye travels at a rate of 30 ft per round if it is not scrutinising its surroundings closely, but can proceed no faster than 10 ft per

round if it is examining floors, ceilings, and walls. The magic user can detect secret doors through the eye as per his or her normal chance, but cannot view through the eye with any special vision the magic user has, for the eye's vision is limited to its own sensory capabilities. The eye cannot pass through solid substances, but it can move through a hole no more than an inch in diameter.

### WIZARD LOCK

*Arcane Transmutation/ Alteration*

**Level:** Magic user 2

**Range:** Touch

**Duration:** Permanent

**Area of Effect:** 30 sq ft/ level

**Components:** V,S

**Casting Time:** 2 segments

**Saving Throw:** None

A *wizard lock* spell functions similarly to a powerful *hold portal* spell, except that extra-dimensional creatures cannot pass through a *wizard lock* as they can a held portal.

### WORD OF RECALL

*Clerical Transmutation/ Alteration*

**Level:** Cleric 6

**Range:** Caster

**Duration:** See below

**Area of Effect:** Caster and additional weight (see below)

**Components:** V

**Casting Time:** 1 segment

**Saving Throw:** None

By the utterance of a single word of power, the cleric transports him- or herself infallibly to a prepared place of sanctuary. Before the spell can be cast with success, a place in the sanctuary must be inscribed with a rune corresponding to the cleric's *word of recall*; any later elimination of this rune by any person other than the cleric will not affect the proper functioning of the spell. Transportation by means of word of recall is instantaneous and not subject to error. The sanctuary may be of any distance from the cleric, and may be above or below ground. The cleric may also transport as much as 25 lbs of other material per level of experience, including equipment or even another living being.

### WRITE

*Arcane Evocation*

**Level:** Magic user 1  
**Range:** Caster  
**Duration:** 1 hour/ level  
**Area of Effect:** Caster  
**Components:** V,S,M  
**Casting Time:** 1 round  
**Saving Throw:** None

This spell enables the magic user to make a written copy of a spell he or she cannot yet cast, a somewhat dangerous proposition. In order to succeed in this task, the caster must make a saving throw vs spells, with a modifier determined by the difficulty of the spell being transcribed. If the spell is up to one level higher than the magic user can cast, the saving throw is made at +2. If

the spell is two levels higher than the magic user can cast, there is no bonus or penalty to the saving throw. If the spell is more than 2 levels higher than the magic user can cast, each additional level adds a -1 penalty. If the magic user fails this saving throw, the spell is not successfully copied, the caster takes 1d4 points of damage for each level of the spell, and he or she is knocked unconscious for one turn per hit point sustained thereby. The damage sustained cannot be healed more quickly than four hit points per day, even with the assistance of magical healing. If the saving throw is successful, the magic user may copy the spell, which takes one hour per level of the spell. The material component is ink costing at least 200 gp.



*"Are you kidding me?! NEVER trust a hot babe you meet in the dungeon; that's like rule #1."*

After the players have created their characters, using character sheets to record ability scores and other information, the GM will describe the situation. Often, the characters are presumed to have already met and formed an adventuring party, but this is completely up to the GM. The GM's description of the beginning of the game might include a few details about the world, or this knowledge might be reserved for the players to discover bit by bit. Regardless of the level of campaign information, the GM will also describe the characters' immediate surroundings—a tavern, a wild moor, the top of a stairwell leading down into darkness, or whatever other situation the GM has chosen as the starting point for these adventurers' careers. After setting the scene, the course and success of the party is down to the players' judgment and creativity.

The players tell the GM what their characters are doing, such as "Leofric climbs the slope, sword in hand, to see what's at the crest," or, "I light my torch and head down the stairs." The GM responds by telling the players what the characters see, hear, taste, smell and feel. There will sometimes be peaceful encounters with non-player characters (NPCs), and the GM will play the roles of these, either playing the part or giving the players a summary of what the NPC says and does.

### TIME MEASUREMENT

For the characters, time is not measured in the real time of the players around the gaming table. Time may pass faster or slower in the game world, even to the extent of the GM's mentioning, for example, "a month passes." Game time is measured in turns (10 minutes), rounds (1 minute) and segments (six seconds). Unless the party is engaged in combat, almost all game time in dungeons is measured in the 10-minute turn.

The GM normally records the passage of time, but a few GMs delegate keeping track of time to a particularly trustworthy player.

Measuring time can be important for many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest. In dangerous environments, such as wildernesses or dungeons, the GM will typically make periodic checks to see if any "wandering monsters" appear. These checks are normally carried out every so many turns, or hours, or days. Since wandering monsters rarely

have treasure, the appearance of wandering monsters serves to reward characters who do not waste time (or more accurately, to punish those who do). See "Exploring the Dungeon" for more on this.

### MOVEMENT

Movement rates represent the distance a character (or monster) can move in one minute (1 round). If a character is moving cautiously (e.g., stalking, mapping), this movement rate is divided by ten. A party of adventurers with a movement rate of 90 ft would move at 90 ft per turn through a dungeon (moving cautiously), and in combat (not moving cautiously) they would be moving 90 ft in a round. Running allows the character to double his or her movement rate. During combat, a flat-out run is not possible unless performing a charge or fleeing from combat.

Dividing movement rate by five (e.g., 60 ft becomes 12) gives the number of miles the character can travel in a day at walking speed along fairly level terrain. Thus, a character with a movement rate of 120 ft can march 24 miles in one day. Mounted characters use their horse's movement rate rather than their own, of course.

### ENCUMBRANCE AND BASE MOVEMENT RATE

Having the right tool for the right task can mean the difference between life and death beneath the ground in an abandoned tomb or dungeon complex. Players may be tempted to load their characters up with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to what an adventurer can reasonably carry, and a character weighted down with every conceivable piece of equipment will soon find that it is best to be selective in choosing how much to carry. If for no other reason, those same sacks and backpacks need to be empty enough to carry out the vast troves of coins and other treasure the party expects to find! Moreover, if the party must flee from pursuers, it may not be important to be the fastest, but it is of crucial importance not to be the slowest!

The most weight a character can carry is 150 lbs, plus whatever additional weight is allowed for the character's strength. This additional weight allowance permitted by the character's strength is simply subtracted from the weight on the table below to determine a character's level of

encumbrance. For instance, a character carrying 85 lbs of gear would normally be encumbered; the same character with a 50 lb weight bonus can carry 85 lbs without being encumbered, and between 86–120 lbs in the 90 ft/round movement category. The GM must apply common sense to determinations of encumbrance, taking into account the fact that an extraordinarily bulky item, even if it is quite light, will be so unwieldy as to encumber a character. The bulk of listed armour and items is already taken into account for purposes of convenience.



However, keep in mind that a character wearing armour has a maximum movement rate based on that armour, independent of all weight calculations (due to bulkiness). Thus, armour sets a maximum movement rate and also affects the total weight a character carries.

Weight Carried	Max.Movement	Surprise
up to 35lbs	120 ft/round	+1 (for armour lighter than chain mail only)
36-70 lbs	90 ft/round	Normal bonuses apply
71-105 lbs	60 ft/round	No normal bonuses apply (but penalties do)
106-150 lbs	30 ft/round	No normal bonuses apply (but penalties do); -1 extra penalty

No movement is possible if attempting to carry more than 150 lbs (as adjusted).

Note that the table above assumes that the character in question has a base 120 ft move. If the character is of a small race (such as a dwarf, gnome or halfling), a base move of 90 ft may apply (deduct 30 ft from all movement rates, with a minimum of 30 ft; but do NOT change the effect of encumbrance on surprise/initiative).

Naturally, characters must have a container if they wish to carry liquids, large numbers of coins, etc. Capacities of sample containers are as follows:

Container	Capacity
Small Pouch or Purse	1/4 cu ft or 2.5 lbs
Large Pouch	1/2 cu ft or 5 lbs
Small Sack	1 cu ft or 10 lbs
Backpack	3 cu ft or 30 lbs
Large Sack	4 cu ft or 40 lbs
Waterskin	3 pints

## GAINING LEVELS

Upon gaining the requisite number of experience points, a character may increase in level after completing a period of training under the tutelage of a more experienced teacher or, at higher levels, by study or practice. In general, the cost of training will be quite steep, even if the character is high enough level not to need a tutor.

The cost of training will be approximately 1,500 gp per level, and will require 1d4 weeks to complete. Alternatively, the GM may assign a number of weeks of training based on his or her evaluation of the player's and character's performance.

### Random Experience Variable (Optional Rule)\*:

If this optional rule is used, the number of experience points required to gain a level is somewhat variable, representing the vagaries of a character's individual experiences as an adventurer. The base number required to gain a level of experience, shown in the description of each character class, is modified for each level of experience by a random factor. There is a 50% chance that the base number will be reduced, and a 50% chance that it will be increased. Roll a d20 and multiply the result by the level to be attained to determine the exact amount by which the base number will be adjusted.

\* This optional rule is excluded from the Designation of Open Game Content.

## EXPERIENCE

Experience points ("xp") are awarded by the GM for slaying monsters and recovering treasure. The GM may also choose to award additional experience points in any situation in which he or she feels that the players deserve it, although the authors recommend that such instances should not be overly frequent nor the awards made too large. For treasure recovered, the guideline is 1 xp to the party per gold piece value, assuming that the money in question is successfully extracted from the adventure area and brought to a suitable home base or town.

An exception is magic items, which should result in an experience point award of no more than one tenth of their gold piece value if kept. (Full experience may be awarded if such an item is sold to an NPC.)

Note that if the player character level vastly exceeds the monster level, a proportional reduction should be made. Hence, for example, a tenth level fighter slaying an orc in single combat should expect no more than a single experience point for so doing.

### LIGHT AND VISION

In a dungeon, the party's light source is, of course, crucial. Torches may be blown out by gusts of wind or extinguished by water or even magic. Various light sources are available on the equipment table, and details of the illumination they provide are set forth hereafter.

Bullseye lanterns illuminate 80 ft (in a 10 ft wide beam) and burn a pint of oil every four hours. Such lanterns can be masked.

Hooded lanterns illuminate a 30 ft radius and also burn one pint of oil every four hours. Magical weapons illuminate 10-20 ft for an infinite period of time (dagger 10 ft, longsword 20 ft). Torches shed 40 ft of illumination and burn out in six turns (one hour). Standard game candles shed 20 ft of illumination and burn out in 30 minutes, although longer-lasting ones may be purchased at additional cost.

Other light sources, such as lamps or magic items, will have their fields of lighting determined by the GM, who may use the information provided in this section as a guideline.

Note that light sources can be seen from much further away than the radius of illumination they shed. Approaching light will warn intelligent creatures of the approach of surface-dwellers, perhaps giving them a chance to prepare.

### INFRAVISION

Infravision is the ability to see in the dark and is common to almost all subterranean creatures. Infravision cannot be used within the ambit of any light source. Unless otherwise stated, infravision has a range of 60 ft, although some exceptional subterranean creatures have a longer visual range. Infravision does not detect colours and is

of little help while searching or making minute examinations, so sapient creatures such as orcs may well prefer torchlight even if they possess infravision.

### FALLING

It is inevitable that at some point a character will fall into a pit, off a wall, or over a cliff. Damage from falling is determined as follows: Falls of less than 5 ft do no damage in game terms; falls of up to 10 ft cause 1d6 damage; if the distance fallen is 20 ft or less, 3d6 damage is inflicted; falls of up to 30 ft cause 6d6, 40 ft is 10d6, 50 ft is 15d6, and falls of over 50 ft cause 20d6 points of damage.

Optionally, kindly GMs may allow a saving throw against falling damage, and if the GM is so inclined and the saving throw is actually passed, the damage taken will be halved.

### COMBAT

When the party of adventurers comes into contact with enemies, game-time no longer follows a sequence of turns (representing 10 minutes), but is measured in rounds (representing 1 minute), subdivided into six-second long "segments." The order of events is as follows:

1. Determine Surprise (d6)
2. Declare Spells and General Actions
3. Determine Initiative (d6, highest result is the winner, each party acts in the segment indicated by the other party's die roll)
4. Party with initiative acts first (casting spells, attacking, etc.), and results take effect (other than spells, which have casting times to complete before they take effect). Note: Some actions may allow the other side to "interrupt" with an action such as a fleeing attack or attacking charging opponents with spears set against a charge.
5. Party that lost initiative acts, and results take effect (other than spells, which take effect when casting time is completed)
6. The round is complete; declare spells and general actions for the next round if the battle has not been resolved.

**1. Determine Surprise:** If a group of combatants is surprised, its members are basically caught flat-

footed and unable to act during the first few seconds of a battle.

Surprise is checked only once per combat, at the beginning of an encounter. Each side rolls a d6. If the result is a 1, the group is surprised for one segment. If the result is a 2, the group is surprised for two segments. If the result is a 3-6, the group is not surprised. In some cases, monsters or particular character classes may have special rules for surprise (e.g. some monsters cannot be surprised, others are stealthy enough that the party may be surprised on a roll of higher than 2). If a party of adventurers has alerted monsters to its presence (by hammering away at a door for a round or two, for example), the monsters will not need to make a surprise roll at all; however, merely being alert to the possibility of danger is not enough to avoid making a surprise roll. If neither of the opposing forces is surprised, play moves on to the regular combat round, described below.

If one side is surprised while another is not, the unsurprised party may act for a number of "surprise" segments. For example, if the party rolls a 1 and the monsters roll a 2, the party is surprised for one segment, the monsters are surprised for two segments, and thus the party has one surprise segment in which to act. If the party rolls a 2 and the monsters roll a 5, the party is surprised for 2 segments and the monsters (who, having rolled a 5 were not surprised at all) have both of those 2 surprise segments in which to act. Actions that would normally happen over the course of a round may be completed in one surprise segment: talking, attacking, charging, closing to melee, beginning a spell, etc., provided that it is possible for the action to take place during a single segment. In other words, a character cannot make a minute-long speech during that six seconds, nor can a spell be fully cast unless it is a one-segment spell.

A character's surprise bonus (see "Dexterity") acts to negate surprise segments if the character is surprised (or to create them, if the number is a penalty). Thus, a character with a +2 surprise bonus whose side rolled a 2 for surprise (normally a situation in which the character would be surprised for two segments) is not surprised. This can lead to a situation in which a party of adventurers is surprised with the exception of one member. For example, if the monsters rolled a 1, the party rolled a 2, and one party member had a

+2 surprise bonus, the situation will resolve as follows:

- The party member is not surprised at all, because two segments of surprise are negated by his +2 bonus.
- The monsters are surprised for one segment, so the unsurprised party member may act during that first surprise segment.
- In the second surprise segment, the monsters are no longer surprised, but the rest of the party is still surprised (having rolled a 2), so both the monsters and the one unsurprised character can all take action during the second surprise segment.

Dexterity cannot create surprise, only alter the number of segments for which surprise lasts.

If a monster surprises on more than a 2 in 6 (some monster descriptions may contain text such as "surprises on 1-3"), it is possible for the monster to gain more than two segments of surprise. Against a monster that surprises on 1-3, if the party rolls a 3 and the monster is not surprised, the monster would have three surprise segments in which to act.

**2. Declare Spells and General Actions:** Before the two sides roll initiative, spell casters must state what spells (if any) they will be casting in that round. As the round proceeds, the spell caster may elect not to cast the spell, but may not substitute another action. This is simply because the mental preparations for casting a spell are so arduous that the caster cannot switch focus quickly enough to change actions. Non-spell casters should also tell the GM, in general terms, what they will be doing: "attacking with a sword," "using my bow," "climbing the wall," etc.

Before the players do this, the GM should already have formed a similar outline of the monsters' strategy; the GM should not base the monsters' actions on what he or she already knows the players will be doing.

**3. Determine Initiative:** After any surprise segments are resolved and spell casting is declared, the first combat round begins. At the beginning of a combat round, each side rolls initiative on a d6. The roll represents the six second segment of the round in which the OTHER group will be able to act; hence, the higher roll is



the better roll (as the other party will act later). If the party rolls a 6 for initiative, and the monsters roll a 1, this means that the party will be acting in segment 1, and the monsters will not act until the sixth segment of the 10-segment round. Since a combat round is 10 segments long, and the initiative roll only covers the first six segments of the round, there are four remaining segments in the round after the two sides have already taken their actions: these remaining four segments are still important because spells may take effect during this time, and some combatants might “hold” (choose to delay) their actions, waiting to act until these later segments.

The dexterity bonus for surprise is not added to an individual’s initiative for melee attacks, but if a character has a missile weapon in hand, he or she applies his or her missile attack bonus as a bonus to his or her initiative (as well as to the attack roll).

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The GM may handle this situation in any way he or she chooses—with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round! Under any other circumstance, of course, the effects of damage inflicted during that segment will take effect immediately—a goblin killed in the first segment of the round will be dead (and thus unable to attack) by the time the fifth segment of the round arrives.

Some characters (and creatures) may have more than one attack routine. This does not refer to a monster that normally makes multiple attacks in a round—all of these attacks are considered to be part of one attack routine. However, a fighter whose level grants him an additional attack is considered to be making a second entire attack routine. This is perhaps most clearly seen if the reader envisions a fighter who uses a sword in one hand and a dagger in the other. These two attacks are part of an attack routine—and if the fighter is of high enough level or under the influence of a haste spell, he or she may also gain an entire additional attack routine. A creature or character with multiple attack routines cannot use the second attack routine until after the other side’s initiative segment has been resolved.

Once the party with initiative has acted, the party that lost initiative may then take action.

**Note about spells:** Spells have a casting time, the number of segments (or rounds, turns, etc.) required to cast the spell. The spell caster does not actually begin casting the spell until his or her initiative segment. That segment is the first segment of the casting time. The spell does not “go off” until the casting has been completed.

**Example:** Halvaine the Arcane’s party is in battle with a group of orcs. At the beginning of the round, Halvaine’s player declares that the magic user will cast a spell with a 2 segment casting time. The party rolls a 5 for initiative, and the GM rolls a 4 for the orcs. Halvaine thus begins casting in the fourth segment of the round (as the orcs rolled a 4, so Halvaine’s party is acting in segment 4). The orcs attack in the fifth segment (as Halvaine’s party rolled a 5), and Halvaine’s spell will go off in the sixth segment (as his initiative segment is 4, and he adds the casting time of 2)—provided, of course, that the orcish attack in the fifth segment does not interrupt and thus spoil his casting.

## COMBAT ACTIONS

Combat actions normally should be declared by the players, and decided by the GM, prior to the initiative die being rolled. Certain actions, of course, are so integral to the game that methods for their resolution are set forth as rules. These actions are: fleeing, negotiating, holding initiative, firing missiles, setting weapons against a charge, attacking, casting spells, and engaging in unarmed combat. Each of these common actions is described below.

**Charge:** Charging into combat allows the attacker to move and then attack in the same round. A charge is made at twice the normal movement rate (and must terminate within the 10 ft melee range of the target). If the defender has a longer weapon than the attacker, the defender attacks first (unless the defender has already acted in this round). The attacker gains no dexterity bonus against such an attack (and characters with no Dex bonus receive a +1 AC penalty). Additionally, if the defender has a weapon set against the charge (see below), he or she will inflict additional damage with a successful hit against the charging attacker.

Assuming that the charging character survives, he or she gains +2 “to hit” on his or her attack. Characters may only perform a charge once every 10 rounds (i.e. once per turn). Characters who are at the maximum encumbrance category may not charge unless they are mounted and the mount is below the maximum encumbrance category.

An attacker riding a warhorse or other combat-trained mount and equipped with a lance inflicts double the damage rolled on the charge round. (Although the weapon damage is doubled, any bonus for strength, magic, specialisation or other such modifier is not.)

**Closing into Combat:** When two groups of combatants are not within the 10 ft melee range, the attackers may choose either to charge into combat or to advance more cautiously, closing into combat. Closing into combat does not allow the character to make an attack roll that round; the cautious advance does not generate the opening to make a significant attack. However, neither may the character’s opponent attack until the round after closing. When closing into combat, the character may advance the full amount of his or her movement.

**Fighting Retreat:** A character may retreat backward out of combat, maintaining his or her defence, although the attacker may follow if not otherwise engaged. It is possible to parry while doing so, but not to attack. This manoeuvre may be used to “switch places” with another party member who is in combat, the first party member joining battle with the enemy to prevent the enemy’s pursuit while the second character makes a fighting retreat.

**Fleeing from Combat:** Often, discretion is the better part of valour, and the characters will choose to exercise the said discretion at top speed. If a character is in melee combat and runs away, his or her opponent(s) may make an immediate additional attack at +4 to hit.

**Hold Initiative:** Holding initiative is simply waiting until the other side has acted before doing anything.

**Melee Attack:** A melee attack is an attack with a hand-held weapon such as a sword, halberd, or dagger. A character’s strength bonuses to hit and on damage (see “Strength”) are added to melee attacks. It is only possible to make a melee attack when the two combatants are within 10 ft of each

other. Two combatants within ten ft of each other are considered to be “engaged.” When faced with more than one opponent, it is not possible to pick which opponent will be the one receiving the attack; in the rapid give and take of melee, any one of the opponents might be the one to let down his guard for a moment. When a character is in melee with multiple opponents, the target of an attack roll must be determined randomly, but note that characters or creatures with multiple attacks that are part of the same routine (such as a bear with a claw/claw/bite attack or a character wielding a sword and dagger) must make all attacks against the same opponent unless otherwise specified in the relevant monster’s entry.

**Missile Attacks:** Missile attacks are attacks with a ranged weapon such as a crossbow, sling, or thrown axe. When using missiles to attack into a melee, it is not possible to choose which particular target will receive the attack; the target should be determined randomly from among all melee participants, and the missile-firer could well hit a friend. A character’s dexterity bonus for missile attacks is added to the “to hit” roll when the character is using missile weapons. If a character has a missile weapon in hand, his or her missile bonus is also added to his or her initiative roll, allowing the character to potentially attack first even if his or her party has lost the initiative roll.

**Negotiation and Diplomacy:** Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don’t seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat (or at least delay it until favourable conditions arise).

**Parrying:** A character who parries cannot attack, but may subtract his or her “to hit” bonus from his or her opponent’s attack roll. Parrying may be used in combination with a fighting retreat. Parrying only has value to a character with a strength or specialisation-related bonus “to hit”.

**Spells:** Spell casting begins in the spell caster’s initiative segment, and the spell is completed at the end of the casting time. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. While casting a spell, the caster receives no dexterity bonus to his or her armour class.

**Set Weapon Against Charge:** Certain weapons can be “set” against a charge, which is a simple matter of bracing the weapon against the floor or some other stationary object. A character choosing to set his or her weapon against a charge cannot attack unless an opponent charges, but the weapon will inflict double damage against a charging opponent. A charge is any attack that allows the attacker to move and attack, and thus includes leaping attacks that may be made by some monsters.

Weapons that may be set against a charge include spears, lances (when used dismounted), most pole arms, and tridents.

**Unarmed Combat:** Brawling attacks, such as those conducted with fist, foot, or dagger pommel, will normally inflict 1d2 points of damage. All characters are automatically presumed to be proficient with such weapons, i.e. a proficiency slot is not required to make such an attack without penalty.

**Two other unarmed attack forms are possible:** Grappling attacks and Overbearing attacks. A successful grappling attack inflicts 0-1 (1d2-1) points of damage, but also restrains the target and prevents him or her from fighting. The chance of breaking a successful grapple should be determined according to the relative strengths of the creatures concerned. (An ogre could restrain a kobold almost indefinitely, and would be able to break free of the kobold’s grasp at will.)

Overbearing attacks are Grappling attacks exercised at the end of a Charge (see “Charge” above). If successful, the opponent is prone rather than restrained. Otherwise the attack is treated as a grapple.

## COMBAT MODIFIERS

**Concealment:** Concealment is anything that obscures an opponent’s vision, such as tree limbs or smoke, but does not physically block incoming attacks (which would be considered Cover rather than Concealment; see below). The GM must decide whether the defender is about a quarter (-1 to AC), half (-2 to AC), three-quarters (-3 to AC), or nine tenths (-4 to AC) concealed.

**Cover:** Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

25% cover: -2 AC  
50% cover: -4 AC  
75% cover: -7 AC  
90% cover -10 AC

An attack from the unshielded flank denies the target any defensive advantages from a shield. An attack from the rear flank negates the defensive value of the shield and also negates any dexterity bonus.

**Invisible opponent:** An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to hit. If an opponent is invisible to the attacker, he or she cannot be attacked from behind (or from the flank). Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the GM should determine the chance of this according to the creature concerned and the situation. Powerful magical monsters, or those with more than 11 hit dice, will almost always be able to see invisible creatures normally.

**Prone Opponent:** Attacks against a prone opponent negate the benefit of a shield, negate dexterity bonuses, and are made at +4 to hit.

**Rear Attack:** An attack from directly behind an opponent negates the benefit of a shield, negates dexterity bonuses, and is made at +2 to hit.

**Sleeping Opponent:** Sleeping opponents (natural sleep, not magical sleep) may be attacked with the same chance to kill as if the attacker were an assassin. The effect of magical sleep is described under the entry for the sleep spell.

**Stunned Opponent:** A stunned opponent receives no shield or dexterity bonus, and may be attacked at +4.

**Two-Weapon Fighting:** If a character desires to fight with one weapon in each hand, the off-hand weapon must be either a dagger or a hand axe. The weapon in the primary hand attacks with a -2 modifier, and the off-hand weapon attacks at -4. The character’s dexterity bonus (or penalty) for missile weapons is added to both attacks. Thus, a character with a dexterity of 3 would be attacking at -5/-7. However, although penalties can be offset, this rule can never result in a bonus to attacks! The off-hand weapon cannot be used to affect parrying.

## TURNING THE UNDEAD

Clerics and paladins can turn undead, causing them to flee or even turning them to dust by the power of religious faith. An evil cleric can also turn a paladin, but cannot destroy the paladin by turning. Evil clerics may choose to control the undead instead of turning them. If an evil cleric gains a result of “D” on the table, the undead creature falls under the cleric’s control for 24 hours. Normally 2d6 creatures are affected by Turn Undead. Exceptions are paladins and Type 13 creatures, of which only 1d2 are affected, and results of “D”, which affect 1d6+6 creatures.

Turning lasts for 3d4 rounds. While turned, the creature must move away from the cleric at its fastest possible movement rate. It will attack a creature that is directly blocking its escape route, but otherwise may not fight.

The cleric or paladin must be holding his or her holy symbol to make a turning attempt. In most cases this will preclude attacking on the same

round, and the cleric must sheathe or drop his or her weapon (or else set down his or her shield).

To turn undead, roll a d20 on the Turning Undead Table. If the result is equal to or higher than the number shown, the attempt is successful.

**Exception:** Certain religions exist where the cleric’s holy symbol is also his or her weapon (for example, some GMs may permit clerics of the god Thor to carry a hammer which doubles as a holy symbol). In this case, the cleric will be able to make a turn undead attempt with his or her weapon in hand, although even this situation does not empower the cleric to attack and attempt to turn undead in the same round. If the cleric is successful in a turning attempt, he or she may try again next round. If the cleric fails, no further turning attempt may be made during this encounter.

**Optional Rule:** An evil cleric may control no more hit dice worth of undead than his or her level of experience; thus a 9th level evil cleric could control no more than two wights, for example.

Type of Undead	Example	Cleric Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	-	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	-	-	20	16	13	10	7	4	T	T	D
Type 8	Mummy	-	-	-	19	16	13	10	7	4	T	D
Type 9	Spectre	-	-	-	20	19	16	13	10	7	T	T
Type 10	Vampire	-	-	-	-	20	19	16	13	10	7	4
Type 11	Ghost	-	-	-	-	-	20	19	16	13	10	7
Type 12	Lich	-	-	-	-	-	-	20	19	16	13	10
Type 13	Fiend	-	-	-	-	-	-	-	20	19	16	13

For the purposes of evil clerics turning paladins, paladins are treated as Type 8 if they are level 1-2, Type 9 if level 3-4, Type 10 if level 5-6, Type 11 if level 7-8, Type 12 if level 9-10 and Type 13 if level 11 or higher. However, paladins cannot be destroyed by turning.

If the number on the die is equal to or greater than the number shown on the table, the creature is turned and will flee.

If the table indicates “T”, the undead creature is automatically turned, and will flee.

If the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust.

For evil clerics, a result of “D” indicates that the undead are forced into the cleric’s command for a period of 24 hours.



*“Well you don’t have to go all ‘Black Leaf’ on me, just roll a new character!”*

### DAMAGE AND DEATH

When a character or creature is hit, the amount of damage is deducted from his or her hit points. When hit points reach zero, the character is unconscious and will continue to lose one hit point per round from blood loss until death occurs at -10 hit points. Note that any additional damage suffered by an unconscious character (aside from bleeding) will kill him or her instantly. The blood loss of one hit point per round may be stopped immediately in the same round that aid of some kind is administered to the wounded character. Being knocked unconscious is quite serious; even after returning to one or more hit points (by means of a healing spell, potion, or natural rest) the character will remain in a coma for 1-6 turns and must rest for a minimum of one week before he or she will be capable of resuming any sort of strenuous activity, mental or physical. If a character is reduced to -6 hit points or below, the scars of the wound will likely be borne for the rest of the character’s life.

Characters who are slain may be raised from the dead if a cleric of sufficient level is available to perform the casting (exception: elves do not have souls, and are unaffected by the spells raise dead or resurrection). If no such character is available in the party, as will be the case for most low-level parties, the group may choose to approach a NPC High Priest for assistance in raising a dead character. The NPC will always charge a fee for such a casting, typically at least 1,000 gp.



### NATURAL HEALING

A character will recover one hit point per day of uninterrupted rest. However, if the character has a constitution penalty to hp, before rest will begin to affect the character’s hp the character must rest for a number of days equal to the constitution penalty. A character with high constitution gains a commensurate benefit after resting for one week; the number of hp regained during the second week will be increased by the amount of the character’s hp bonus at the start of the week. Four weeks of rest will return any character to full hp regardless of how many hp the character has lost.

### SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half “real” damage and half “subdual” damage that does not kill. Such subdual damage is recovered at a rate of one hit point per hour.

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks. Some creatures may voluntarily agree to accept defeat from subdual damage (this is common in knightly tournaments) but in this case, subdual must normally be agreed with the foe in advance.



### LIFE ENERGY LEVELS AND LEVEL DRAIN

Certain monsters, magic items and spells have the power to drain “life energy levels”, perform a “level drain”, or an “energy drain” (these phrases are used interchangeably in the OSRIC rules). If a player character is drained of a life energy level, he or she loses one complete level of experience and is placed at the beginning point of the new

level. If the character is multi-classed or dual-classed, then the highest level of experience attained by that character is lost. If the character has two equal levels, then the level lost should be determined randomly. A player character drained below level one is slain (and may rise as some kind of undead creature). Non-player characters lose a level or hit die, as applicable.

### MORALE

Certain monsters, such as trolls or most undead creatures, are fearless and never need to check morale. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee. The GM determines when morale checks should be made.

Player characters do not need to check morale. However, hirelings, henchmen, and men-at-arms do face morale checks, as determined by the GM. In this case the NPC's morale may be affected by his or her liege's charisma score and/or former conduct towards the NPC; the henchman's alignment may also be taken into account.

### POISON, DISEASE AND INSANITY

Poisons commonly encountered in OSRIC-compatible games include animal venoms (such as snake and spider bites), vegetable toxins (often used to coat poison needles or similar devices on traps), and essentially magical poisons such as clouds of poisonous gas. Generally, when a player character ingests or inhales the poison, or it otherwise enters his or her bloodstream, he or she must roll a saving throw against poison (sometimes with a modifier—up to +2 for a relatively weak toxin such as that of a Large Spider, down to -4 for a particularly lethal one). If the saving throw is failed, the character dies.

In practice death from such cases is not instantaneous, although the character is typically incapacitated immediately. There is time for *slow poison* or *neutralise poison* to be cast on the character, if this is done reasonably soon (say, within about 15 minutes depending on the strength of the venom or toxin involved).

If the character dies as a result of poison, the poison must somehow be flushed from his or her bloodstream before any kind of raise dead or resurrection can succeed.

The general rule is that characters cannot employ poisons as easily as monsters. Venom taken from a creature's poison glands will, for game purposes, typically begin to lose effectiveness immediately and have become completely denatured within a few hours. Some characters—often assassins—may learn how to create vegetable-based toxins that can last longer if kept in the correct way, but lethal toxins will still need to be handled with great care. The GM should determine whether any given activity involving the poison runs a risk of the handler receiving a tiny cut, scratch or nick (requiring an immediate poison save). Certain good aligned character classes, such as paladins, may not use poison and will object to their companions using it.

Finally, some creatures—particularly powerful ones such as dragons—are so large, and their body chemistries are so different, that poisons will not normally work against them.

The principle is that poisons in the hands of player characters change the balance of the game in undesirable ways, so players should be discouraged from using them.

Diseases in OSRIC-compatible games often come from monsters, such as mummies or giant rats. There are a few other instances where disease may be contracted.

Insanity is possible as a result of certain spells or monster attacks.

### HIRELINGS AND HENCHMEN

As player characters advance in wealth and power, they are increasingly likely to require the semi-permanent services of various sorts of non-player characters. In addition to less formal associations and patronages, a character may expect to have the opportunity to acquire and retain hirelings and henchmen. In general, but not in every case, the former are unclassed zero level characters incapable of conventional advancement by level, whilst the latter are classed characters, initially of low level, but capable of level advancement.

In almost all instances, hirelings and henchmen must be entirely equipped by those they serve, and contribute nothing but themselves. Should a player character seek to engage the services of an already equipped non-player character, the game master would be well advised to ensure that

the value of any equipment be paid to the prospective retainer as a stipend prior to commencement of service.

appropriate costs, terms of service, and availability must be decided in accordance with the dictates of a given milieu.

It is typically assumed that hirelings are human; if non-human hirelings are sought, then the



### STANDARD HIRELINGS

The short term services of simple craftsmen and labourers are relatively easily procured in large settlements, but even small villages are usually able to supply something in the way of this sort of hireling. It is more difficult to find individuals willing to take service for longer than a few days, especially if considerable travel is involved.

### EXPERT HIRELINGS

Obtaining the services of very skilled craftsmen and other professional servitors typically involves the expenditure of considerable time and resources. Whilst it is possible to retain such hirelings for short periods, few will agree to a term of less than a month and most expect to serve

considerably longer. It is therefore usual for expert hirelings to only be retained by player characters who have already established a stronghold or the equivalent. The maintenance of a stronghold is assumed to include any common hirelings necessary, but expert hirelings must be accounted for separately.

Whilst some may certainly be found in small villages, the probability of finding expert hirelings willing to take service with a player character is considerably higher in larger settlements, such as towns and cities, where suitable candidates exist in greater numbers. Exactly where individual hirelings may be located varies, but craftsmen are typically found in or near their respective artisan quarters, whilst mercenaries may be sought at inns and taverns. Successful recruitment depends

on the terms offered relative to the difficulties and risks involved in the proposal.

## HENCHMEN

Henchmen are classed and levelled non-player character adventurers in the service of higher level player characters. A third level magic user, for instance, might take on a first level fighter henchman to act as his personal guard. However, the henchmen of a player character are more significant than mere hirelings; they become his companions, friends, and supporters, acting in his interests even in his absence. Indeed, a very loyal henchman may sacrifice his very life in defence of a player character or charge unbidden into the thick of the fray to rescue him. Consequently, henchmen are highly sought after by experienced players, and the number a character may have is limited by his charisma score.



## ADVENTURE AND EXPLORATION

OSRIC is a game of adventure, and the primary activity in adventures is exploration. Even though the rules for combat take up more space in this rulebook, play tends to focus more on exploration than combat. Whether the party is investigating an old ruined shrine, delving into an abandoned dwarfish mine, traversing an unknown wilderness, sailing uncharted waters, or venturing beyond the physical world into the planes of existence, exploration is central to adventure and thus to the game.

## SEARCHING THE DUNGEON

Many OSRIC adventures will involve the characters exploring some enclosed area, be it the dungeons beneath a castle or temple, a system of natural caves and caverns, an abandoned mine, the sewers beneath a city, an

enemy fortress, a wizard's tower, or a shrine to some dark god. For convenience, and by tradition, these enclosed locations are collectively called "dungeons", which thus refers not just to a set of man-made tunnels but to any indoor adventure location. Indoor/dungeon adventures tend to have similar characteristics and thus the same set of procedures and suggested resolution mechanics applies to most "dungeon" adventures.

**Order of Play:** While exploring in a dungeon, each turn is resolved separately. Experienced GMs sometimes will allow the turns to run together, but this is only recommended after the GM is comfortable with the basic procedures. The order of events in a game turn is as follows:

### 1. Wandering Monster Check

**2. Statement of Action:** Party caller or individual player describes the activity of the various party members, which are resolved as appropriate by the GM:

**A. Move:** Up to full move rate per turn for cautious movement (including mapping); 5x normal rate when passing through familiar areas (no mapping allowed).

**B. Listen for noise:** one round per attempt, 10% standard chance for success (adjusted for class (thieves, assassins) and race (elves, gnomes, halflings, half-orcs), only three attempts allowed per situation (e.g. door).

**C. Open a stuck or locked door:** one round per attempt, 2 in 6 standard chance for success (adjusted for strength) for stuck door, locked door requires key, knock spell, exceptional strength, lock picking, or breaking down door, unlimited retries allowed but no surprise possible after failed attempt.

**D. Search for traps:** 1-4 rounds per attempt (covering one object or location), chance of success determined by race (dwarf or gnome), class (thief or assassin) or free-form verbal negotiation (at GM's discretion).

**E. Casually examine (and map) a room or area:** one turn per 20 x 20 ft room or area.

**F. Thoroughly examine and search for secret doors:** one turn per 10 x 10 ft area, 1 in 6 standard chance or success (2 in 6 for elves and half-elves).



**G. Cast a spell:** See specific spell descriptions in Chapter II for casting times and effects.

**H. Rest:** Typically one turn in every 6, plus one turn after every combat, must be spent resting (i.e. no movement or any other strenuous activity).

**I. Other activities:** Duration of attempt and likelihood of success determined and resolved on ad-hoc basis by GM.

**3. Encounters:** If an encounter (either with a wandering monster or a planned encounter) occurs, the GM determines surprise, distance, reactions, and resolves the encounter normally (through negotiation, evasion, or combat).

**4. Book-keeping:** The GM records that a turn has elapsed and deducts any resources that the party has used (lost hit points, spell durations expiring, torches burning out, and so on).

Since each turn represents ten minutes of time, characters may combine several actions in the same turn if each is reasonably brief. Thus a character might draw a sword, move up to a door and attempt to open it all in the same turn, for example. Longer actions may take several turns to resolve (such as making a minute search of a 500 sq ft wall) and sensible parties will take steps to guard a character engaged in such activity from unexpected attack.

The guiding principle behind the exploration rules is to maximise the number of meaningful decisions the players take about their actions, and minimise the number of dice rolls between each decision.

**The Role of the Party Caller (Optional):** If there are many players in the party, some groups like to designate one player as “Caller,” or party spokesman, and filter communication through that single player. This role should not default to a “party leader” who gives the other players orders and reduces them to spectators! Rather, some groups may find that by having a single player speak for the whole group, potential chaos of each player competing for the GM’s attention is reduced and the game should run more smoothly, improving the play-experience for all involved. Therefore, if a caller is used, he or she should consult with the other players and then report the party’s actions quickly and accurately to the GM.

The caller can be anyone and need not be limited to, for instance, the character with the highest charisma or social standing. In fact, we suggest that if the party uses a caller, the role should rotate among the players from session to session, giving each a turn.

**Movement during dungeon exploration:** Is at the rates listed at the beginning of Chapter III. This slow, cautious move rate (which works out at a tenth the speed characters move in combat) allows the characters to make a map of their progress, if they wish. When passing through familiar areas or following a map, characters can move at up to five times the normal per-turn move rate (so that a character with a normal move rate of 60 ft could move up to 300 ft per turn if passing through known territory).

Characters fleeing from an encounter may run at ten times their normal per-turn move rate (i.e. at full combat speed). No mapping is possible while fleeing in this manner and a double rest period (see below) is necessary at the end of the pursuit. Since parties will typically want to remain together, movement speed will necessarily be limited to that of the slowest character in the party.

The players should establish, and the party caller inform the GM of, the party’s “marching order”, i.e. which characters are in front, the middle, and bringing up the rear. In a standard 10 ft wide dungeon corridor, up to three characters may walk abreast, though if any are wielding large weapons such as flails or two-handed swords, this may be reduced to two characters or even one. Characters in the second rank may only attack with a long weapon, such as a spear or pole arm, or if they are firing missiles over the head of a shorter character such as a gnome or halfling.

There are various ways of keeping track of marching order. If miniature figures are in use, they can be placed on some board to indicate where each character is. If miniatures are not in play, most GMs will ask the party to show their marching order on paper. Sensible parties tend to hand the GM a default marching order upon entering the dungeon, and may have standard positions and procedures for other common circumstances as well. A well-organised group might say to the GM, “this is our formation when opening a door,” or “in 20 ft wide passages we move like this,” and so forth.

If the party's position is for some reason unclear to the GM, he or she is well within his or her rights to determine who is where by means of a die roll.

**Listening:** May be performed in most places, often at doors before opening them. Unless the entire party is still and quiet (no chattering or clanging around), and unless headgear such as helms are doffed, the listener will not detect any noise save the very loudest.

Thieves and assassins have an enhanced chance to hear noise (see "thief skills" in Chapter I). Characters of all other classes may also attempt to hear noise. This chance to hear noise is modified by race.

Normally the GM rolls this die in secret, because the player has no way of knowing whether no noise was heard because of the roll or because there was no noise to hear. A character who fails (or thinks he or she has failed) to hear noise may try again, each attempt taking one round. However, no more than three attempts may be made by the same character before the strain becomes too great, and no further listening attempts will succeed until the character has rested for at least one turn.

Don't forget, monsters can hear the party in the same way as the party can hear them!

**Opening doors:** Is not normally difficult; the player (or party caller) states the action and the door is opened. However, in some dungeons many doors are stuck and must be forced open. Doors may be locked, braced, jammed, spiked shut or otherwise held fast (by means of a *wizard lock* spell, for example). Stuck doors may be forced by brute strength (see the strength ability in Chapter I for chances of success). Locked doors will need a key, a thief or assassin to pick the lock, or some may be broken down with axes or battering rams.

Attempting to force a stuck door takes one round per attempt and, depending on the size of the door, more than one character may try at once. Thus, two characters could simultaneously try to force a 6 ft wide door—each character makes a check and success by either indicates the door opens. If the first attempt fails, additional tries may be made at no penalty except for time and noise. Attempting to force a stuck door, and particularly multiple attempts on the same door, is noisy and may increase the odds of meeting a wandering

monster. In any event, a failed attempt to open a stuck door will prevent surprise on any creature on the other side of the door.

Lock-picking attempts by thieves and assassins are handled in Chapter I and take between one round and one turn per attempt (depending on the complexity of the lock). 1-4 rounds are typical.

Chopping down a door with axes or by other means is time-consuming and noisy. It takes a full turn at least to chop down a standard-size door, during which time several wandering monster checks should be made. Naturally, the party will have no chance of surprising any creature on the other side.

Furthermore, once a door is opened, it is usually difficult to keep it open, or for that matter to keep it closed. The usual way to hold a dungeon-door open or closed is to wedge it with iron spikes. Even then there is a small chance that a spiked door will slip.

**Mapping:** Is a key element of dungeon exploration; but it is one of the most controversial and misunderstood aspects of the game. If not handled carefully, mapping has huge potential to slow down the game and mire it in frustration.

When designing the dungeon, the GM should map it out on sheets of graph paper, showing the rooms, chambers, corridors, stairways, doors, traps, and other features in relation to one another. As the party moves through the dungeon the GM describes to them what they see and, assuming they have light and proper equipment and are not moving too quickly, the players may choose to draw a map of their own based on the GM's descriptions.

It is important to understand the purpose of the players' map. The goal is not to create an exact copy of the GM's map, but to keep a record of which areas are explored and which are not, to allow the party to find their way back to the entrance and, on subsequent expeditions, find their way back to where they left off. If the dungeon is small or simple in layout the players may not need a map. Even if the dungeon is larger or more complex, a "trailing map" with lines for corridors and squares for rooms and chambers, maybe with marginal markings showing length or size, is almost always enough. Only in the most labyrinthine of dungeon levels, with rooms and corridors tightly packed together,

are players likely to find making a strictly accurate map rewarding.

On such levels an accurate map can help the players deduce the locations of secret rooms, show them when they're circling back into areas they've already explored by a different route, or even alert them to some trick—a teleporter, shifting room or wall, sloping passage, or the like. Parties keeping a trailing map, or no map at all, may miss hidden treasures or not realise they have gone astray until hopelessly lost, but careful mapping might quickly reveal something is amiss, allowing the party to backtrack and correct their course or search for a solution.

These areas are the most difficult to map, but also the most rewarding and fun, since mapping this sort of level can lead to tangible positive results.

The players' map represents an actual in-game object. If the players at the table are making a map, then a character must also be making one. This has several corollaries: the party must have light (they can only map what they see) and mapping supplies (something to write with and something to write on), they must be moving slowly and methodically (no more than standard exploration speed), and measuring the size of a room takes time (one turn per 20 x 20 ft area is suggested). Perhaps most importantly, if something happens to the map in-game, it happens to the players' map as well! If the mapping character dies and his or her body is left behind, if the characters are captured and stripped of their equipment, or if a jet of acid or a green slime destroys the map, the GM should confiscate it. If the party wants backup copies, the players must actually draw them. If the entire party dies in the dungeon, the only way their maps will survive is if copies were left on the surface.

Maps are a valuable asset for NPCs as well as PCs; map-buying, selling and trading could be rife, and maps found in treasure hoards are potentially more valuable than gold.

**Searching for hidden treasure, traps, secret doors, and whatnot:** Is a common activity. Looking for secret doors is a time consuming process, taking a full turn for each 10 x 10 ft area searched. Even so the chance of success is small: 1 in 6 for most characters, with elves and half-elves having an innate advantage (translating to a 2 in 6 chance). Searching for traps is best done by dwarfs, gnomes, thieves, or assassins—

chances for success are as described in Chapter I. A search for traps generally takes 1-4 rounds, but it is also limited to a specific object or small (no more than 5 x 5 ft) location specified by the player: "I search for traps on the door", "I search for traps on the treasure chest", "I search the area directly in front of the throne for traps," etc.



***"Nothing in this room either, just another empty chest!"***

The GM may allow "negotiation based" searching for secret doors or traps, in which, through careful questioning and described actions, the players may achieve a bonus, or even an automatic success, on a search. For instance, players may tap along a section of wall listening for the echo of a hollow space. If such a space is discovered, the players may describe their attempts to find and trigger the secret door they know is there—perhaps looking for loose or ill-fitting stones, suspicious indentations or cracks, wall-sconces that may turn or pivot, etc. The same approach can work for traps as well. These detailed, negotiated searches generally take a long time in-play (more than the standard times listed above) and may increase the odds of encountering a wandering monster.

Disarming traps is normally a job for a thief or assassin (with chances of success as shown in Chapter I) and takes 1-4 rounds per attempt for a simple trap. A complex trap may take a full turn to disarm. Other characters usually have little to no chance of success, though again careful questioning and attention to detail may create exceptions. For instance, a player may be able to

surmise that wedging a pressure plate to prevent it from depressing, or stopping a vent with beeswax to prevent gas from issuing from it, could circumvent a trap.

These sorts of “negotiation-based” solutions to traps are wholly at the GM’s discretion. Some GMs encourage and reward this sort of play, but others will discourage it, perhaps feeling this slows down the game too much, or circumvents the intended role of the thief class. It is important that the players and the GM discuss this issue to make sure everyone’s expectations align—that the players aren’t expecting purely roll-based resolution of traps when the GM is expecting them to play out each attempt, or vice versa.

Casting spells is detailed in Chapter II. Many spells, particularly the various detection and divination-type spells, will make the job of exploration easier. It is up to the players to decide the ideal balance between these “utility” spells and those oriented towards combat or healing. There are circumstances in which a well-timed knock or locate object spell may prove just as crucially life-saving as yet another sleep or cure light wounds.

Rest periods are typically necessary one turn out of every six, one turn after each combat, and double-length (two turns) after an evasion or pursuit. Parties that stay in the dungeon for several hours and are not able or willing to return to the surface may spend an entire “night” holed up within the dungeon to recover spells. During these periods the party cannot move, nor may they perform any other strenuous action (though passive activities such as mapping should be allowed). Players should be aware of when these rest periods are coming up, and make sure their surroundings are as inconspicuous, or at least defensible, as possible. A small, out-of-the-way room with a single door that can be spiked shut could be a good location to rest in for a single turn or an entire night; in the middle of an open corridor or near a stairway to a lower level is likely a bad place for even a short rest period, and often a suicidal place to spend several hours.

Occasionally, by accident or design, characters will not take these required rest periods and attempt to press on regardless. If this happens, everyone in the party is fatigued. What this means, and what sort of impact it has on the characters, is left to the GM’s discretion but likely consequences are a reduced movement rate,

penalties in combat, temporarily reduced ability scores, and morale reductions for any NPCs who are accompanying the party. The longer the party goes without resting, the worse these effects become.

Other actions are defined in several of the race and class descriptions in Chapter I. For instance, a dwarf can attempt to determine depth underground, a gnome can try to determine direction, a paladin can detect evil, a ranger can attempt to follow a set of tracks, and so on. Unless otherwise specified, these actions take one round per attempt.

Beyond these sorts of pre-defined activities OSRIC has no specific system for resolving most other tasks. This is intentional—the player characters are heroes, and should be able to do most mundane things without a roll.

Certainly the authors could have included a skill system covering activities such as “horse riding” or “swimming”, but doing so is actively detrimental to heroic gaming. Had we included a “horse riding” skill, characters would start falling off their horses. This strikes us as unnecessary, in the context of heroic adventure gaming, so if you seek a generic skill system for your game, seek it elsewhere. Success at most horse-riding tasks (for example) is automatic.

Where a player character tries something beyond the mundane, the GM should determine the chances of success on an ad-hoc basis. The GM should look at the circumstances and the character’s class, level, race, and ability scores and make an informed judgement about his or her chances of success. This could be a flat judgement—“you succeed” or “you fail”—but is more commonly a die-roll of some kind. The GM should usually tell the player what the chance is, ask the player if they still wish to proceed, and if so allow the player to make the appropriate roll him- or herself. However the GM always has the right to roll the dice on behalf of the player, or in secret, if the GM feels the situation demands it.

### SAMPLE PLAY SESSION

**Background:** A party of stalwart adventurers, consisting of Hogarth, human fighter and party caller (player: Bob), Alice, human magic user (player: Mary), Friar Chuck, human cleric (player: Chuck), Groin, dwarf fighter (player: Jason), Floppinjay, elf thief (player: Eric), and Hap, normal

man mule-tender (NPC). They are searching for a way down to the ancient ruins of the Temple of the Serpent-Men, long sought and thought by most sensible folk to be only a legend until a recent earthquake opened a deep crevasse and turned up some unusual objects of unmistakably ancient origin.

**GM:** After a couple hours searching through the foothills and scrubland to the south and west of the crevasse you've come across something interesting—a small cave-entrance with a shallow stream flowing into it and evidence of foot traffic going both in and out. The cave entrance is approximately 100 yards west of the crevasse where the ruins are. It's now about noon.

**Bob:** Can we tell anything about the tracks—what made them? How many individuals? Do the tracks appear fresh?

**GM:** Whatever made the tracks was about man-sized and wearing shoes or boots. You're pretty sure there were multiple individuals, not just one person going repeatedly in and out, and most of the tracks appear fairly fresh. You can't really tell anything beyond that without a ranger or other woodsman-type.

**Bob:** Okay, the elf will go down into the cave and scout it out.

**Eric:** Why me?

**Bob:** Because you're a thief so you're sneaky and less likely to get surprised by any monsters that might be lurking down there, and you're an elf so you can see in the dark.

**Eric:** Okay, then, I do what he says—cautiously enter the cave with my sling out, making sure not to step in the stream. What do I see?

**GM:** The cave-entrance is about 10 ft wide and 8 ft high and descends gently as it winds to the north and east. About 30 ft in it turns to the east so you can't see beyond that from where you're standing. It appears to grow narrower as it goes deeper, so if you're going to keep following it, eventually you're going to have to be standing in the stream.

**Eric:** Do I hear anything?

**GM:** [rolls] Just the sound of water dripping and splashing on the rocks.

**Eric:** I'll cautiously move up to the eastward turn and look in that direction—what do I see?

**GM:** Beyond the curve the passage keeps descending and narrowing, and winding in a northeasterly direction. You can see about 40 ft farther, by which point the passage has narrowed to about 4 ft wide and 7 ft tall, filled entirely by the stream.

**Eric:** Okay, from where I'm standing I poke into the stream with my short-sword. How deep is it? How swiftly is it moving?

**GM:** It's not deep, only a foot or two. It's not moving very quickly either, though a bit faster here than at the surface, and it looks to be moving a bit quicker up ahead too. You'd have no trouble standing upright in the middle of it. The water is cool and a little muddy, but fresh.

**Eric:** Can I hear anything here?

**GM:** Same as before.

**Eric:** Okay, I go back and report all this to the rest of the party.

**Bob:** Right on. So as we head in we'll have the elf in front, the dwarf second, me in third, Alice fourth with a torch, then the NPC and the mule...

**GM:** Hap says, "I'm not going in there, and neither is Tom!"

**Jason:** Who's Tom?

**Chuck:** I think that's the mule.

**GM:** [as Hap] Right. We'll wait for you right here until an hour before sunset, then we're heading back to the village whether you come back or not.

**Mary:** But that's not the agreement we made...

**GM:** [as Hap] I just agreed that Tom and I would come with you to look for these ruins and haul back whatever treasure you find. I never said nothin' about following you down into holes in the ground after who-knows-what.

**Bob:** Will you come with us if we pay you an extra gold piece?

**GM:** [rolls reaction die] No.

**Chuck:** Can't we just force him to come with us at swordpoint and tell him we'll kill him if he doesn't?

**GM:** What's your alignment again, Friar Chuck?

**Chuck:** Lawful good. Why?

**GM:** ...

**Chuck:** Oh. Never mind.

**Bob:** Alright then, the NPC and the mule stay behind. Marching order as before, with the cleric bringing up the rear. The elf has his sling out, the dwarf his crossbow, I've got my spear, Alice is holding the torch, and the cleric has his hammer and shield. Everybody agree?

**All but GM:** Yup.

**GM:** So, as I described before, the passage winds north and slopes down for 10, 20, 30 ft, turns to the east and narrows, then continues winding northeast and narrowing for another 10, 20, 30, 40 ft. By this point the passage is 4 ft wide and 7 ft high and you're all standing in the stream, which is about 2 ft deep.

**Jason:** How deep underground are we?

**GM:** [rolls] Not too far, maybe 15 ft.

**Bob:** We continue forward.

**GM:** Alright. The passage goes east for 10, 20 ft, and curves to the northeast. The slope levels a bit here, the depth of the stream increases to about 3 ft, and the current slows a bit. Over the next 30 ft the passage widens slightly and about 30 ft farther ahead from where you are now the passage appears to widen out into a cavern.

**Bob:** Okay, we proceed forward cautiously, still in single file. Does the elf hear anything?

**GM:** [knows there are orcs in the cave ahead, but because the orcs are alerted to the party's approach both by the light from their torch and the disturbance their passage is making in the stream, they're being quiet as they set their ambush for the party. Nonetheless, he decides, on a roll of 01-05 he might hear something unusual: rolls (79)] Same as before. Splashing and dripping water; nothing more. As you move forward 10, 20, 30 ft the passage opens out into a wider cavern—bigger than the radius of your torchlight. You're entering via the southwest corner. The stream continues northward through the middle of the cavern. Give me a surprise roll.

**Bob:** [rolls] 2

**All but GM:** \*Groan\*

**GM:** Okay, as you file into the cavern you're caught unawares for 2 segments...

**Eric:** I've got a 16 dex!

**GM:** Right, so Floppinjay is caught for 1 segment and everybody else for 2 segments by a half-dozen brownish-green fellows with bristly black hair and pink pig-snouts. They're currently [rolls] 30 ft away to your right (the east), charging at you and hurling hand axes as they come. Segment 1, they charge 18 ft. Segment 2, they charge the remaining 12 ft, hurl their axes, and pull out spears. Only the first 3 of you are open targets, and only Hogarth and Groin can be hit. [Rolls] 4 attacks on the dwarf, 2 on the fighter. [Rolls] No hits on the fighter, 3 on the dwarf. [Rolls] 7 points total damage. 2 orcs on each of the dwarf, elf, and fighter. Actions for round one.

**Bob:** Attack one of the orcs on me with my spear.

**Eric:** Fighting retreat in a northerly direction.

**Jason:** Drop my crossbow, pull out my axe and attack.

**Chuck:** Can I move forward into the room?

**GM:** No, Alice is blocking your way.

**Chuck:** Right-o, then. I'll wait for her to clear the way...

**Mary:** Do we see or hear any orcs besides these 6?

**GM:** No.

**Mary:** Then I'll drop my sleep spell right in the middle of the crowd.

**GM:** OK, initiative. Beat a [rolls] 2.

**Bob:** [rolls] 1. Oh fizzlesticks!

**GM:** The 2 orcs on Floppinjay follow him north and attack [roll] 1 miss, 1 hit. [rolls] 3 damage.

**Eric:** Aiee!

**GM:** 2 attacks on Hogarth [rolls] miss, miss. 2 attacks on Groin [rolls] miss, hit. [rolls] 5 damage.

**Jason:** I'm down, -3 hit points.

**GM:** You're not dead but you're unconscious and bleeding. You're also underwater...

**Jason:** \*Gurgle, gurgle\*

**GM:** Bob, you're up.

**Bob:** Attacking the orc on the left. [rolls] 10.

**GM:** That's a miss...

**Mary:** I step forward so Chuck can squeeze by and get to Jason. Then I cast my spell.

**GM:** [rolls] The 4 orcs who were attacking Hogarth and Groin are all affected, and so is Hogarth. Floppinjay and the 2 orcs who were on him are out of the area of effect.

**Mary:** Good going...

**Eric:** Sorry.

**Chuck:** Can I get to Jason's body?

**GM:** Yeah, you're able to drag him onto shore on the west side of the stream. Actions for next round?

**Jason:** I bleed.

**Bob:** I snore, and inhale water, I suppose.

**Mary:** I wake up Hogarth.

**Chuck:** I administer a cure light wounds to Jason.

**Eric:** I suppose I need to fight these guys alone? I drop my sling and get out my short sword to attack.

**GM:** Initiative. [rolls] Eric, beat a 3.

**Eric:** [rolls] Boo-ya! 4! Attacking the one on my right [rolls] 14.

**GM:** Near miss. The blow catches on his shield.

**Eric:** These guys have shields?

**GM:** Yep. Studded leather armour and shields. Armed with spears. [Considers morale of the orcs—they've lost more than 50% of their party. The GM assigns +15% for this; +another 40% for the 4 allies down, -20% for the 2 PCs down; additional ad hoc -25% because they're fighting an elf and have him outnumbered 2:1. Total modifier +10%; rolls 54 = the orcs will disengage and retreat]. The 2 orcs disengage and retreat towards a passage in the southeast corner of the cave.

**Eric:** Can we chase them?

**GM:** Sure, next round. They've got a 30 ft head-start, and are 10 ft from the exit at the end of this round. Chuck's spell goes off and Jason gets [rolls] 8 hit points back. You're still unconscious, though, because you went below zero. Mary wakes Bob up and he spits out some water. The 4 orcs are still asleep but it looks like the choking

from inhaling the water is going to wake them up next round. Actions?

**Bob, Mary, and Chuck:** Finish off the sleeping orcs before they wake up.

**Eric:** So we're not gonna chase those two that ran away? OK, I finish off the other sleeping orc.

**GM:** Done. As the two orcs flee out of the room you hear one of them calling out in orcish something that sounds like "unleash the Dogs of War." Now what?

**Mary:** We look around the room. What do we see? How big is it?

**GM:** The cave is irregularly-shaped, approximately 50 ft wide east-west by 90 ft long north-south. The stream enters via the southwest corner and exits in the middle of the north wall. There are 5 ft wide passages out of the northeast and northwest corners, both going roughly east. The 2 orcs fled down the southeast passage. The ceiling is about 15 ft high in the centre of the cavern, about 8 ft high on the two passages, much lower on the stream going north. West of the stream there's nothing but dirt and rocks. On the east side there are piles of sleeping skins, vile looking foodstuffs, waterskins, and a crude table that appears to have a pair of dice and some coins on it.

**Eric:** I check out the table. What type and how many coins are there? Is there anything else on the table?

**Mary:** I use my staff to sort through the piles of bedrolls and food. Do I find anything interesting or unusual?

**Bob:** Chuck and I pull the orc bodies onto the west shore of the stream and examine them. Do any of them have any jewellery or unusual accoutrements? Does any of them look like a leader-type?

**GM:** There are about 2 dozen silver and 7 gold coins on the table. Aside from the dice there's nothing else there. You find a few copper and silver coins but nothing else of interest in the bedding. None of the orcs appears to be a leader-type; none of them has any treasure or unusual item aside from a few more copper and silver coins. You hear voices down the southeast passage – they're speaking in orcish and it sounds like way more than two of them.

**Bob:** Alright, let's gather up the silver and gold coins and the dice I suppose, and beat a retreat back to the surface. Chuck and I will carry Groin's body, Alice will light the way with the torch and Floppinjay will bring up the rear. I assume it's still daylight outside?

**GM:** It's been, like, half an hour tops.

**Bob:** Right, so these orcs probably won't try to pursue us into daylight.

**Eric:** Hold up, I'm not leaving yet. I dump out my two oil flasks by the southeast passage and want to set up a trip-wire with an ember to ignite the pool when someone crosses it. Can I do that?

**GM:** Sure, you've got the same chance to set a trap as you do to disarm one.

**Bob:** What are you doing? Come on!

**Eric:** I want to give these guys something to remember us by.

**Bob:** Whatever, the rest of us aren't waiting. Catch up when you're done...

**Eric:** Okay, so I'm setting the trap. What do I need to roll?

**GM:** Well, first, give me a d6 roll.

**Eric:** Umm, why?

**GM:** For surprise...

**Eric:** [rolls] 5! Ha!

**GM:** You turn to see 4 large dogs bearing down on you from the northeast passage. They're currently 80 ft away and charging.

**Mary:** I guess those are the "dogs of war," eh? I figured that was just a code-phrase, like "Hey, Rube"...

**GM:** Nobody but Eric is in the room. Initiative? [rolls] Beat a 6.

**Eric:** [rolls] 5, +1 for my Dex because I'm using a missile. So 6, tie!

**GM:** You can get a shot off before they reach you, then.

**Eric:** [rolls] Attacking dog #2; [rolls] 15 +1 for Dex = 16. That's got to be a hit!

**GM:** Yep.

**Eric:** [rolls] 3 points damage.

**GM:** Dog #2 whimpers and holds up, but the other 3 continue their charge and leap to attack, attempting to drag you down. You're bigger than them so you get a +4 defence bonus, but there's 3 of them, so they get +2 attack on their attack, meaning they need 14 or better to knock you down. [Rolls] 18 – down you go! Action for next round?

**Eric:** I'm going to stand back up and pull out my short sword.

**GM:** And the dogs, all 4 of them, will try to hold you down. Initiative: beat a [rolls] 6-1 = 5!

**Eric:** [rolls] 5! Tied again!

**GM:** We'll say you're on your knees by the time the dogs attack. So they get +2 for that, +6 because there's 4 of them attacking, and you lose your Dex bonus [rolls] 3 + 8 = 11; that's enough – they've got you held.

**Eric:** So what can I do now?

**GM:** You can try to break free next round by making a Bend Bars roll.

**Eric:** Guess that's what I'll do then. [Rolls] 18.

**GM:** Nope. The dogs still have you held. You get one more chance to break free...

**Eric:** [rolls] 64. Nope.

**GM:** ...before a group of 8 orcs including 2 leader-types in chain-mail and carrying broadswords enter via the southeast passage and see you lying there. "Ha ha, look what the mutts dragged down!"

**Eric:** I surrender!

**Mary:** Umm, don't orcs normally refuse to take elves as prisoners?

**GM:** 'fraid so...

**Eric:** Blerg.  
(etc.)



THE END



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