

ADVANCED DUNGEONS & DRAGONS®



SPECIAL REFERENCE WORK PLAYERS HANDBOOK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING: CHARACTER RACES,
CLASSES, AND LEVEL ABILITIES; SPELL TABLES AND DESCRIPTIONS;
EQUIPMENT COSTS; WEAPONS DATA; AND INFORMATION ON ADVENTURING.

by **Gary Gygax**
revised by **Chris Perkins**

© 2013 - TSR Games
All rights reserved

Illustrations by Jeff Dee, Jeff Easley, Larry Elmore, Jim Holloway, David S. LaForce, Erol Otus,
Keith Parkinson, Jim Roslof, David C. Sutherland III, David A. Trampier & Bill Willingham
Cover by David A. Trampier

Edited by **Joshua Fuller** and **Nicholas Warcholak**

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.

Inquiries regarding this work should be accompanied by a stamped envelope and sent to
TSR Hobbies, POB 756, Lake Geneva, WI 53147

This book is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Hobbies, Inc.

Printed in U.S.A.
14th printing, May 2013
ISBN 0-935696-01-X

TABLE OF CONTENTS

INTRODUCTION	1	ABILITY SCORES & THE GAME	48
THE GAME	1	Using Ability Checks in Your Game	48
CHARACTER CREATION	2	Adding Character Level to Checks	50
ABILITY SCORES	3	Saving Throws	50
Generating Ability Scores	3	Types of Saving Throws	50
Ability Descriptions	3	Item Saving Throws	52
<i>Strength</i>	3	ENCUMBRANCE	53
<i>Intelligence</i>	3	TIME	53
<i>Wisdom</i>	3	DISTANCE & MOVEMENT	53
<i>Dexterity</i>	4	LIGHT	54
<i>Constitution</i>	4	ENCOUNTER REACTIONS	54
<i>Charisma</i>	4	COMBAT	55
Ability Modifiers	4	The Combat Round	55
Ability Checks	5	Surprise	55
RACES	6	Initiative	55
Ability Adjustments & Limits, by Race	6	Combat Actions	55
Class Limitations by Race	6	Number of Opponents & Facing	56
Racial Descriptions	6	Cover & Concealment	56
<i>Dwarves</i>	7	Grenade-Like Missiles	56
<i>Elves</i>	7	Special Attacks Manuevers & Modifiers	57
<i>Gnomes</i>	8	Non-lethal Combat	58
<i>Half-Elves</i>	8	Non-lethal Damage	58
<i>Halflings</i>	8	Underwater Combat	59
<i>Half-Orcs</i>	9	ENVIRONMENTAL HAZARDS	59
<i>Humans</i>	9	Drowning or Suffocation	59
Racial Preferences	9	Exposure to the Elements	59
CHARACTER CLASSES	10	Falling Damage	59
CLERIC	11	Fire Damage	59
<i>Bard</i>	12	Starvation & Thirst	59
<i>Druid</i>	14	WOUNDS & HEALING	59
FIGHTER	16	Zero Hit Points	59
<i>Barbarian</i>	17	Binding Wounds	59
<i>Cavalier</i>	19	Natural Healing	59
<i>Paladin</i>	21	Healing Ability Damage	59
<i>Ranger</i>	23	Temporary Hit Points	59
MAGIC-USER	25	MAGIC	60
<i>Illusionist</i>	26	Character Spells	60
MONK	27	Preparing Spells	60
THIEF	29	<i>Magic-Users & Illusionists</i>	60
<i>Assassin</i>	31	<i>Clerics, Bards, Druids, Paladins & Rangers</i>	60
<i>Multiclassed Characters</i>	33	Acquiring New Spells	61
<i>Split-classed Characters</i>	33	<i>Magic-Users & Illusionists</i>	61
ALIGNMENT	34	<i>Clerics, Bards, Druids, Paladins & Rangers</i>	61
RELIGION	35	Casting Spells	61
CHARACTER BACKGROUND	36	Concentration	62
Character Height & Weight	36	Using Scrolls	62
Character Age	36	SPELL DESCRIPTION FORMAT	62
Character Appearance & Personality	36	Casting Time	62
Social Class	36	Range	62
Circumstances of Birth	36	Target or Area of Effect	62
Skills	37	Targeted Spells	62
Skill Categories & Descriptions	37	Area Spells	62
<i>Craft Skills</i>	37	Obstacles	63
<i>Knowledge Skills</i>	37	Durations	63
<i>Performance Skills</i>	38	Saving Throws	63
<i>Profession Skills</i>	38	Voluntarily Failing a Saving Throw	63
Gaining New Skills	38	Magic Resistance	63
EQUIPMENT	39	Components	63
The Monetary System	39	Verbal	63
Initial Character Funds	39	Somatic	63
Equipping the Character	39	Material	63
Equipment Lists	40	Experience	63
<i>Armor</i>	40	SPELL TABLES	65
<i>Melee Weapons</i>	41	Clerics	65
<i>Ranged Weapons</i>	42	Bards	65
<i>Accommodations & Provisions</i>	42	Druids	66
<i>Clothing</i>	43	Magic-Users	67
<i>Miscellaneous Equipment</i>	43	Illusionists	68
<i>Animals & Transport</i>	43	SPELL DESCRIPTIONS	69
Equipment Descriptions	44	REWARDS	153
<i>Armor</i>	44	Experience	153
<i>Weapons</i>	45	Gaining Levels of Experience	153
<i>Miscellaneous</i>	46	Treasure	153
<i>Transport</i>	47	Suggested Agreements for Division of Treasure	153
<i>Tack & Harness</i>	47	GLOSSARY	154

INTRODUCTION

ADVANCED DUNGEONS & DRAGONS is a world. Of course, this world is not complete. It needs organizers and adventurers to order and explore it. It needs you! A fantasy roleplaying game is an exercise in imagination and personal creativity. The organizer of the campaign, the Dungeon Master, must use the system to devise an individual and unique world. Into this world of weird monsters, strange peoples, multitudinous states, and fabulous treasures of precious items and powerful magic stride fearless adventurers - you and your fellow players. Inexperienced and of but small power at first, by dint of hard fighting and clever deeds, these adventurers advance in ability to become forces to be reckoned with - high priests or priestesses, lords, magic-users and arch-magi, master thieves.

The abilities of each adventurer are fixed, but even such characteristics as strength, intelligence and wisdom are mutable in a fantasy world. By means of group co-operation and individual achievement, an adventurer can become ever more powerful. Even death loses much of its sting, for often the character can be resurrected or reincarnated. And should that fail there is always the option to begin again with a new character. Thus *ADVANCED DUNGEONS & DRAGONS* is, as are most roleplaying games, open-ended. There is no "winner", no final objective, and the campaign grows and changes as it matures.

THE GAME

Swords & sorcery best describes what this game is all about, for those are the two key fantasy ingredients. *ADVANCED DUNGEONS & DRAGONS* is a fantasy game of roleplaying which relies upon the imagination of participants, for it is certainly make-believe, yet it is so interesting, so challenging and so mind-unleashing that it comes near reality. As a roleplayer, you become Falstaff the fighter. You know how strong, intelligent, wise, healthy, dexterous and, relatively speaking, how commanding a personality you have. Details as to your appearance, your body proportions and your history can be produced by you or the Dungeon Master. You act out the game as this character, staying within your "god-given abilities", and as molded by your philosophical and moral ethics (called alignment).

You interact with your fellow roleplayers, not as Jim and Bob and Mary who work at the office together, but as Falstaff the fighter, Angore the cleric, and Filmar, the mistress of magic! The Dungeon Master will act the parts of "everyone else", and will present to you a variety of new characters to talk with, drink with, gamble with, adventure with, and often fight with! Each of you will become an artful thespian as time goes by - and you will acquire gold, magic items, and great renown as you become Falstaff the Invincible!

This game lets all of your fantasies come true. This is a world where monsters, dragons, good and evil high priests, fierce demons, and even the gods themselves may enter your character's life. Enjoy, for this game is what dreams are made of!!

The game is ideally for three or more adult players: one player must serve as the Dungeon Master, the shaper of the fantasy milieu, the "world" in which all action will take place. The other participants become adventurers by creating characters to explore the fantastic world and face all of its challenges - monsters, magic, and unnamed menaces. As is typical for most of us in real life, each character begins at the bottom of his chosen class (or profession). By successfully meeting the challenges posed, they gain experience and move upwards in power, just as actual playing experience really increases playing skill. Imagination, intelligence, problem solving ability, and memory are all continually exercised by participants in the game.

As with most other roleplaying games, this one is not just a single experience contest. It is an ongoing campaign, with each playing session related to the next by results and participant characters who go from episode to episode. As players build the experience level of their characters and go forth seeking ever-greater challenges, they must face stronger monsters and more difficult problems of other sorts (and here the Dungeon Master must likewise increase his ability and inventiveness). While initial adventuring often takes place in an underworld dungeon setting, play gradually expands to encompass other such dungeons, town and city activities, wilderness explorations, and journeys into other dimensions, planes, times, worlds, and so forth.

Players will add characters to their initial adventurer as the milieu expands so that each might actually have several characters, each

involved in some separate and distinct adventure form, busily engaged in the game at the same moment of "Game Time". This allows participation by many players in games that are substantially different from game to game as dungeon, metropolitan, and outdoor settings are rotated from playing to playing. And perhaps a war between players will be going on one night, while on the next, characters of these two contending players are helping each other to survive somewhere in a wilderness.

Each individual campaign has its own distinct properties and "flavor". A good Dungeon Master will most certainly make each game a surpassing challenge for his players. Treasure and experience gained must be taken at great risk or by means of utmost cleverness only. If the game is not challenging, if advancement is too speedy, then it becomes staid and boring. Conversely, a game can be too deadly and become just as boring, for who enjoys endlessly developing new characters to march off into oblivion in a single night of dungeon adventuring?!

Sometimes because of close interaction (or whatever other reason) two or more Dungeon Masters will find that their games are compatible to the extent that participants in these individual campaigns can use the characters created in one to adventure in the others. In such cases the Dungeon Masters have created a very interesting "world" indeed, for their milieu will offer interesting differences and subtle shifts which will pose highly challenging problems to these players. Ultimately, despite the fact that this is a game system created by someone else, the game's viability rests principally with the referee. The Dungeon Master must design and map out the dungeon, town, city, and world maps.

He must populate the whole world, create its past history, and even devise some rationale for what transpired (and will probably happen). As players, you help immeasurably by participating, by letting the referee know that you appreciate his efforts, and by playing well and in a sportsmanly fashion. Good play inspires better creations to challenge that play.

Skilled players always make a point of knowing what they are doing, i.e. they have an objective. They cooperate - particularly at lower levels or at higher ones when they must face some particularly stiff challenge - in order to gain their ends. Superior players will not fight everything they meet, for they realize that wit is as good a weapon as the sword or the spell. When weakened by wounds, or nearly out of spells and vital equipment, a clever party will seek to leave the dungeons in order to rearm themselves (He who runs away lives to fight another day). When faced with a difficult situation, skilled players will not attempt endless variations on the same theme; when they find the method of problem solving fails to work, they begin to devise other possible solutions. Finally, good players will refrain from pointless argument and needless harassment of the Dungeon Master when such bog the play of the game down into useless talking. Mistakes are possible, but they are better righted through reason and logic, usually at the finish of play for the day.

This game is unlike chess in that the rules are not cut and dried. In many places they are guidelines and suggested methods only. This is part of the attraction of *ADVANCED DUNGEONS & DRAGONS*, and it is integral to the game. Rules not understood should have appropriate questions directed to the publisher; disputes with the Dungeon Master are another matter entirely. THE REFEREE IS THE FINAL ARBITER OF ALL AFFAIRS OF HIS CAMPAIGN. Participants in a campaign have no recourse to the publisher, but they do have ultimate recourse - since the most effective protest is withdrawal from the offending campaign. Each campaign is a specially tailored affair. While it is drawn by the referee upon the outlines of the three books that comprise *ADVANCED DUNGEONS & DRAGONS*, the players add the color and details, so the campaign must ultimately please all participants. It is their unique world. You, the reader, as a member of the campaign community, do not belong if the game seems wrong in any major aspect. Withdraw and begin your own campaign by creating a milieu that suits you and the group that you must form to enjoy the creation.

One of the most important items you must have to play the game is a character record. As information is developed for your character - his abilities, race, class, alignment - it must be accurately recorded. All details of the capabilities and possessions of the character must be noted. Where equipment and weapons are carried must be listed.

Spells known and spells memorized for an adventure have to be kept track of. A running total of experience points must be maintained. All of these subjects are discussed herein. Ask your DM how records of your character should be kept, read the rules and commentary, and record the data you develop according to the rules (and your campaign referee's instructions) in a form suitable to your DM.

All in all, this is a game for enjoyment. We hope that it will provide endless hours of entertainment and excitement, for that is the sole purpose for its creation. So enjoy, and may the dice be good to you!

HOW TO USE THE DICE

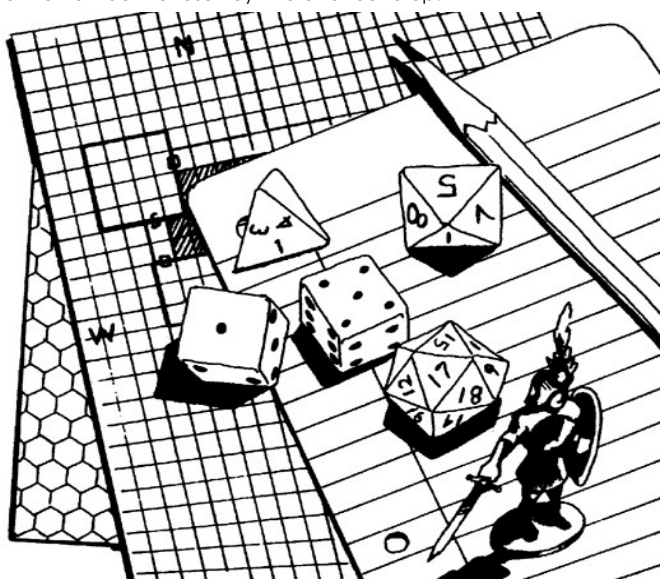
In the *ADVANCED DUNGEONS & DRAGONS* rules, many different kinds of dice are used to give a variety of results. Though these dice appear strange at first, they will quickly become a familiar part of the game. Dice used include 4-sided, 6-sided, 8-sided, 10-sided, 12-sided die and 20-sided dice.

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice to be rolled, followed by the letter "d" (short for die or dice), and then a number, for the type of dice used. For example 5d8 means an 8-sided die thrown 5 times, generating a total from 5 to 40.

The d4 looks like a pyramid. The best way to "throw" or roll a 4-sided die is to spin it and toss it straight up. It will land on one face (side) with three faces showing. The bottom number on each of the three faces is the same; this number is the result of the throw.

The other dice are rolled normally and the top face gives the result. The 0 on the d10 is read as "10". The d10 can also be used to generate a percentage (a number from 1 to 100). To do so roll the d10 twice: the first roll gives the "tens" number and the second roll gives the "ones" number. For example a roll of 5 followed by a roll of 3 would be read as 53. A roll of 0 followed by another roll of 0 equals 100. Generating a number from 1 to 100 will be referred to as rolling percentage dice (or d%).

There are no two- or three-sided dice, but we can pretend there are. We use a coin for a d2 - heads is 1, tails is 2. To make a d3, roll a d6, and then divide the result by two and round up.



CHARACTER CREATION

With the exception of the Dungeon Master, each person playing *ADVANCED DUNGEONS & DRAGONS* creates a character to use during the game. To create this character the player begins by simply imagining the type of character he or she desires to play, be it a wandering barbarian, reclusive wizard, traveling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating ability scores with dice rolls. Ability scores define the character's physical and mental traits. Next the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner the player chooses a race which best fits both the persona and class desired. Lastly the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's

persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER

Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf cavalier?

Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

ROLL ABILITY SCORES

Each character has six ability scores, generated by rolling dice. The ability scores are: *strength*, *intelligence*, *wisdom*, *dexterity*, *constitution* and *charisma*. Each ability score has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class and desired race.

CHOOSE A RACE

Select a race that best fits your imagined character concept. In *ADVANCED DUNGEONS & DRAGONS*, one can choose the versatile human, a long-lived elf, a willful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create. Players also need keep in mind that their choice of race may influence their character class options.

CHOOSE A CLASS

A class is a basic concept upon which the character is modeled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within roleplaying games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples or technical extrapolations of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

- Each of the 13 classes has unique abilities and areas of expertise:
- Clerics* are avowed to a deity and act as defenders of their faith.
- Bards* are loremasters who influence others with their words.
- Druids* owe allegiance to the elemental powers of the world.
- Fighters* are warriors with great prowess on the battlefield.
- Barbarians* are berserkers who draw upon primal rage in combat.
- Cavaliers* are fearless, honorable warriors and peerless horsemen.
- Rangers* are woodsmen and hunters of their peoples' foes.
- Paladins* are paragons of good charged with combating evil.
- Magic-Users* are practitioners of powerful arcane magics.
- Illusionists* distort the perceptions of others through arcane magic.
- Monks* are ascetic masters of unarmed combat, dedicated to the perfection of mind and body.
- Thieves* are stealthy opportunists, who rely upon skill and guile.
- Assassins* are experts at killing and eliminating targeted enemies.

FLESHING OUT THE CHARACTER

The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, religious belief, background, goals and motivations - including the moral "alignment" best suited to the character's personality.

After this the character determines their background skills, which reflect his interests and upbringing, and determines their starting funds. Using these funds, the player equips his character with clothing, armor, weapons and other adventuring gear.

ABILITY SCORES

Each and every character has six principal characteristics, the character's abilities. These abilities are strength, intelligence, wisdom, dexterity, constitution and charisma. The range of these abilities is between 3 and 18. Each ability score is determined by random number generation, as detailed below.

Generating Ability Scores

Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three. Repeat this five more times, and then assign the six numbers to the character's abilities however you want.

Ability Descriptions

STRENGTH

A character's strength score is the measure of his physical power and musculature. It affects the following:

Combat: All characters and creatures apply their strength ability modifier to their melee attack rolls and damage. Strength modifiers to damage are also applied to thrown weapon and sling attacks. Characters with a strength penalty to damage apply that penalty to all bow attack damage and those with a strength bonus may apply it to bow attack damage when using specially made bows (see the description for bows in the *Equipment* section for more details). See pages 41 & 42 for more information on weapons and weapon types.

Encumbrance: A character's strength determines how much he may carry. The *Encumbrance* section details the effects of weight carried upon a character's movement and actions.

Related Tasks: All characters may make strength checks (see pages 5 and 48-50 for more information on *common ability checks*) to open stuck doors, arm-wrestle, break free of restraints, move extremely heavy objects, attempt jumps (with and without a running start), swim and so on. Modifiers for such checks are assigned by the DM.

Saving Throws: Paralysis and Constriction saving throws are based upon a character's strength score. See the *SAVING THROWS* section for more.

INTELLIGENCE

Intelligence (Int) represents a character's memory, reasoning and learning ability, including areas outside those measured by the written word. Its effects are:

Bonus Knowledge Skills: All characters begin play trained in their respective character classes, bringing to bear the abilities of that class as they set out into the wilds in search of adventure. They also begin play with a number of skills that reflect the interests, training and life lessons of their youth and years of apprenticeship. These skills are called background skills and are described in more detail in the *SKILLS* section of the rules. Characters with an intelligence of 8 or lower subtract their intelligence penalty from their initial number of background skills (but do not lose any bonus skills gained from their chosen class) while those with exceptional intelligence scores (above 12) gain a number of additional knowledge skills equal to their intelligence modifier.

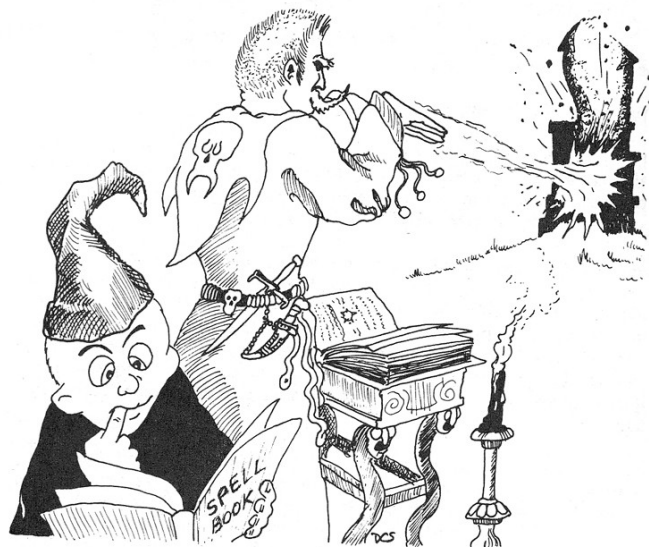
Knowledge skills may be used to learn additional, starting languages, which are based upon the character's upbringing and race. Each racial description lists what *knowledge (language)* skills may be chosen at the start of play. All characters are assumed to speak the Common tongue and, if non-human, their racial language.

Assassins who select *knowledge (language)* skills may learn languages that are normally barred to other characters. They may learn the following "secret" languages in addition to those typically available to characters of their race and class: cant, druidic, draconic, and other, campaign-specific, secret tongues. The knowledge of these secret or esoteric tongues can prove useful in affecting an effective disguise and an intelligent assassin is wise to learn them.

Druids who select *knowledge (language)* skills may learn the following languages in addition to those normally available to a member of their race or culture: elf, fey, giant, gnome and sylvan. As described in their class descriptions, both druids and bards begin play with a bonus *knowledge (language)* skill at 1st level, independent of the bonus *knowledge* skills gained for having an exceptional intelligence score.

All characters, except barbarians, of average or better intelligence can read and write each language that they speak. Characters with a 6-8 intelligence score may be literate in one language at most while characters with lower intelligence scores are wholly illiterate. Barbarian characters may gain literacy in as many languages as their intelligence allows over game time and at the Dungeon Master's discretion. Multiclassed barbarians are literate at 1st level.

Bonus Spells: Magic-users and illusionists with high intelligence scores receive bonus spells. See the *Ability Modifiers* table on page 4 for more information. Note that bonus spells are cumulative, so a magic-user with an 18 intelligence receives one bonus 1st, 2nd and 3rd level spell. Also note that bonus spells can only be acquired if the caster is of high enough level to cast them.



Maximum Spell Level: Both magic-users and illusionists need to have adequate intelligence scores in order to cast their arcane spells. They must have a minimum intelligence of 9 in order to cast spells.

Their maximum spell level is equal to one half of the spellcasting character's intelligence, rounding fractions up. As such, a magic-user with a 9-10 intelligence may cast up to 5th level spells while a magic-user with a 15-16 intelligence may cast up to 8th level spells. A magic-user or illusionist may cast lower level spells in place of higher level spells that they are unable to cast.

Related Tasks & Skills: All characters may make intelligence checks (see pages 5 and 48-50 for more information on *common ability checks*) to estimate the rough value of objects, recall information, determine the distance between themselves and their opponents, estimate the number of soldiers in an approaching army and so on.

Besides allowing characters to make rough appraisals and estimates, a character's intelligence affects the number of background skills a character begins play with (see *Bonus Knowledge Skills* above for more). Skills that are based upon intelligence are described in the *SKILLS* section. These skills represent specialized training on the character's part and function much like class abilities in that the character adds their level bonus to *skill* checks if they have that particular skill, or do not if unskilled.

Saving Throws: Arcane Magic and Illusion saving throws are based upon a character's intelligence score. See the *SAVING THROWS* section for more.

WISDOM

Wisdom (Wis) describes a composite of the character's enlightenment, judgment, willpower, common sense and intuition. Its effects are:

Bonus Spells: Clerics, bards, druids, paladins and rangers with high wisdom scores receive bonus spells. See the *Ability Modifiers* table on page 4 for more information. Note that bonus spells are cumulative, so a cleric with an 18 wisdom receives one bonus 1st, 2nd and 3rd level spell. Also note that bonus spells can only be acquired if the caster is of high enough level to cast them.

Maximum Spell Level:

Clerics, bards, druids, paladins and rangers need to have an adequate wisdom score in order to cast their divine spells. They must have a minimum wisdom of 9 in order to cast spells. Their maximum spell level is equal to one half of the spellcasting character's wisdom, rounding fractions up. As such, a cleric with a 9-10 intelligence may cast up to 5th level spells while a cleric with a 15-16 intelligence may cast up to 8th level spells. Clerics, bards, druids, paladins and rangers may cast lower level spells in place of higher level spells that they are unable to cast.

Related Tasks & Skills: All characters make wisdom checks in order to notice when something is amiss (*perception checks*) or in order to discern others' intentions (*sense motive checks*). See pages 5 and 48-50 for more information on *common ability checks*).

Saving Throws: Divine Magic, Confusion, Gaze Attacks, Petrification, and Polymorph saving throws are all based upon the character's wisdom score. See the *SAVING THROWS* section for more.

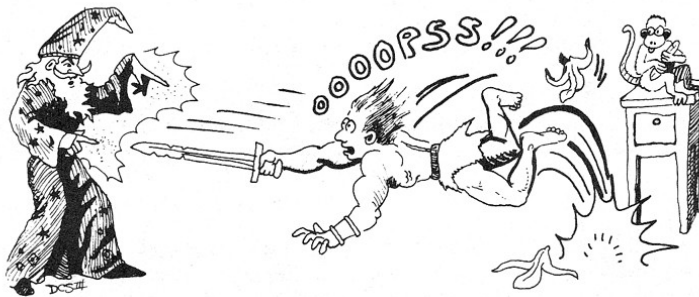
DEXTERITY

Dexterity (Dex) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. It affects the following:

Combat: All characters and creatures apply their dexterity ability modifier to their initiative rolls, attack rolls with ranged weapons and to their armor class. They may also apply their dexterity modifier, in place of their strength modifier, to attack rolls made with "finesse" weapons. See pages 41 & 42 for more information on weapons and weapon types.

Related Tasks & Skills: All characters may make dexterity checks (see page 5 and pages 48-50 for more information on *common ability checks*) to climb rough ledges or natural slopes, traverse difficult terrain, move silently, or hide from others.

Skills that are based upon dexterity are described in the *SKILLS* section.



Saving Throws: Breath Weapon and Trap saving throws are based upon a character's dexterity score. See the *SAVING THROWS* section for more.



CONSTITUTION

A character's constitution (Con) score encompasses his physique, fitness, endurance, health, and physical resistance to hardship, injury, and disease. It affects the following:

Hit Points: Characters always apply their constitution modifier to the hit points that they roll each level. Even with a constitution penalty a character will never receive less than 1 hit point for gaining a level.

Related Tasks: All characters may make constitution checks (see page 5 and pages 48-50 for more information on *common ability checks*) to exert themselves for extended periods of time or engage in feats of fortitude, such as drinking contests. Checks made to push one's endurance, fight off illness or hold one's breath are all governed by constitution.

Saving Throws: Disease, Energy Drain, and Poison saving throws are based upon a character's constitution score. See the *SAVING THROWS* section for more.

CHARISMA

The charisma (Cha) score measures a character's persuasiveness, personal magnetism and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. It is important to all characters, but especially to those who must deal with non-player characters (NPCs), mercenary hirelings, retainers and intelligent monsters.

Related Tasks & Skills: All characters may make charisma checks (see page 5 and pages 48-50 for more information on *common ability checks*) to influence others. The use of persuasion, intimidation, and guile are all based upon a character's charisma, as is the player's ability to haggle or command others. Skills that are based upon charisma are described in the *SKILLS* section.

Saving Throws: Death Attack, Charm, and Fear saving throws are based upon a character's charisma score. See the *SAVING THROWS* section for more.

Ability Modifiers

Ability scores, after changes made because of race, typically range from 1 to 19. The table below shows the ability modifiers for all ability scores, ranging from -5 to +10. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The following table also shows bonus spells gained per spell level, which you'll need to know about if your character is a spellcaster.

ability score	ability modifier	bonus spells by spell level								
		1	2	3	4	5	6	7	8	9
1	-5									
2	-4									
3	-3									
4-5	-2									
6-8	-1									
9-12	±0									
13-15	+1	1								
16-17	+2	1	1							
18	+3	1	1	1						
19	+4	2	1	1	1					
20	+5	2	2	1	1	1				
21	+6	2	2	2	1	1	1			
22	+7	3	2	2	2	1	1	1		
23	+8	3	3	2	2	2	1	1	1	
24	+9	3	3	3	2	2	2	1	1	1
25	+10	4	3	3	3	2	2	2	1	1

Note that bonus spells are cumulative, so a druid with an 18 wisdom receives one bonus 1st, 2nd and 3rd level spell. Also note that bonus spells can only be acquired if the caster is of high enough level to cast them.

Ability Checks

Almost all non-combat actions which require a die roll to determine success or failure are resolved by an ability check. Every ability check has an associated ability score. Whenever one of these checks is made a d20 is rolled by the player. The character's ability modifier is always added to this roll. When making *saving throws*, using *skills*, and using *class abilities* the character also adds his level to the roll (this is called a *level bonus*). When using *common abilities*, those that are shared by all characters regardless of race or class, the character adds $\frac{1}{2}$ of his *level bonus* to the roll (rounding fractions down). See pages 48-50 for more information on *common abilities*.

The Dungeon Master may apply a modifier to rolls that is based upon the difficulty of the task. A positive modifier, or *bonus*, improves the character's chance of success by adding to his die roll while a negative modifier, or *penalty*, decreases his chance of success. If the final result is equal to or greater than 15 (the *Challenge Base* or *CB*) then the ability check is successful. Note that rolling a "natural 20" (a "20" is rolled on your d20) always indicates success on ability checks and attack rolls while rolling a "natural 1" always indicates failure.

A more thorough discussion of ability checks is located in the *USING ABILITY CHECKS IN YOUR GAME* and *SAVING THROWS* sections of the rules. Rules for when a character's level may or may not be applied to an ability check are also provided in that section.

It is important to note that ability checks need not be made for routine or easy tasks in most instances. The modifiers for such checks, however, are listed as a point of reference. The following is a guideline for assigning or gauging the modifiers to ability checks:

Ability Check Guidelines

challenge	modifier	example
routine	+10	notice something in plain sight (a <i>perception</i> check).
easy	+5	climb a knotted rope (a <i>climb</i> check)
average	± 0	hear an approaching guard through a closed dungeon door (a <i>perception</i> check)
tough	-5	rig a wagon wheel to fall off (a <i>disable device</i> or <i>craft skill</i> check)
challenging	-10	swim in a tempest-tossed ocean (a <i>strength</i> check)
formidable	-15	open a complex lock made by a dwarven master craftsman (a <i>disable device</i> check)
heroic	-20	make a saving throw against a 20 th level magic-user's <i>charm person</i> spell (a <i>charisma</i> check)



RACES

After a player has determined the abilities of his character, it is then time to decide of what racial stock the character is to be. For purposes of the game the racial stocks are limited to the following: dwarf, elf, gnome, half-elf, halfling, half-orc and human.

The Dungeon Master may have restrictions as to which races are allowed in the campaign due to the circumstances of the milieu. Two tables for easy reference are given below in order that you can select the racial stock of your character based on abilities generated and with an eye towards what class (q.v.) of adventurer the character will be.

There are certain other disadvantages and advantages to characters of various races; these are described in the RACIAL DESCRIPTIONS section, on pages 7-9.



Ability Adjustments & Limits, by Race

Certain racial stocks excel in certain ability areas and have shortcomings in others. These penalties and bonuses are applied to the initial ability scores generated by a player for his character as soon as the racial stock of the character is selected and the modified ability scores then are considered as if they were the actual ability scores generated for all game purposes. These penalties and bonuses are shown below:

race	ability adjustments
dwarf	constitution +1; charisma -1
elf	dexterity +1; constitution -1
gnome	strength -1; constitution +1
halfling	strength -1; dexterity +1
half-orc	strength +1; constitution +1; charisma -2

race	initial ability score limits by race
dwarf	constitution 19; charisma 17
elf	dexterity 19; constitution 17
gnome	strength 17; constitution 19
halfling	strength 17; dexterity 19
half-orc	strength 19; constitution 19; charisma 15

The maximum initial ability scores listed include ability adjustments by race. Magic may alter ability scores above or below these values

Character Class Preference by Race

class	racial stock of character						
	dwarf	elf	gnome	half-elf	halfling	half-orc	human
CLERIC	yes	yes	yes	yes	yes	yes	yes
bard	-	yes	-	yes	-	-	yes
druid	-	yes	-	yes	yes	-	yes
FIGHTER	yes	yes	yes	yes	yes	yes	yes
barbarian	-	no	no	-	no	yes	yes
cavalier	no	-	no	-	no	-	yes
paladin	-	-	-	-	-	-	yes
ranger	-	yes	-	yes	-	-	yes
MAGIC-USER	no	yes	-	yes	no	-	yes
illusionist	no	-	yes	-	no	-	yes
MONK	no	no	no	-	no	-	yes
THIEF	yes	yes	yes	yes	yes	yes	yes
assassin	-	-	-	yes	-	yes	yes

Character class names are shown in capital letters if the class is primary class; secondary classes are shown in lower-case letters.

Racial Stock of Characters shows the seven races of player characters, and reading down each heading gives quick reference as to what classes are typical for characters of each race.

A "yes" indicates that a character of that race prefers a given class.

A "-" indicates that a character of that race may choose that class, though such a choice would be atypical for a member of that race.

A "no" indicates that a character of that race cannot select that particular class without their DM's approval, as a character with that race and class combination is exceedingly rare.

Racial Descriptions

DWARVES

Dwarves are short, stocky fellows, easily identified by their size and shape. They average 4 to 4½ feet tall but are so broad and compact that they are, on average, almost as heavy as humans. They have ruddy cheeks, dark eyes and dark hair that greys at an early age. Dwarves generally live for 350 years.

Dwarves tend to be dour and taciturn. They are given to hard work and care little for most humor. They are strong and brave. They enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They prize gems, of course, especially diamonds and opaque gems (except pearls, which they do not like). Dwarves like the earth and dislike the sea. Not overly fond of elves, they have a fierce hatred of orcs and goblins. Their short, stocky builds make them ill-suited for riding horses or other large mounts (although ponies present no difficulty), so they tend to be a trifle dubious and wary of these creatures. They are ill-disposed toward magic and have little talent for it, but revel in fighting, warcraft and scientific arts such as engineering.

Though dwarves are suspicious and avaricious, their courage and tenacity more than compensate for these shortcomings.

Dwarves typically dwell in hilly or mountainous regions. They prefer life in the comforting gloom and solidness that is found under ground. They have several special abilities that relate to their under ground life, and they are noted for being particularly resistant to magic and poisons. Although there are various subraces of dwarves, dwarven player characters are always assumed to be of the most common type, hill dwarves.



Ability Adjustments: Because of their sturdy builds, dwarves add 1 to their initial constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial charisma scores.

Automatic Languages: Dwarves automatically speak the Common and dwarven tongues.

Bonus Languages: Due to their dealings with these races, dwarven characters may learn the following languages, as *knowledge: language* skills, at the start of play: elven, giant, gnomish, goblin, halfling or orcish.

Darkvision 60': Dwarves can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 30' of the dwarven character spoils their darkvision.

Defensive Expertise (Giants): Years of battling giantkind has trained dwarves how to use their height to their advantage against such foes. They gain a +3 bonus to armor class when attacked by giantkind (ogres, trolls and giants).

Determine Depth Under Ground: Dwarves can automatically determine how far below ground they are.

Determine Direction Under Ground: Dwarves can automatically determine which direction they are traveling in when under ground.

Enmity (Orcs & Goblins): The age-old hatred that exists between dwarves and both orcs and goblinoids affords them a +1 bonus to attack rolls against orcs, half-orcs, goblins, hobgoblins and bugbears.

Metalcraft: Dwarves are expert smiths and gain a +2 bonus to all ability checks related to crafting or appraising metal items. Dwarves gain a +2 bonus to all *disable device* checks.

Movement Rate: Dwarves move at a rate of 45' (9") per round due to their short stature.

Permitted Classes: Dwarves may advance in all character classes except for the cavalier, magic-user, illusionist and monk. Their preferred classes are the cleric, fighter and thief.

Resistance to Magic: Dwarves are highly resistant to magic, gaining a +3 bonus to all saves versus arcane magic.

Resistance to Poison: The dwarven race is extremely hardy and gains a +3 bonus to all saves versus poison.

Size: Even though dwarves typically stand little over 4' tall they are considered Medium sized creatures due to their broad shoulders and sturdy builds.

Stonecraft: Dwarves' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Dwarves gain a +2 bonus to all *craft* and *perception* checks when dealing with stonework construction.

When passing within 10' of a secret door, dwarves may automatically make a *perception* check to notice it.

ELVES

Elves tend to be somewhat shorter and slimmer than normal humans, averaging just over 5' in height and weighing between 90 and 100 pounds. Their features are finely chiseled and delicate, and they speak in melodic tones. Although they appear fragile and weak, as a race they are quick and strong. They tend to be pale-skinned and dark-haired with green eyes. Elves often live to be over 1,200 years old, although long before this time they feel compelled to depart the realms of men and mortals. Where they go is uncertain, but it is an undeniable urge of their race.

Elves are often considered frivolous and aloof. In fact, they are not, although humans often find their personalities impossible to fathom. They concern themselves with natural beauty, dancing and frolicking, playing and singing, unless necessity dictates otherwise. They are not fond of ships or mines, but enjoy growing things and gazing at the open sky. Even though elves tend toward haughtiness and arrogance at times, they regard their friends and associates as equals. They do not make friends easily, but a friend (or enemy) is never forgotten. They prefer to distance themselves from humans, have little love for dwarves, and hate the evil denizens of the woods.

Their humor is clever, as are their songs and poetry. Elves are brave but never foolhardy. They eat sparingly; they drink mead and wine, but seldom to excess. While they find well-wrought jewelry a pleasure to behold, they are not overly interested in money or gain. They find magic and swordplay (or any refined combat art) fascinating. If they have a weakness it lies in these interests. Although there are various branches of the elven race, elven player characters are always assumed to be of the most common type, high elves.

Ability Adjustments: Elves are nimble and naturally graceful, adding +1 to their initial dexterity scores. At the same time elves are slight of build and have -1 to their initial constitution scores.

Automatic Languages: Elves automatically speak the Common and elven tongues.

Bonus Languages: Due to their interactions with these races, elves may learn the following languages, as *knowledge: language* skills, at the start of play: dwarven, gnomish, goblin, halfling, orcish or sylvan.

Enhanced Senses: The keen senses of elves grant them a +2 bonus to *perception* checks.

Immune to Ghoul's Paralysis: Elves are immune to ghoul's paralysis.

Immune to Sleep & Charm: Elves are immune to *sleep* and *charm* spells and effects.

Movement Rate: Elves move 60' (12") per round

Permitted Classes: Elves may advance in all character classes except for the barbarian and monk. Their preferred classes are the cleric, bard, druid, fighter, ranger, magic-user and thief.

Size: Elves are Medium sized creatures.

Spot Hidden Doors: The enhanced senses of elves allow them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, elves may automatically make a *perception* check to notice it.

Stealth Bonus: The natural grace of their race gives elves the ability to move about noiselessly and conceal themselves. Elves gain a +2 bonus to all *stealth* checks.

Twilight Vision: Elves can see normally by moonlight and can see up to 60' away by torchlight.

Weapon Training: Elves begin play with a +1 bonus to attack rolls made with one of the following weapons: longbow, composite longbow, shortbow, composite shortbow, longsword or shortsword. The elven character is proficient with this weapon, regardless of class.

GNOMES

Kin to dwarves, gnomes are noticeably smaller than their distant cousins, averaging just over 3' in height. Gnomes, as they proudly maintain, are also less rotund than dwarves, weighing between 55 and 70 pounds. Their noses, however, are significantly larger. Most gnomes have dark tan or wood brown skin and white hair. Their eyes are grey-blue to bright blue. A typical gnome lives for over 600 years.

Gnomes have lively and sly senses of humor, especially for practical jokes. They have a great love of living things and finely wrought items, particularly gems and jewelry. Gnomes love all sorts of precious stones and are masters of gem polishing and cutting.

Gnomes prefer to live in areas of rolling, rocky hills, well wooded and uninhabited by humans. Their diminutive stature has made them suspicious of the larger races - humans and elves - although they are not hostile. They are sly and furtive with those they do not know or trust, and somewhat reserved even under the best of circumstances. Dwelling in mines and burrows, they are sympathetic to dwarves, but find their cousins' aversion to surface dwellers foolish.

Gnomish player characters are assumed to be members of the most common subrace of gnomekind, surface gnomes.

Ability Adjustments: Gnomes, like dwarves, are exceptionally robust and add +1 to their initial constitution scores. Their small size limits their strength and, as such, all gnomish characters subtract 1 from their initial strength scores.

Animal Empathy: May communicate with burrowing mammals at a rudimentary level.

Automatic Languages: Gnomes automatically speak Common and gnomish.

Bonus Languages: Due to their interactions with these races, gnomes may learn the following languages, as *knowledge: language* skills, at the start of play: elven, dwarven, giant, goblin, halfling or kobold.

Darkvision 60': Gnomes can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 30' of the gnomish character spoils their darkvision.

Defensive Expertise (Giants): Years of battling giantkind has trained gnomes how to use their height to their advantage against such foes. They gain a +3 bonus to armor class when attacked by giantkind (ogres, trolls and giants)

Determine Depth Under Ground: Gnomes can automatically determine how far below ground they are.

Determine Direction Under Ground: Gnomes can automatically determine which direction they are traveling in when under ground.

Enhanced Senses: The keen senses of gnomes grant them a +2 bonus to *perception* checks.

Enmity (Kobolds & Goblins): The age-old hatred that exists between gnomes and both kobolds and goblinoids affords them a +1 bonus to attack rolls against kobolds, goblins, hobgoblins and bugbears.

Size: Gnomes are Small sized creatures.

Metalcraft: Unlike dwarves, who focus on the production of fine weapons and armor, gnomes are superior craftsmen of finely wrought, often elaborate, pieces of jewelry. Like dwarves, they gain a +2 bonus to all ability checks related to crafting or appraising metal items. They also gain a +2 bonus to all *disable device* checks.

Movement Rate: Due to their small size gnomes move 45' (9") per round.

Permitted Classes: Gnomes may advance in all character classes except for the barbarian, cavalier and monk. Their preferred classes are the cleric, fighter, illusionist and thief.

Resistance to Magic: Gnomes are highly resistant to arcane spells and gain a +3 bonus to all saves versus such magic.

Stonemcraft: Gnomish, like dwarven, expertise at mining and working stone allows them to spot unusual or unique stonework construction. Gnomes gain a +2 bonus to all *craft* and *perception* checks when dealing with stonework construction.

When passing within 10' of a secret door, gnomes may automatically make a *perception* check to notice it.



HALF-ELVES

Half-elves are usually much like their elven parent in appearance. They are handsome folk, with the good features of each of their races. They mingle freely with either race, being only slightly taller than the average elf (5½' on average) and weighing about 150 pounds. They typically live about 250 years. They do not have all the abilities of the elf and do not have the natural aptitude of humankind. Finally, in some of the less-civilized nations, half-elves are viewed with suspicion and superstition.

In general, a half-elf has the curiosity, inventiveness and ambition of his human ancestors, and the refined senses, love of nature and artistic tastes of his elven ancestors. Half-elves do not form communities among themselves; rather, they can be found living in both elven and human communities. The reactions of humans and elves to half-elves range from intrigued fascination to outright bigotry.

Ability Adjustments: Half-elves have no bonuses or penalties to their initial abilities.

Ability Check Modifier: Half-elves, due to their human ancestry, are allowed to choose three ability scores with which they gain a +1 bonus to all ability checks (i.e. saving throws, class ability checks, common ability checks, and skill checks).

Automatic Languages: Half-elves automatically speak Common and elven.

Bonus Languages: Due to their interactions with these races, half-elves may learn the following languages, as *knowledge: language* skills, at the start of play: dwarven, gnomish, goblin, halfling, orcish or sylvan.

Enhanced Senses: Half-elves receive a +2 bonus to *perception* checks.

Movement Rate: The base movement rate of half-elves is 60' (12") per round.

Permitted Classes: Half-elves may advance in all character classes but prefer the following classes: cleric, bard, druid, fighter, ranger, magic-user, thief and assassin.

Resistance to Sleep & Charm: Half-elves have inherited some of their elven parent's resistances and have a +3 bonus to all savings throws versus *sleep* and *charm* spells.

Size: Half-elves are Medium sized creatures.

Spot Hidden Doors: The enhanced senses of half-elves allow them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, half-elves may automatically make a *perception* check to notice it.

Twilight Vision: Half-elves can see normally by moonlight and can see up to 60' away by torchlight.

HALFLINGS

Halflings are a short, average 3' to 3½' in height, generally plump people, weighing between 45 and 70 pounds. Their faces are round and broad and often quite florid. Their brown to sandy hair is typically curly and the tops of their feet are covered with coarse hair. Their eyes are usually brown or hazel. They prefer not to wear shoes whenever possible. Their typical life expectancy is approximately 150 years.

Halflings are sturdy and industrious, generally quiet and peaceful.

Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun stories. In fact, they can be a trifle boring at times. Halflings are not forward, but they are observant and conversational if in friendly company.

Halflings see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard working when there is need.

Halfling homes are well-furnished burrows, although most of their work is done on the surface. Elves generally like them in a patronizing sort of way. Dwarves cheerfully tolerate them, thinking halflings somewhat soft and harmless. Gnomes, although they drink more and eat less, like halflings best, feeling them kindred spirits. Because halflings are more open and outgoing than any of these other three, they get along with other races far better.



There are three types of halflings: Hairfoots, Tallfellows, and Stouts. Hairfoots are the most common type but, for player characters, any of the three is acceptable.

Ability Adjustments: Halflings are light-footed and nimble, adding +1 to their initial dexterity scores. Their small size limits their strength and, as such, all halfling characters subtract 1 from their initial strength scores.

Automatic Languages: All halflings automatically speak the Common and halfling tongues.

Bonus Languages: Due to their interactions with these races, halflings may learn the following languages, as *knowledge: language* skills, at the start of play: elven, dwarven, gnomish, goblin, or kobold.

Enhanced Senses: Halflings receive a +2 bonus to *perception* checks.

Movement Rate: The base movement rate for halflings is 45' (9") per round.

Permitted Classes: Halflings may advance in all character classes except for the barbarian, cavalier, magic-user, illusionist and monk. Their preferred classes are the cleric, druid, fighter and thief.

Resistance to Magic: Halflings are highly resistant to arcane spells and gain a +3 bonus to all saves versus such magic.

Resistance to Poison: Halflings are also highly resistant to poison and have a +3 on saving throws against all types of poison.

Size: Halflings are Small sized creatures.

Stealth Bonus: Halflings, due to their small size, unobtrusive manner and padded feet, are naturally inclined to moving silently and hiding. They gain a +2 bonus to all *stealth* checks.

Twilight Vision: Halflings can see normally by moonlight and can see up to 60' away by torchlight.

Weapon Training: Halflings have a natural talent with slings and thrown weapons. Rock pitching is a favorite sport of many a halfling child. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings.



HALF-ORCS

Half-orcs are boors. They are rude, crude, crass and generally obnoxious. Because most are cowardly they tend to be bullies and cruel to the weak, but they will quickly knuckle under to the stronger. This does not mean that all half-orcs are horrid, only most of them. It neither means that they are necessarily stupid nor incapable. They will always seek to gain the upper hand and dominate those around them so as to be able to exercise their natural tendencies; half-orcs are greedy too. They can, of course, favor their human parent more than their orcish one.

Orcs are fecund and create many crossbreeds, most of the offspring of such being typically orcish. However, some one-tenth of orc-human mongrels are sufficiently non-orcish to pass for human. It is assumed that player characters that are of the half-orc race are within the superior 10%, though there is something disquieting about their appearance that reveals the cruel nature of their orcish heritage.

Half-orcs tend to be slightly taller than humans, longer of limb and with broader shoulders. Their facial features have an orcish cast to them, with thin-slit eyes and nostrils, broad, jutting jaw lines and slightly pointed ears being common. Their canine teeth are somewhat larger than those of humans and their coloration tends to be ruddier than usual for men of their lands.

Half-orcs are relatively short-lived, with a life expectancy of approximately 65 years.

Ability Adjustments: Half-orcs are powerfully built, with broad shoulders and mighty thews. They add 1 to their initial strength and constitution scores but subtract 2 from their initial charisma scores due to their brutish, brusque nature.

Ability Check Modifier: Half-orcs, due to their human ancestry, are allowed to choose three ability scores with which they gain a +1 bonus to all ability checks (i.e. saving throws, class ability checks, common ability checks, and skill checks).

Automatic Languages: All half-orcs automatically speak both Common and orcish.

Bonus Languages: Due to their interactions with these races, half-orcs may learn the following languages, as *knowledge: language* skills, at the start of play: elven, dwarven, goblin, kobold, or giant.

Darkvision 60': Half-orcs can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 30' of the half-orc character spoils their darkvision.

Movement Rate: The base movement rate of half-orcs is 60' (12") per round.

Permitted Classes: Half-orcs may advance in all character classes but prefer the following classes: cleric, fighter, barbarian, thief and assassin.

Size: Half-orcs are Medium sized creatures.

HUMANS

Human characters are neither given penalties nor bonuses, as they are established as the norm upon which these subtractions or additions for racial stock are based. Human characters are not limited as to what class of character they can become and are renowned for their adaptability and natural aptitude. As they are the rule rather than the exception, the basic information given always applies to humans, and racial changes are noted for differences as applicable for non-human or part-human stocks.

Humans are the most diverse of all the races, with skin and hair varying in color from black to the lightest shades. Their men may or may not wear beards and their eyes can be of various hues, tending towards shades of blue or brown.

Ability Adjustments: None

Adaptable: Humans, as the most adaptable of the player races, gain a +1 bonus to all ability checks (i.e. saving throws, class ability checks, common ability checks, and skill checks).

Automatic Language: All human characters automatically speak the Common tongue.

Bonus Languages: Due to their interactions with these races, humans may learn the following languages, as *knowledge: language* skills, at the start of play: elven, dwarven, halfling, gnome or orcish.

Movement Rate: The base movement rate of humans is 60' (12") per round.

Permitted Classes: Humans may advance in all character classes and prefer no class over any other.

Size: Humans are Medium sized creatures.

Racial Preferences

In addition to the various attributes of the races of characters already mentioned, there are also certain likes and dislikes which must be considered in selecting a racial type for your character. The dealings that a character has with various races will be affected by racial preferences to some extent. Similarly, the acquisition of hirelings by racial type might prove difficult for some characters if they go outside a narrow field. Your Dungeon Master will certainly take racial preferences into account during interaction between your character and the various races that he will encounter (see *Encounter Reactions* on page 54). The following table will serve as a guide in determining which races your character will like, be rather indifferent to, or dislike.

Basic Acceptability of Racial Type

character race	dwarf	elf	gnome	½ elf	halfling	½ orc	human
dwarf	P	A	G	N	N ¹	H	N
elf	A	P	N	G	N	A	N
gnome	G	N	P	N	G	A	N
half-elf	N	G	N	P	N	A	G
halfling	N ¹	N ²	G	N	P	N	N
half-orc	H	A	A	A	N	P	N
human	N	N	N	G	N	N	P

¹ stout halflings and dwarves regard each other with goodwill (G).

² tallfellow halflings regard elves with goodwill (G).

Notes on the Racial Preferences Table:

P: indicates that the race is generally preferred, and dealings with the members of the race will be reflected accordingly.

G: means that considerable goodwill exists towards the race.

N: shows that the race is thought of neutrally, although some suspicion will be evidenced.

A: means that the race is greeted with antipathy.

H: indicates a strong hatred for the race in question.

CHARACTER CLASSES

In the *Advanced Dungeons & Dragons* game, there are 13 character classes from which to choose. Four of these classes are primary classes (clerics, fighters, magic-users and thieves), which represent the basic archetypes for fantasy characters – the priests, warriors, wizards and rogues of various milieus. Seven secondary classes (bards, druids, barbarians, cavaliers, paladins, rangers, illusionists and assassins) are derived from these “core” classes and represent specialized variants of each archetype. Each of these lacks the versatility of the primary class upon which they are based but, in their respective element, can excel in ways that a primary class cannot. The final character class, the monk, is relatively rare in typical campaign settings, which are usually modeled upon medieval European societies. As such they are an optional 5th primary class. The following table will enable you to determine the major differences between character classes at a glance. Specific comparisons must be done in light of the detailed information given in the sections that discuss the individual classes in question.

Primary Classes & Secondary classes: Class names shown in capital letters are primary classes; secondary classes are listed in lower-case letters.

class	alignment	hit die type	ability requirements	class abilities
CLERIC	any	d8	wisdom 9	cleric spells, cleric training, turn undead
bard	any neutral	d8	intelligence 9, wisdom 9, charisma 9	bard spells, bardic music, bardic training, decipher script, lore, perception, persuasive, sleight of hands, immunity to nature's charms, a thousand faces
druid	any neutral	d8	wisdom 9, charisma 9	druidic spells, druidic training, survival, resistance to elements, woodland stride, totem shape, immunity to nature's charms, immunity to nature's venom, a thousand faces, timeless body, hibernate
FIGHTER	any	d10	strength 9	combat prowess, multiple attacks, weapon specialization, combat dominance
barbarian	non-lawful	d12	strength 9, constitution 9	barbarian training, berserker rage, combat sense, fast movement, multiple attacks, perception, resilience, survival, track, wilderness stealth
cavalier	any lawful	d10	strength 9, dexterity 9, constitution 9	cavalier training, multiple attacks, status, valor, weapon specialization
paladin	lawful good	d10	strength 9, wisdom 9, charisma 9	cure disease, divine aura, divine sense, immunity to disease, lay on hands, multiple attacks, paladin training, smite evil, turn undead, divine mount, paladin spells
ranger	any neutral or good	d10	strength 9, wisdom 9, constitution 9	animal empathy, favored enemies, hunter's aim, multiple attacks, perception, ranger training, survival, track, wilderness stealth, ranger spells
MAGIC- USER	any	d4	intelligence 9	magic-user spells, magic-user training
illusionist	any	d4	intelligence 9, dexterity 9	illusionist spells, illusionist training, resistance to illusions
MONK	any lawful	d8	strength 9, wisdom 9, dexterity 9	balance, climb, deflect missile, escape artist, fast movement, jump, mind over body, multiple attacks, perception, stealth, stunning attack, unarmed attack, unarmored defense, slow fall, ki strike, purity of body, feign death, fast healing, evasion, still mind, tongues, immunity to poison, quivering palm, speak with plants, timeless body
THIEF	any	d6	dexterity 9	backstab, balance, cant, climb, combat sense, disable device, dodge, escape artist, find traps, infiltration, jump, perception, sleight of hands, sneak attack, stealth, decipher script, evasion
assassin	non-good	d6	intelligence 9, dexterity 9	backstab, balance, climb, combat sense, death attack, disable device, disguise, dodge, escape artist, find traps, jump, perception, poisons, sleight of hands, sneak attack, stealth

CLASS DESCRIPTIONS

Each class is briefly described in the pages that follow. Following each description is a level progression chart that shows the class's Hit Die Type, Bonus to Hit, Class Abilities and the number of experience points needed to advance to the class's next level. In choosing a class, keep the following in mind:

- Ability Requirements:** These are the minimum ability scores required by a given character class. A character must meet or exceed these requirements in order to qualify for that class.
- Hit Die:** The relative hardness of your character is determined by his hit die type. A fighter, who rolls a d10 for hit points each time he advances in level, will typically be more resilient than a thief who only rolls a d6. All characters begin play with the maximum hit points possible for their hit die type, plus any bonuses or penalties for constitution. After 9th level all classes receive a set number of hit points per level and no longer roll for hit points. The character's constitution modifier is still applied to their hit points.
- Bonus to Hit (BtH):** This number is added to your character's attack roll, along with his ability modifier and, possibly, other modifiers.
- Alignment:** In choosing a character class, its alignment restrictions should be carefully considered. Alignment provides a framework or guidelines for that character's outlook and actions. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined. A character whose alignment changes to one incompatible with their character class may not advance further in that class without atoning for their actions and returning to a suitable alignment.
- Abilities:** These are the special abilities of the character's chosen class. Each is described in detail in the class's description.

THE CLERIC

Upon the fields of battle, where good and evil struggle, stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, action on the field of battle, and by bringing justice or retribution to their foes.

Clerics are warrior-priests. They are religious in nature and worship a pantheon of deities, or are eternally bound to the service of one deity. From this deity they receive divine powers and act as conduits of the power of their deity.

A cleric's divine connection to their deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality, from good to evil and lawful to chaotic. All of the deities have clerics and priests who serve and worship them. The cleric is always of like mind and nature as the deity they worship and never falters in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered power.

Clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. In this they gain converts and servants to serve them and their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary and utilize whatever is necessary to see them through the day and on to victory.



Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

level	hit dice (d8)	bonus to hit (bth)	experience points
1	1	+0	0
2	2	+1	2,500
3	3	+2	5,000
4	4	+2	10,000
5	5	+3	20,000
6	6	+4	37,500
7	7	+4	75,000
8	8	+5	150,000
9	9	+6	250,000
10	+2	+6	500,000
11	+2	+7	750,000
12	+2	+8	1,000,000
13	+2	+8	1,250,000
14	+2	+9	1,500,000
15	+2	+10	1,750,000
16	+2	+10	2,000,000
17	+2	+11	2,250,000
18	+2	+12	2,500,000
19	+2	+12	2,750,000
20	+2	+13	3,000,000

- Ability Requirements:** Wisdom 9
- Hit Die:** d8
- Alignment:** Any
- Weapons:** Club, dagger, flail (any), hammer (any), mace (any), morningstar, quarterstaff and sling
- Armor:** Any armor and shields
- Abilities:** Cleric spells, cleric training, turn undead

Cleric Spells: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The table below shows the number of spells

per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study. This process is covered in greater detail in the Magic section, on page 60. Clerics gain bonus spells for high wisdom scores (see the Ability Modifiers table on page 4 for details).

level	spells per day										
	0	1 st	2 nd	3 rd	spell level						
	4 th	5 th	6 th	7 th	8 th	9 th					
1	4	1									
2	4	2									
3	4	2	1								
4	4	3	2								
5	4	3	2	1							
6	4	3	3	2							
7	4	4	3	2	1						
8	4	4	3	3	2						
9	4	4	4	3	2	1					
10	4	4	4	3	3	2					
11	4	4	4	4	3	2	1				
12	4	4	4	4	3	3	2				
13	4	4	4	4	4	3	2	1			
14	4	4	4	4	4	3	3	2			
15	4	4	4	4	4	4	3	2	1		
16	4	4	4	4	4	4	3	3	2		
17	4	4	4	4	4	4	4	3	2	1	
18	4	4	4	4	4	4	4	3	3	2	
19	4	4	4	4	4	4	4	4	3	2	
20	4	4	4	4	4	4	4	4	4	3	3

Clerics can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

Cleric Training: Clerics are learned in matters of faith and in the healing arts. As a result of their training, all clerics begin play with the knowledge (religion) and profession (healer) skills in addition to their background skills (see SKILLS for more details).

Turn Undead (Wisdom): A cleric has the ability to drive away, destroy, or control undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful ability check. The check penalty is equal to undead type's hit dice. For undead with differing hit dice, use a single die roll but apply the check penalty separately for each creature. As such, a cleric may successfully turn a lower hit die creature but not its more powerful ally. The character must display a holy symbol toward the undead, who must be able to see the cleric, and utter a prayer, chant, or other invocation of the character's deity. Turning undead is considered a special attack and takes one round. Turning undead has a maximum range of 60 feet.

The number of hit dice of undead turned equals 6 + the cleric's level + the cleric's wisdom modifier. Undead with lower hit dice are turned first. Undead are turned for 12 rounds (2 minutes).

Turned undead flee from you by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning cleric cannot engage turned creatures in melee combat without breaking the turning effect. He may, however, attack them with ranged attacks. Other characters can attack them, in any fashion, without breaking the turning effect.

If you have at least twice as many levels as the undead have hit dice, you destroy any that you would normally turn (i.e. a 4th level cleric would destroy 2 hit die zombies).

Evil clerics may, instead of destroying undead, control them. They may also counter the turn undead ability of a good (or neutral) cleric if their turn undead check is equal to or greater than that of the opposing cleric. Evil clerics can also turn, but not destroy or control, paladins.

This ability may be used 3 times per day at 1st level. Clerics apply their charisma modifier to the number of times they may use this ability each day. As such a cleric with an 8 charisma (-1 modifier) may only turn undead twice per day at 1st level while a cleric with an 18 charisma (+3 modifier) may turn undead 6 times per day at 1st level.

At 5th level and every five levels thereafter the cleric gains another use of the turn undead ability each day.

THE BARD (Cleric)

Every age and people has a voice. That voice finds its measure in story, expressed in legend, tale, song, poem, battle cry, or speech. From wild barren steppes to the frozen lands at the tips of the world, from taverns to town squares, and from city streets to imperial residences, there are those blessed with the ability to artfully weave story and legend and move the heart to great feats. In recounting epic deeds of ages past, bards inspire listeners to greater deeds as if by magical incantation. They captivate hearts, cause tears to flow, and invigorate individuals and crowds. These storytellers are historians and lore masters with oratorical skills guided by the muses. Some are powers behind thrones, weaving a future through tales of the past. Others are the backbone to a troop of soldiers, inspiring courage in times of distress. But the most renowned are the warrior-poets, whose adventures and escapades are legend. These ply their skills across the wide world and are known as bards.

Bards can lead by example or deed, but they primarily influence others with story, art, or argument. Their skill of recitation borders on the magical, so much so that they are often able to charm listeners with their tales. They are also learned in druidic lore, having received tutelage in those arts, and have access to spells that reflect this training and the esoteric knowledge they have gained through their deep understanding of myth and legend.

Bards possess artistic skills that are needed to convince an audience that what they see is more than what is shown. They gain access to the various strata of society, both low and high. They walk among them, acquiring knowledge and power. Whether from noble or villain, the bard pays heed to the moods and tales of all, realizing the import of even the meanest of peoples.



They are skalds, minstrels, troubadours, lore masters, poets, chroniclers, schemers, sages, musicians and orators blending fact and fiction to great effect. Whether weaving tales or delivering odes, bards can affect changes in individuals and small groups, inspiring them to great deeds in combat or humble behavior. They give voice to history, and weave tales establishing ethics and morals, reinforcing the frameworks of societies. They possess a tremendous knowledge of events great and small, of legends and the nature of magics. Most bards teach much of what they know, but all bards keep some knowledge to themselves, considering it a source of power and prestige only to be dispensed with or used in the most extraordinary of circumstances.

The bard's nature as that of a historian and storyteller requires a bending and twisting of fact and a weaving of fiction to tell their tales well. They must be free of mind and spirit, with agile and active imaginations. Bards are not bound by the more moribund and strict interpretations of academics and others who depend on the separation of fact and fiction.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat where many times they perform deeds of valor. In life they prefer not to be encumbered by worldly goods. They rarely take up permanent residence, always ready to move. Usually, their most prized possessions are the instruments they carry, scrolls with great tales writ upon them, or items with which they have traveled many long years, like boots or a hat to

which they have attached great value and through which they recall tales or bygone days.

level	hit dice (d8)	bonus to hit (bth)	experience points
1	1	+0	0
2	2	+1	2,500
3	3	+2	5,000
4	4	+2	10,000
5	5	+3	20,000
6	6	+4	37,500
7	7	+4	75,000
8	8	+5	150,000
9	9	+6	250,000
10	+2	+6	500,000
11	+2	+7	750,000
12	+2	+8	1,000,000
13	+2	+8	1,250,000
14	+2	+9	1,500,000
15	+2	+10	1,750,000
16	+2	+10	2,000,000
17	+2	+11	2,250,000
18	+2	+12	2,500,000
19	+2	+12	2,750,000
20	+2	+13	3,000,000

- Ability Requirements:** Intelligence 9, wisdom 9, charisma 9
- Hit Die:** d8
- Alignment:** Any neutral (neutral good, neutral evil, neutral, chaotic neutral, or lawful neutral)
- Weapons:** Any
- Armor:** Light armor and small shields*
- Abilities:** Bard spells, bardic music, bardic training, decipher script, lore, perception, persuasive, sleight of hands, immunity to nature's charms, a thousand faces

* Bards may not cast spells when using medium or heavy armor or when employing shields larger than a small shield.

Bard Spells: Bards cast divine spells much as a cleric or druid does. The spells available are listed on the bard spell list. A bard is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may cast. Bards prepare spells each day through prayer, song and recitation dedicated to their deity or deities. This process is covered in greater detail in the Magic section, on page 60. Bards gain bonus spells for high wisdom scores (see the Ability Modifiers table on page 4 for details).

level	spells per day						
	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	2	1					
2	2	2					
3	3	2					
4	3	2	1				
5	3	3	2				
6	4	3	2				
7	4	3	2	1			
8	4	3	3	2			
9	4	4	3	2			
10	4	4	3	2	1		
11	4	4	3	3	2		
12	4	4	4	3	2		
13	4	4	4	3	2	1	
14	4	4	4	3	3	2	
15	4	4	4	4	3	2	
16	4	4	4	4	3	2	1
17	4	4	4	4	3	3	2
18	4	4	4	4	4	3	2
19	4	4	4	4	4	3	2
20	4	4	4	4	4	3	3

Bards can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

Bardic Music: Once per day per bard level, a bard can use his songs or poetics to produce magical effects. Each of the three *bardic music* abilities detailed below require that the bard concentrate upon his musical performance or recitation as if casting a spell (see page 62) and that his words or music be heard (an area of *silence* negates all *bardic music* abilities). All *bardic music* abilities can be used for a number of rounds equal to the bard's level+3, provided that the bard can maintain his concentration. *Bardic music* abilities are:

1. *Countersong:* A bard's singing and playing can negate the song effects of harpies and sirens, and counter attacks which rely upon song or sounds. A bard's *countersong* has no effect against spells that simply have verbal components.

Each round of the *countersong* the bard makes a *performance* skill check. The bard and all creatures within 30' of him may use this skill check result in place of their saving throw against all sonic and song-based magical effects.

If a creature within range of the *countersong* is already under the effect of a sonic or song-based magical attack, it gains a new saving throw each round it hears the *countersong*. *Countersongs* have no effect against effects that don't allow saves.

2. *Fascinate:* Bards have the ability to place a single creature into a trance through their musical or oratory performance. To be *fascinated* the creature must be able to see and hear the bard, and the bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other danger will prevent the ability from working.

When attempting to *fascinate*, the target makes a charisma saving throw to resist the bard's spellsong. If the saving throw fails, the creature sits quietly and listens to the bard for the duration of the *bardic music* ability. While *fascinated*, the creature is distracted, suffering a -4 penalty to all saving throws and armor class, and treated as *surprised* if attacked (see page 55 for more details on *surprised* combatants). If the creature's saving throw succeeds the bard cannot attempt to *fascinate* that creature again for 24 hours. Any threat that is obvious to the *fascinated* creature, such as the casting of a spell, drawing a sword, or aiming of a weapon, automatically breaks the effect.

As the bard rises in level the power of his *fascinate* ability increases as well, allowing the bard to further influence *fascinated* creatures. At 6th level, a bard may attempt to *charm person* (as the spell) on a *fascinated* creature. At 11th level, a bard may attempt to implant a *suggestion* (as the spell) into a *fascinated* creature. At 16th level, a bard may attempt *antipathy/sympathy* (as the spell) on a *fascinated* creature. In each case, the creature receives a saving throw to attempt to resist the spellsong. These specialized uses of the *fascinate* ability do not count against the bard's daily limit on using the *fascinate* ability and do break the *fascinate* effect, even if they fail.

As the bard gains experience the number of creatures that can be affected by the *fascinate* ability, but not one of its specialized uses, increases. The number of creatures effected increases by one at levels 4, 8, 12, 16 and 20. A 4th level bard can *fascinate* 2 creatures, an 8th level bard can *fascinate* 3 creatures, a 12th level bard can *fascinate* 4 creatures, and so on.

3. *Inspire:* This ability allows the bard to *inspire* courage all allies within 30'. Inspired allies gain a +1 bonus to saving throws versus fear and to their attack rolls.

As the bard rises in levels, the bonus imparted by this ability increases: to +2 at 6th level, +3 at 11th level, +4 at 16th level and +5 at 20th level.

Bardic Training: All bards begin play with bonus skills (see *SKILLS* for more details about background and bonus skills) based upon their bardic training. These bonus skills are *knowledge (history)*, *knowledge (language)* and *performance (all types)*.

Bards, due to their years of studying the tales and histories of other lands, are quite adept at learning new languages. In addition to the bonus *knowledge (language)* gained at level 1, the bard gains new *knowledge (language)* skills at levels 6, 11 and 16. These languages must relate to those that the bard has interacted with or to those that the bard has studied.

Decipher Script (Intelligence): Bards may attempt to decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code. If the check succeeds, the

character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing.

A bard may use this ability to decipher arcane or divines scripts, as per the *read magic* spell, if a successful check is made with a -10 penalty. This does not permit the bard to cast spells they otherwise could not cast but does allow them to identify the contents of a deciphered scroll.

Lore (Intelligence): Bards are lore masters of myth and memory. With a successful ability check, a bard gains or remembers some relevant information about local notable people, a legendary item, a noteworthy place, or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and doing research. The information might prove useful in diplomacy, entertaining and otherwise influencing others.

The ability also might impart insight into (and limited understanding of) local or secret languages, including thieves' cant, druidic, or ranger signs. The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation.

Bards have a chance to *identify* the general purpose and function of any magical item by making a *lore* check with a -10 penalty. The bard need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

For most other *lore* checks, the Dungeon Master gauges the modifier based on whether the knowledge is:

1. Common and known by at least a substantial minority of the local population.
2. Uncommon but available, known by only a few people in the area.
3. Obscure, known by few, and hard to come by.
4. Extremely obscure, known by very few scholars and sages, possibly forgotten by most who once knew it or possibly known only by those who don't understand the significance of the knowledge.

Perception (Wisdom): A bard can hear noises that others might not detect and are keen observers of their surroundings. Bards gain *perception* as a *class ability*, rather than *common ability*, which allows them to add their full level bonus to *perception* checks.

Persuasive: Bards are adept at manipulating others through their words. At 1st level, bards gain a +1 bonus to all charisma checks made to influence others. As the bard rises in levels, the bonus imparted by this ability increases: to +2 at 6th level, +3 at 11th level, +4 at 16th level and +5 at 20th level.

Sleight of Hands (Dexterity): All bards are trained in the arts of legerdemain or sleight of hands. When making a dexterity check to perform any "sleight of hands" bards add their level to the roll. A bard can use this ability to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed, by making a *sleight of hands* check (opposed by their target's *perception* check). Success may require the bard to cut the purse or pouch from the target.

This ability also allows the bard to perform "sleight of hand" maneuvers. A successful *sleight of hands* check (opposed by their target's *perception* check) indicates the bard has hidden or moved an item in such a manner that observers are not aware of where the item has been hidden. Typical maneuvers include hiding a coin, sliding a card up a sleeve, performing the peanut trick (table tricks), and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved.

Immunity to Nature's Charms: At 9th level the bard becomes immune to all *charm* spells cast by fey woodland creatures such as dryads, nixies, nymphs, pixies and sprites.

A Thousand Faces: At 16th level the bard is able to alter his appearance at will as per the *change self* spell, except that the bard may only change his appearance, and not that of his possessions. Furthermore, the use of this ability is not a magical effect, so it can only be detected through the use of *true seeing* or the like, and actually changes the facial features and body of the bard.

THE DRUID (Cleric)

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live with contentment outside of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death and acceptance thereof.

Many fear druids; for they call upon powerful elemental and nature spirits and they can gather great hosts of nature to fight for their causes.

Druids seek to protect the wilderness and its beasts from the encroachments of civilization lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates peoples that are weak and dependent upon a material culture.

They are fiercely individualistic, and are often found among barbarian tribes. Druids live in harmony with nature, revering its power and beauty. Although sometimes termed priests of nature, druids are much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, while some promote the beliefs of one or more nature deities and others bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms.

Their divine dispensations are gifts from the spirits of the wood, rock, water and windstorms that rage across the plains, seas that thunder against coasts, or the waving grass of the wild steppe: none knows a motive. Druids must be able to relate to this balance and neutrality in nature.

From this closeness to their surroundings a druid possesses specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

Druids must use armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced metalsmithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

level	hit dice (d8)	bonus to hit (bth)	experience points
1	1	+0	0
2	2	+1	2,500
3	3	+2	5,000
4	4	+2	10,000
5	5	+3	20,000
6	6	+4	37,500
7	7	+4	75,000
8	8	+5	150,000
9	9	+6	250,000
10	+2	+6	500,000
11	+2	+7	750,000
12	+2	+8	1,000,000
13	+2	+8	1,250,000
14	+2	+9	1,500,000
15	+2	+10	1,750,000
16	+2	+10	2,000,000
17	+2	+11	2,250,000
18	+2	+12	2,500,000
19	+2	+12	2,750,000
20	+2	+13	3,000,000

Ability Requirements: Wisdom 9, charisma 9

Hit Die: d8

Alignment: Any neutral (neutral good, neutral evil, neutral, chaotic neutral, or lawful neutral)

Weapons: Club, dagger, dart, quarterstaff, scimitar, sling, sickle and spear (any)

Armor: Light armor and wooden shields*

Abilities: Druid spells, druidic training, survival, resistance to elements, woodland stride, totem shape, immune to nature's charms, immune to nature's venom, a thousand faces, timeless body, hibernate

* Druids may not cast spells or use their *totem shape* ability when using metal armor or shields.

Druid Spells: A druid casts divine spells. The spells available are listed on the druid spell list located in the *Magic* section. Each druid can cast a limited number of spells from each spell level per day. The table below shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section, on page 60. Druids gain bonus spells for high wisdom scores (see the *Ability Modifiers* table on page 4 for details).

spells per day

level	spell level									
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	2
20	4	4	4	4	4	4	4	4	3	3

Druids can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

Druidic Training: Druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This imparts a specialized knowledge of the wilds to them. As a result, they begin play with *knowledge (nature)* as a bonus skill. Druids using this skill are automatically successful when in their native environment and climate. In unfamiliar environments, the druid must succeed at a *knowledge (nature)* check in order to learn about their surroundings, just as other characters would.

Like clerics, druids are skilled at tending to the wounds of others and automatically gain the *profession (healer)* skill in addition to their background skills. Finally, druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren. This language, druidic, is gained as a bonus *knowledge (language)* skill at 1st level (see *SKILLS* for more details).

Survival (Wisdom): In wilderness environments, druids can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an ability check. The druid can forage and hunt for food and water. The druid must spend 1d4 hours hunting and gathering to produce enough food and water to feed 2d4 people for 1 day. If the druid wishes to feed or shelter a larger group of people, he must spend an additional 1d4 hours gathering food and succeed at a *survival* check. This additional effort allows the druid to gather food and water for 2d4 more creatures. The druid can only hunt and forage for food 12 hours per day, limiting the number of people that can be fed.

In addition to the ability to provide food and shelter in the wilds, a druid can automatically determine where true north lies in relation to the character in normal wilderness environments.

Resistance to Elements: At 2nd level druids gain a +2 bonus to saving throws against all fire, water, earth, air, cold and lightning attacks.

Woodland Stride: At 3rd level druids gain the ability to move through natural thorns, briars, overgrown areas, and similar terrain at normal

speed and without suffering damage or other impairment. When doing so, druids leave no trail in the natural surroundings and cannot be tracked. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect druids.

Totem Shape: At 6th level druids gain the spell-like ability to change into a Small or Medium animal and back again once per day. This ability operates like the spell *polymorph* except that, each time the druid assumes a totem form, he regains 2d8 hit points. At 8th and 10th levels the druid gains an additional use of this ability each day.

At 12th level, the druid gains the ability to take the shape of a Large animal when using the *totem shape* ability. At 12th level, and every level thereafter, the druid regains 4d8 hit points whenever they assume a totem form.

Immunity to Nature's Charms: At 7th level the druid becomes immune to all *charm* spells cast by fey woodland creatures such as dryads, nixies, nymphs, pixies and sprites.

Immunity to Nature's Venom: At 14th level druids gain immunity to all natural poisons (ingested or insinuated animal or vegetable poisons, including "monster" poisons and venoms but not including mineral poisons or poison gas).

A Thousand Faces: At 16th level the druid is able to alter his appearance at will as per the *change self* spell, except that the druid may only change his appearance and not that of his possessions. Furthermore, the use of this ability is not a magical effect, so it can only be detected through the use of *true seeing* or the like, and actually changes the facial features and body of the druid.

Timeless Body: At 18th level the druid is no longer affected by the ravages of age and ignores all ability penalties that have been accrued through aging. Ability bonuses gained through aging remain and the character's lifespan is increased considerably (the character's maximum age is doubled).

Hibernate: By 20th level a druid has learned secrets that allow him to slow body functions to the point where the character appears dead to casual observers. The character is unconscious during hibernation and his aging is effectively halted while in this stasis. The druid awakens at either a preordained time (i.e. "I will hibernate for a year") or when there is a specific change in his environment (i.e. "I will awaken when the first snow falls" or "I will awaken when someone enters my resting chamber.")



THE FIGHTER

From the maelstrom of war and conflict, great warriors arise, tested on and mastering the brutal fields of battle. These combatants nobly war against cruel overlords and barbarous hordes, or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Found in all societies and amongst all peoples for whom war is a constant, these are those who turn to the sword and might of arms to defeat their foes and fulfill their desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are all fighters.

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double bladed battle axe or delicately balanced saber of the finest steel, sheathed in plates of shiny metal or hefting a lone shield, on the blood-washed fields of combat, the mighty arm rises and the weak fall beneath it. It is their strength that carries fighters through the laborious contests of steel that mark their daily lives.

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their body. However, all weapons, regardless of make, function to the same end, and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. Fearsome with any weapon, the fighter is an opponent that only the foolish underestimate and the weak regret offending.

As with weapons, the use of heavy armor is demanding on the body and, when worn by those unfamiliar with its structures, hinders movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand. Fighters are well trained and accustomed to armor's bulk and weight, knowing how to manage and adjust their thrusts and parries when wearing any armor. Once trained, a fighter knows how to adjust his fighting style, weight, and load in order to use any armor effectively.

level	hit dice (d10)	bonus to hit (bth)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

- Ability Requirements:** Strength 9
- Hit Die:** d10
- Alignment:** Any
- Weapons:** Any
- Armor:** Any armor and shield
- Abilities:** Combat prowess, multiple attacks, weapon specialization, combat dominance

Combat Prowess: Due to their extensive combat training, fighters gain a +2 bonus to all opposed strength checks involved in making and resisting disarm attempts (see page 58).

Fighters also know how to exploit their foe's weakness in combat. Whenever a fighter attacks from a defender's flank or rear, fights from higher ground, or fights a prone, surprised or unaware opponent he gains an additional +1 bonus to his attack rolls.

Multiple Attacks: Fighters gain the ability to make more than one attack per round. At levels 1-6 fighters are limited to making 1 attack each round. At levels 7-12 fighters may make three attacks every two rounds. At level 13-18 fighters may make 2 attacks per round. Finally, at level 19 and beyond, fighters are able to make 5 attacks every two rounds.

level	attacks/round	level	attacks/round
1-6	1/round	13-18	2/round
7-12	3/2 rounds	19+	5/2 rounds

A partial additional attack (e.g. 3/2 attacks) means that an extra attack is taken on even-numbered rounds in the combat sequence (i.e. one attack on the first round, two on the second, one on the third, two on the fourth and so on).

Weapon Specialization: At 1st level the fighter chooses a weapon with which to specialize. This weapon, once chosen, cannot be changed.

At 1st level specialization imparts a +2 bonus to attack and damage rolls when using that weapon.

At 6th level these bonuses increase to +3 to hit and damage when employing that weapon.

At 11th level the fighter gains a second weapon of specialization. When using this weapon the character gains a +2 bonus to attack and damage rolls.

At 16th level the bonuses with this, secondary, specialized weapon improve to +3 to hit and damage.

In addition to gaining attack and damage bonuses with specialized weapons, fighters using a weapon they have specialized in gain multiple attacks (see above) as if they were 3 levels higher than their actual fighter level.

A 4th level fighter specialized in longswords may make 3 attacks every 2 rounds (as if he were a 7th level fighter).

Only fighters with weapon specialization in light crossbows may fire them more than once per round. Likewise, only fighters specialized with heavy crossbows may fire them more than once every other round. As with all specialized weapon users, those employing heavy crossbows gain multiple attacks as if they were 3 levels higher than their actual level but divide the resulting number of attacks per round by 2, due to the heavy crossbow's slow rate of fire. At level 16 and beyond, a fighter with heavy crossbow specialization may make 5 attacks every four rounds with that crossbow.



Combat Dominance: Fighters, at 4th – 20th level, may double their usual number of melee attacks per round against opponents with hit dice or levels equal to ½ of their level or less ((round fractions down). In order to use this ability the fighter must direct all melee attacks in a combat round toward opponents that meet this criterion. The fighter can split the available attacks among qualified opponents as desired. This ability may not be used with ranged attacks.

A 6th level fighter, facing a dozen 3rd level guards, could make two melee attacks per round. When using a weapon he is specialized in, he may make 3 attacks per round.

THE BARBARIAN (Fighter)

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountaintops, from deep jungles to arid plains, barbarians live in freedom, a part of their environment rather than a slave to it. Banded together in family clans or tribal nations, they are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by action and deed, not the more corrupt values of civilization, like race, occupation, education or wealth. Neither ignorant nor savage, barbarians are masters of their own destiny.



Barbarian characters are the fearsome warriors of their particular tribe. They spend their time making war to protect their people. Renowned for their ability to enter berserk rages and ignore the pains and damages that often fell lesser men, barbarians make fearsome opponents or stalwart allies in battle.

Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures while drawing upon primeval instincts and powers to overcome foes. As their cultures are usually uneasy with the supernatural, barbarians generally distrust

magic and those who employ it, although some barbarians will use magic in dire circumstances.

A barbarian's self-reliance and solitary nature does not, however, lead them to abhor the company of others. Oft times, their strengths are given to the preservation of their clans or tribes, for only in them are like-minded people found. And when a barbarian comes to trust others and call them friends, no stronger ally can be found in the entire world.

Barbarians are born and raised in the wilderlands, outside the influences of civilization. They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised, possessing a general knowledge of its plants and animals in order to survive the rigors of life in the wilderness.

Living in the wilds and at the whims of uncaring nature takes great fortitude and barbarians become inured to the physical demands of this life and suffer its inflictions and its pains with steely determination. Possessed of staggering constitution, barbarians are capable of absorbing damage that would quickly fell others of a more civilized bent.

Barbarians are generally free of the bonds and fetters that tie down most peoples, even the brethren in their tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs. Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This makes most barbarians willful in nature, with a temperament that many view as chaotic and ill-disciplined.

level	hit dice (d12)	bonus to hit (bth)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+4	+10	500,000
11	+4	+11	750,000
12	+4	+12	1,000,000
13	+4	+13	1,250,000
14	+4	+14	1,500,000
15	+4	+15	1,750,000
16	+4	+16	2,000,000
17	+4	+17	2,250,000
18	+4	+18	2,500,000
19	+4	+19	2,750,000
20	+4	+20	3,000,000

- Ability Requirements:** Strength 9, constitution 9
- Hit Die:** d12
- Alignment:** Any non-lawful (neutral good, chaotic good, neutral, chaotic neutral, neutral evil, or chaotic evil)
- Weapons:** Any
- Armor:** Light and medium armors, all shields*
- Abilities:** Barbarian training, berserker rage, combat sense, fast movement, multiple attacks, perception, resilience, survival, track, wilderness stealth

* A barbarian in heavy armor loses their *fast movement* ability.

Barbarian Training: Barbarians, by necessity, are able to survive in the harsh wilderness of their homelands. This training is reflected in the *survival* and *resilience* abilities of the class. In addition to these class abilities barbarians begin with the *knowledge (nature)* and *profession (mountaineer)* skills.

Berserker Rage: Barbarians have the ability to call upon a reserve of strength and rage once per day. Barbarians can direct this rage to devastating effect in combat.

This ability manifests itself differently across barbarian cultures and societies, and each names it differently. It is commonly known as the

fury, the warp spasm or *berserker rage*. The origins of it are unclear and the different manifestations between tribes are unexplained. Some barbarian cultures believe there is a mystical or divine connection at the root of the berserker rage ability and, in certain tribes, barbarians assume near-animalistic shapes when the fury erupts. Other barbarian tribes train their warriors from birth to call upon and control the fury.

The Dungeon Master's campaign setting may specify how a barbarian's rage manifests, or the player and Dungeon Master might work together on how this ability will manifest when used. In all cases, a barbarian undergoes a frightening physical transformation. When using this ability, the barbarian enters a state of fury and rage directed at enemies.

Entering a rage takes no time itself, though a barbarian can do it only during his action. While enraged the character temporarily gains a +2 bonus to all attack and damage die rolls made with melee weapons (the damage bonus applies to thrown weapons as well), a +2 bonus to all charisma saving throws and +2 hit points per barbarian class level. When the barbarian takes damage these bonus, temporary, hit points are lost first and may not be healed.

Berserker rage also allows the barbarian to make *multiple attacks*, in melee combat, as if they were 3 levels higher than their actual barbarian level. At 6th level the bonus to melee attack and damage die rolls increases to +3. At 12th level the bonus to melee attack and damage rolls increases to +4.

While enraged, barbarians suffer a -2 penalty to armor class and cannot use any skills or abilities that require patience or concentration. All of these effects cease at the end of the fury. In addition all temporary hit points that remain after the *berserker rage* ability ends are lost.

Berserker rage has a duration of 6 rounds (1 minute) and may be used once per day at 1st level. At 4th level, and every 4 levels thereafter, the barbarian gains an additional use of the *berserker rage* ability. A barbarian with multiple uses of *berserker rage* may enter into a rage in more than one combat per day or combine uses of *berserker rage* to remain enraged for more than 6 rounds in a particular combat encounter. Each use of this ability adds up to 6 rounds to the duration of the *berserker rage*. The barbarian may voluntarily end *berserker rage* before the 6-round duration has elapsed, though unused rounds are lost.

Combat Sense: A barbarian has an uncanny sense for the presence of foes when in a threatening environment. This reduces the effectiveness of *backstab* and *sneak attacks* against barbarians. At 1st level, *backstabbed* barbarians negate the attack and damage bonuses gained against them through the *backstab* ability of thieves and assassins.

At 6th level, the barbarian gains *improved combat sense* and can no longer be *sneak attacked* when surprised. At 11th level the barbarian gets *greater combat sense* and is no longer vulnerable to *sneak attacks* under any circumstances.

Fast Movement: The barbarian's movement rate is 15' (3") faster than is usual for a member of his race so long as he is not wearing heavy armor. As such a human barbarian would have a 75' (15") movement rate while a dwarven barbarian would have a 60' (12") movement rate, so long as each barbarian was carrying a light load.

If the same barbarians were carrying a medium load their movement rates would be $\frac{3}{4}$ of this, or 55' (11") and 45' (9") respectively (see the *Encumbrance* rules on page 53 for more information).

Multiple Attacks: Barbarians gain the ability to make more than one attack per round. At levels 1-6 barbarians are limited to making 1 attack each round. At levels 7-12 barbarians may make three attacks every two rounds. At level 13-18 barbarians may make 2 attacks per round. Finally, at level 19 and beyond, barbarians are able to make 5 attacks every two rounds.

Perception (Wisdom): A barbarian can hear noises that others might not detect and are keen observers of their surroundings. Barbarians gain *perception* as a *class ability*, rather than *common ability*, which allows them to add their full level bonus to *perception* checks.

Resilience: A barbarian's innate toughness and ability to withstand pain and punishment imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level and +5 at 20th level. This bonus is also applied to all constitution *common ability* checks (see page 48-49 for more details on *common abilities*).

Resilience also allows barbarians to fight off unconsciousness and partially resist wounds. All barbarians may remain conscious when reduced to 0 hit points or less, though they act as if *sickened* (see page 157) and are unable to attack. At 6th level a barbarian subtracts 1 from the damage inflicted upon him by any attack. At 11th level and 16th level this damage reduction rises by 1 point, to a maximum of -3. The barbarian's *resilience* ability can reduce damage to 0 but not below 0.

Survival (Wisdom): In wilderness environments, barbarians can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an ability check. The barbarian can forage and hunt for food and water. The barbarian must spend 1d4 hours hunting and gathering to produce enough food and water to feed 2d4 people for 1 day. If the barbarian wishes to feed or shelter a larger group of people, he must spend an additional 1d4 hours gathering food and succeed at a *survival* check. This additional effort allows the barbarian to gather food and water for 2d4 more creatures. The barbarian can only hunt and forage for food 12 hours per day, limiting the number of people that can be fed.

In addition to the ability to provide food and shelter in the wilds, a barbarian can automatically determine where true north lies in relation to the character in normal wilderness environments.

Track: The barbarian can successfully track any creature that leaves a discernible trace, and determine characteristics about the creature as well. With a successful *survival* check, a barbarian can find and follow a creature's tracks or trail for 6 hours. The barbarian can also hide tracks at the same level of ability. The Dungeon Master may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked, and whether the tracked creature moved through water or a secret door.

A successful *survival* check may also impart information about the creature(s) being tracked. Once a trail is found, a *survival* check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (7-20), troop (21-100), or army (101+), and one of the following categories: beast, demihuman, fey, giant, humanoid, plant, vermin, or other (aberration, animated creature, dragon, elemental, magical beast, ooze, extraplanar creature, shapechanger, or undead). For many creatures the barbarian cannot identify its exact type, only that it is a creature of such nature. A barbarian can identify specific animal tracks with no effort.

At 3rd level, a barbarian can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects, or wearing certain armor. The barbarian might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Dungeon Master's imagination and desire to provide or enhance story elements during game play.

At 5th level, a barbarian can identify the type of creature(s) being tracked if belonging to one of the following categories: beast, demihuman, fey, giant, humanoid, plant, or vermin.

Wilderness Stealth (Dexterity): Barbarians are skilled hunters and trackers, able to conceal themselves from others and move about silently in the wilds. When in natural surroundings, barbarians add their full level bonus to all *stealth* checks.

THE CAVALIER (Fighter)

Upon windswept battlefields where armies struggle for supremacy, there are those who make war their daily bread. They are the professional soldiers of every age, who lead and guide in war and in peace. They serve kings, emperors, lords, nobles, merchants and guild houses. War is their vocation, the battlefield their home and death their constant companion.

From an early age cavaliers are well trained in all aspects of war, practicing in all manner of armors and with many weapons. They inure themselves to the trials and tribulations of battle and steel their minds becoming virtually fearless in combat, much preferring an honorable death than a cowardly life.

As a member of an elite caste of warriors, the cavalier may expect noblesse oblige, or hospitality, from any other cavalier and from those they are charged to defend. At times, even cavaliers in conflict will extend this hospitality to one another. The cavalier, however, is expected to return such courtesy in kind even to an enemy.

The cavalier is the archetypal military leader: They are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy, and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary from culture to culture, all cavaliers worthy of their status are expected to show courage in the face of battle, render loyal service to one's lord, fight honorably against those worthy of honor and provide stalwart defense to his lord's holdings and charges.

Cavaliers should not be mistaken for nobles, though they may be of noble birth. They are a caste of professional, mounted warriors who exchange their services for the finest armor, horses and weaponry that their lord can afford. Those who serve as household knights receive room and board from, and have their gear maintained by, their liege lord. Knights errant (wandering cavaliers who are not tied to a particular lord) and mercenary knights (cavaliers who hire themselves out for coin) must seek their own lodgings and maintain their own equipment.

The cavalier's martial prowess, valor, mounted maneuverability and speed make them natural leaders on the battlefield. Time and experience often forge cavaliers into men of great bearing and powerful demeanor. Cavaliers are as constant and unyielding in their codes as they are upon the field of battle. Cavaliers follow codes of conduct and honor, dictated by culture and social mores. These can vary in many aspects and the details of a cavalier's patterns of behavior, acceptable battlefield conduct and use of weapons are unique to their culture and caste, but a cavalier's virtues stem from several salient aspects of their life - strict adherence to their code, bravery, honor and faith.

A cavalier must serve someone or some cause - normally a deity, greater noble, order of knighthood, or the like. The cavalier must seek to sustain the virtues and the code of chivalry. The knightly virtues are these:

Bravery, Courtesy, Glory, Good Faith, Honor, Liberality,
Pride, Unselfishness

The code for a feudal campaign may be summed up as follows:

Noble service dutifully rendered
 Defense of any charge unto death
 Courage and enterprise in obedience to one's sovereign and liege
 Respect for all peers and equals
 Honor to all above your station
 Obedience and respect from all beneath your station
 Scorn for those who are lowly and ignoble (this includes knightly limitations on weapons and armor)
 Military prowess exercised in service to your lord
 Courtesy to all ladies (if the cavalier is male)
 War is the flowering of chivalry
 Battle is a test of a cavalier's worthiness
 Combat is glory
 Personal glory above all in battle
 Death to all who oppose the cause
 Death before dishonor

In enforcing this code, the Dungeon Master may reduce or eliminate experience that is gained by the cavalier if its gaining violates the spirit or letter of the code, even when the code is violated out of necessity. A cavalier who regularly forswears oaths, exhibits disloyalty, shows cowardice, or otherwise flaunts their disregard for their code of conduct shows himself to be a knave. Such a fallen cavalier loses the benefits of the *status*, *valor* and *aura of courage* abilities. Cavaliers who become non-lawful also lose the bonuses for these abilities. Only by atoning for violations of the code may a cavalier regain the status and powers that were once theirs. The Dungeon Master may adjust this code to fit his own campaign.

level	hit dice (d10)	bonus to hit (bth)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

Ability Requirements: Strength 9, dexterity 9, constitution 9
Hit Die: d10
Alignment: Any lawful (lawful good, lawful neutral, or lawful evil)
Weapons: Any*
Armor: Any armor and shield*
Abilities: Cavalier training, multiple attacks, status, valor, weapon specialization

* Cavaliers favor the use of certain weapons and armor above all others. Weapons favored by cavaliers include the bastard sword, battleaxe, broadsword, dagger, flail (any), longsword, mace (any), morningstar, pick (any), scimitar, spear (any), shortsword and warhammer.

Cavaliers do not usually employ ranged weapons, with bows being used only for hunting or during sieges by most non-elven cavaliers. Armor, as a badge of station and form of protection, should always be of the highest quality available, with cavaliers preferring chain and plate armors above all others. A cavalier will never don light armor if superior armor is available, though it is common practice for nobles and knights to hunt in leather armor.

Cavalier Training: The training required to become a knight takes years and brings with it prowess at arms, knowledge of courtly etiquette and equestrian expertise. Cavaliers begin their training as pages, child servants in the courts of knights and nobles, and gain the *knowledge (etiquette)* skill through these years of service. Later, as squires, they learn to care for and ride both riding and warhorses and, through this training, gain the *profession (animal handler: horses)* skill.

When fighting from a war-trained mount, a cavalier (and only a cavalier) can direct the mount to attack and still make his attacks normally. For more information on mounted combat, see page 57.

All cavaliers begin play with a light warhorse in addition to their starting funds.

Multiple Attacks: Cavaliers gain the ability to make more than one attack per round. At levels 1-6 cavaliers are limited to making 1 attack each round. At levels 7-12 cavaliers may make three attacks every two rounds. At level 13-18 cavaliers may make 2 attacks per round. Finally, at level 19 and beyond, cavaliers are able to make 5 attacks every two rounds.

Status: Cavaliers, as agents of their lord or king and enforcers of the law, are afforded several privileges borne of their status. When in their own lands and allied territories cavaliers are never expected to relinquish their weapons, except under terms of peace, surrender or disgrace, and may not be detained or delayed in carrying out their duties. Theft of a cavalier's possessions is usually regarded as a heinous crime.



When in non-hostile lands the cavalier is entitled to hospitality from other cavaliers, nobles and sovereigns. This includes lodging for the cavalier and his entourage, and stabling for his horse or horses. As guests they must be given accommodations and sustenance without expectation of monetary recompense or material redress. If a cavalier is in allied lands (rather than his homelands) he may have to make a *persuasion (charisma)* check to claim this right and, if in neutral lands, must make a *persuasion check* to receive hospitality. It is up to the Dungeon Master to assign modifiers to this roll as circumstances warrant. This privilege may be revoked if the cavalier has acted in an unseemly manner or has abused the rules of hospitality. A cavalier may ask for hospitality from commoners but is not entitled to free room and board in public houses or the dwellings of freemen.

Cavaliers, while in their homeland, have the right to settle accusations against them and defend their reputation through duels of honor. Furthermore, all charisma checks made to influence others while in the holdings of the cavalier or his liege lord gain a +1 bonus, increasing by 1 at levels 5, 10, 15 and 20 (to a maximum of +5). This notoriety comes at a price; for a cavalier is expected, in turn, to selflessly defend his lands and maintain order therein. Cavalier characters are also expected to extend hospitality to fellow cavaliers and to those above their station.

All cavaliers have the right to bear heraldic devices by which they can be identified.

Valor: At 1st level, a cavalier gains a +1 bonus to saving throws against *charm*, *confusion* and *fear* spells or spell-like effects. The bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level and, finally, to +5 at 20th level. At 5th level and beyond, the cavalier is immune to all fear effects, whether magical or mundane in nature.

Weapon Specialization: At 1st level the cavalier may choose one of the following weapons in which to specialize: bastard sword, battleaxe, broadsword, flail (any), lance (any), longsword, mace (any), morningstar, pick (any), scimitar, shortsword and warhammer. Elven cavaliers may also choose either the short- or longbow, including composite versions of either weapon, as a *weapon of specialization*.

This weapon, once chosen, cannot be changed. At 1st level *specialization* imparts a +2 bonus to attack and damage rolls when using that weapon. At 6th level these bonuses increase to +3 to hit and damage when employing that weapon. At 11th level the cavalier gains a second *weapon of specialization*. When using that weapon the character gains a +2 bonus to attack and damage rolls. At 16th level the bonuses with this, secondary, *specialized* weapon improve to +3 to hit and damage.

In addition to gaining attack and damage bonuses with *specialized* weapons, cavaliers using a weapon they have *specialized* in gain *multiple attacks* (see above) as if they were 3 levels higher than their actual cavalier level.

A 4th level cavalier specialized in longswords may make 3 attacks every 2 rounds (as if he were a 7th level cavalier).

THE PALADIN (Fighter)

In the constant battle between good and evil, a select few, through their selfless devotion, courage, nobility of spirit, and unyielding faith, rise to the forefront of the struggle. These holy warriors strike terror in the hearts of evil creatures and inspire others to greater good. Their constancy and strength knows only the limits of their deity and code.

The paladin is a holy warrior chosen for adherent and absolute devotion to a deity or similar holy cause. Some are trained in all the arts of combat, serving in the vanguard of many wars and movements. Their belief in the tenets of their deity gives them strength and divine powers beyond those of other warriors. A paladin's code requires them to respect legitimate authority, act with honor, help those in need, and punish those that harm or threaten innocents. They can serve priests, temples, religious houses, or other religious authorities but obey only one calling.

These paladins serve their code alone. They are defined by their actions, and their actions are dictated by their code. These holy warriors are driven by virtue, courage, and nobility on their quest to combat evil in all forms. They ride for no master but their deity or cause. The greater good guides their actions, and victory is its own honor.

They fight on lonely battlefields and protect the weak. These warriors fight and die for the greater good, often unsung, alone and beyond the reach of succor.

Though often maligned for their zealous actions, or feared for their powers, all hold paladins in high regard, for they wage an unflinching war against evil. A paladin's power flows from a strength of will and the ability to project divine power upon the enemy.

Their purpose, if misunderstood by many, is understood by them and always guides their actions. They are servants of the law, and are bound to their code forever. They serve the greater good and always place it above all else.

Every deity or pantheon has a moral code that often dictates what is acceptable on the battlefield. A paladin's weapons of choice are generally those of the paladin's deity or of a knightly sort, for paladins eschew cowardly combat and believe facing one's enemy in battle is the highest honor. They never use weapons associated with thieves and the cowardly and generally refuse to use ranged weapons, though some of them are not averse to their use if absolutely necessary.

Paladins never knowingly associate with evil characters under any circumstances. A paladin ends all associations with those who consistently offend their moral code or refuse to help in the cause the paladin considers worthy.

A paladin who ceases to perform his duties or strays from the path of righteousness, who willfully commits an evil act, or who grossly violates the code of conduct loses all of their class abilities, except for *multiple attacks* and *paladin training*. The character is outcast and cursed and no longer advances in strength or power. Only by atoning for the violations of the code may a paladin regain the status and powers once theirs.

level	hit dice (d10)	bonus to hit (bth)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

Ability Requirements: Strength 9, wisdom 9, charisma 9
Hit Die: d10
Alignment: Lawful good
Weapons: Any
Armor: Any armor and shield
Abilities: Cure disease, divine aura, divine sense, immunity to disease, lay on hands, multiple attacks, paladin training, smite evil, turn undead, divine mount, paladin spells

Cure Disease: At 1st level the paladin can cure any disease, no matter the origin, once per week. This ability improves as the paladin rises in levels. At 6th level, the paladin can cure disease two times per week, at 11th level, three times per week and, at 16th level, four times per week.

Divine Aura: Paladins emanate a permanent divine aura that wards the paladin against mental domination and fear. At 1st level, the paladin gains a +2 bonus to saving throws against confusion, charm, fear, and other mind-affecting spells. The bonus increases to +3 at 6th level, +4 at 11th level and +5 at level 16.

Each ally within 10' of the paladin gains a +2 bonus to their saving throws versus fear, so long as the paladin is conscious.

Divine Sense: By concentrating for 1 round the paladin knows the exact location of extraplanar and undead creatures within 30 feet of him.

Within the same radius, he also detects the presence of any place or object that has been consecrated or desecrated.

Immunity to Disease: The paladin is immune to all diseases, whatever their origin.

Lay on Hands: A paladin can cure 2 hit points per level of the paladin once per day. This can be used on the paladin or on others, but the healing cannot be divided among recipients.

Multiple Attacks: Paladins gain the ability to make more than one attack per round. At levels 1-6 paladins are limited to making 1 attack each round. At levels 7-12 paladins may make three attacks every two rounds. At level 13-18 paladins may make 2 attacks per round. Finally, at level 19 and beyond, paladins are able to make 5 attacks every two rounds.

Paladin Training: The training of a paladin brings with it years of religious study and training in mounted combat. As champions of their faith, all paladins gain *knowledge (religion)* as a bonus background skill. They also begin play with the *profession (animal handler: horses)* skill.

Smite Evil: Paladins, as paragons of good and purity, are charged with the destruction of evil. At level 1 paladins gain a +2 bonus to attack and damage rolls against clerics and extraplanar creatures of evil alignment, as well as all undead creatures. At levels 6, 11 and 16 this bonus increases by 1 (to +3 at level 6, +4 at level 11 and +5 at level 16).

Turn Undead (Wisdom): At 3rd level, the paladin gains the ability to turn undead as a cleric of 1st level. When making a wisdom check to turn undead, a paladin adds his "turning level" to the roll, not the character's actual level. This ability improves with each level, so a 5th level paladin turns undead like a 3rd level cleric.

Divine Mount: At 4th level, the paladin gains the ability to call a divine warhorse or other mount. A paladin's deity confers this grace upon the paladin as a reward for faithful service. The divine mount is unusually intelligent, strong, loyal, and ready to serve the paladin in his crusade against evil. The mount is usually a heavy warhorse (for a Medium-sized paladin) or a war pony (for a Small-sized paladin). Should the paladin's mount die, a year and a day must pass before another can be called. The Dungeon Master provides information about the mount that responds to the paladin's call.

Paladin Spells: A paladin casts divine spells much as a cleric does. The spells available are listed on the cleric spell list. A paladin is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may cast. Paladins prepare spells each day through prayer to their deity or deities. Paladins gain bonus spells for high wisdom scores (see the Ability Modifiers table on page 4 for details). Through 7th level, a paladin has no caster level. At 8th level and higher, his caster level is one-half his paladin level.

spells per day

level	spell level				
	0	1 st	2 nd	3 rd	4 th
8	2	1			
9	2	2			
10	3	2	1		
11	3	2	2		
12	3	3	2	1	
13	3	3	2	2	
14	4	3	3	2	1
15	4	3	3	2	2
16	4	4	3	3	2
17	4	4	3	3	2
18	4	4	4	3	3
19	4	4	4	3	3
20	4	4	4	4	3

Paladins can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.



THE RANGER (Fighter)

Every king, prince, general, or mercenary captain has need of specialized warriors whose skills go beyond sword and shield. Knowledge of the enemy, including their strengths and weaknesses, movements and encampments, and intentions, is often vital to defeating that enemy. For these princes of the world, the ranger fulfills this need. Rangers are also inspired by causes or creeds, noble or ignoble, to battle enemies along the frontiers of their civilization, keeping in abeyance the vile depredations of evil marauders or mean beasts.



The ranger spends his life in the trackless wastes and wildernesses of the world. There they travel barren escarpments and dense forests in search of their foe, studying, tracking and gaining an intimate knowledge of their manners and ways. Waylaying and combating these enemies alone or in small groups, rangers are often driven by a cause greater than themselves. These brave and stalwart souls often live lonely and brutal lives far from the places they deem worthy of their protection, and are as often viewed with skepticism and distrust as they are with hope and admiration.

The ranger occasionally finds employment with a lord, baron, or other leader, and is usually commissioned to guard large tracts of land against interlopers or as a scout for large armies. As often, rangers have committed themselves to a forsaken, bloody, yet noble cause - defending civilization, at all costs, against those evil creatures that would overrun them. The willingness of most rangers to take extreme measures in this defense ostracizes them from their more urbane brethren.

The ranger is a warrior skilled at combating humanoid creatures and giantkind. They have honed their skills at combating these foes through years of constant surveillance and combat. Their knowledge extends well beyond fighting their enemies. They can track them, speak their tongues when possible, and learn their ways.

The ranger's distance from cities and towns enables them to become excellent outdoorsmen, capable of living off land others may find barren.

Rangers are found in the service of many disparate types of people and causes, whether good or evil, lawful or chaotic. Knowledge of combat prowess and subterfuge are not restricted to those who are of a noble nature, and many a desperate outlaw has developed knowledge of the wilderness and of guerilla tactics to confound authorities and merchants alike.

The ranger's ability in combat is renowned and they can take up armor and shield to stride stone battlements and fight alongside the best of warriors. However, a ranger's true expertise lies elsewhere and requires skills of a nature wholly unknown to others; hunting, interdiction, escape and evasion are often the ranger's most powerful weapons. These talents, compounded with their eventual use of druidic magic, make rangers formidable foes in battle.

Rangers must be able to move quickly through a variety of terrains. Heavy or bulky armor can seriously impair mobility, and so some restrictions apply to the armor types available for use by rangers. A ranger may utilize any shield or helmet.

level	hit dice (d10)	bonus to hit (bth)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

Ability Requirements: Strength 9, wisdom 9, constitution 9

Hit Die: d10

Alignment: Any neutral or good (lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, or neutral evil)

Weapons: Any

Armor: Light and medium armor, all shields

Abilities: Animal empathy, favored enemies, hunter's aim, multiple attacks, perception, ranger training, survival, track, wilderness stealth, ranger spells

Animal Empathy (Charisma): Rangers may attempt to alter the reaction of wild and domesticated animals, in the same manner that characters may influence others' initial reactions through parleying (see *ENCOUNTER REACTIONS* on page 54 for more details). Most animals have an initial reaction of "neutral" when first encountered, though those trained to attack or those that are feral or hungry usually view potential prey with "hatred".

Favored Enemies: Rangers possess an extraordinary ability to combat their most common foes; goblinoids, kobolds, orcs and giants, due to intense training and study of their enemy's fighting techniques. When fighting bugbears, goblins, hobgoblins, kobolds, orcs or giants (giants, trolls, ogres and the like) rangers gain a bonus to their attack and

damage rolls. This bonus starts at +2 at 1st level and increases by 1 point at levels 6, 11 and 16.

At the DM's discretion the favored enemy races may be altered to better suit the ranger's background or campaign setting. Examples of possible races or racial groups that could be chosen are: aberrations (aboleth, beholders, mind flayers), aquatic humanoids (locathah, merman, sahuagin and tritons), dinosaurs, dragons, dwarves, elves, faeries (brownies, pixies, sprites, etc), giants (ogres, giants and trolls), gnolls, gnomes, goblinoids (goblins, hobgoblins and bugbears), halflings, humans, kobolds, lizardmen, lycanthropes, magical beasts, orcs, plants, etc.

Sahuagin rangers, for example, would typically have aquatic humanoids, ixitxachitl, and lizardmen as favored enemies. Goblinoid and orcish rangers would typically gain favored enemy bonuses against dwarves, elves, and humans. Giant rangers would typically have dwarves, gnomes and humans as favored enemies.

Hunter's Aim: Rangers, as skirmishers, scouts and consummate hunters, are highly skilled at making ranged attacks in less-than-ideal conditions. Whether firing upon fog-shrouded enemies, targeting prey with cover in densely forested areas or striking their quarry from great distances, rangers have a knack for striking with deadly accuracy.

At 1st level the ranger may offset penalties for range, cover and/or concealment by 2. At levels 6, 11, and 16 the ranger negates an additional point of penalties (3 points at 6th level, 4 points at 11th level and 5 points at 16th level) related to these impediments.

Note that *hunter's aim* only serves to offset penalties for range, cover or concealment and never provides a bonus to the ranger's attack rolls.

Multiple Attacks: Rangers gain the ability to make more than one attack per round. At levels 1-6 rangers are limited to making 1 attack each round. At levels 7-12 rangers may make three attacks every two rounds. At level 13-18 rangers may make 2 attacks per round. Finally, at level 19 and beyond, rangers are able to make 5 attacks every two rounds.

Perception (Wisdom): A ranger can hear noises that others might not detect and are keen observers of their surroundings. Rangers gain *perception* as a class ability, rather than *common ability*, which allows them to add their full level bonus to *perception* checks.

Ranger Training: Much of a ranger's training is concerned with their knowledge of survival skills and the use of guerilla tactics to combat the enemies of their people in the wilds. This training is reflected in the *survival*, *favored enemies* and combat abilities of the ranger. In addition to these class abilities rangers begin with the *knowledge (nature)* and *profession (mountaineer)* skills.

Survival (Wisdom): In wilderness environments, rangers can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an ability check. The ranger can forage and hunt for food and water. The ranger must spend 1d4 hours hunting and gathering to produce enough food and water to feed 2d4 people for 1 day. If the ranger wishes to feed or shelter a larger group of people, he must spend an additional 1d4 hours gathering food and succeed at a *survival check*. This additional effort allows the ranger to gather food and water for 2d4 more creatures. The ranger can only hunt and forage for food 12 hours per day, limiting the number of people that can be fed. In addition to the ability to provide food and shelter in the wilds, a ranger can automatically determine where true north lies in relation to the character in normal wilderness environments.

Track: The ranger can successfully track any creature that leaves a discernible trace, and determine characteristics about the creature as well. With a successful *survival check*, a ranger can find and follow a creature's tracks or trail for 6 hours. The ranger can also hide tracks at the same level of ability. When tracking or hiding tracks from *favored enemies* a ranger receives a +2 bonus to the *survival check*. The Dungeon Master may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful *survival check* may also impart information about the creature(s) being tracked. Once a trail is found, a *survival check* can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (7- 20), troop (21-100), or army (101+), and one of the following categories: beast, demihuman, fey, giant, humanoid, plant, vermin, or other (aberration, animated creature, dragon, elemental, magical beast, ooze, extraplanar creature, shapechanger, or undead). For many creatures the ranger cannot identify its exact type, only that it is a creature of such nature. A ranger can identify specific animal tracks with no effort.

At 3rd level, a ranger can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects, or wearing certain armor. The ranger might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Dungeon Master's imagination and desire to provide or enhance story elements during game play. At 5th level, a ranger can identify the type of creature(s) being tracked if belonging to one of the following categories: beast, demihuman, fey, giant, humanoid, plant, or vermin.

Wilderness Stealth (Dexterity): Rangers, as the consummate hunters and trackers, can conceal themselves from others and move about silently in the wilds. When in natural surroundings, rangers add their full level bonus to all *stealth* checks.

Ranger Spells: A ranger casts divine spells much as a druid does. The spells available are listed on the druid spell list. A ranger is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may cast. Rangers prepare spells each day through prayer to their deity or deities. Rangers gain bonus spells for high wisdom scores (see the *Ability Modifiers* table on page 4 for details). Through 7th level, a ranger has no caster level. At 8th level and higher, his caster level is one-half his ranger level.

spells per day

level	spell level				
	0	1 st	2 nd	3 rd	4 th
8	2	1			
9	2	2			
10	3	2	1		
11	3	2	2		
12	3	3	2	1	
13	3	3	2	2	
14	4	3	3	2	1
15	4	3	3	2	2
16	4	4	3	3	2
17	4	4	3	3	2
18	4	4	4	3	3
19	4	4	4	3	3
20	4	4	4	4	3

Rangers can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.



THE ILLUSIONIST (Magic-User)

The illusionist's skill is measured by power, specifically the power to make a mockery of reality. Rare indeed are the illusionists who blur what is with what may be. They ply minds and twist desire with dream and bind it to the world of their creation. In the illusionist's spells few can unravel the truth from their own fears or desires. Greatly feared for their psychic abilities, the illusionist is heralded as one of the greatest and most mysterious of the magi.

The illusionist utilizes magic to alter perception and reality. Illusion magic deceives the senses, creates false images and sounds, changes sensory qualities, affects the mind, and in some cases, fashions energy into something real. The illusionist is a type of magic-user, uncommon and more often than not, underestimated.

Illusionists are greatly valued for their understanding of the mental caprices of most of the intelligent races. They are often found in high places of government and use their skills to enchant people, numbing their senses to the true banalities of kings and princes. Powerful illusionists make soldiers out of brigands, and fools out of soldiers and can, with their magic, empower the rabble to sweep armies from the field.

A keen intelligence and depth of perception unknown to most men are vital to the illusionist as it reflects their ability to understand the complex relationship between magic, the mundane and the mind. Further, an empathy and even sympathy for those around the illusionist are indispensable for the creation of masterful illusions and the ability to warp others' perception of reality.

An illusionist may choose any alignment. They are not bound by any creed, culture or religion. They come from all walks of life and, due to their meddling in the minds of others, have a greater empathy for all castes of people than any of the other classes.

Illusionists are generally untrained in martial warfare and are limited in their choice of weapons. In any respect, most illusionists view the use of weapons as vulgar. It takes little intelligence, so they have convinced themselves, to wield a weapon in combat.

Most all spells require somatic and verbal actions. These often complex gestures and intonations cannot be performed unless the illusionist is free to move and speak. As such, most illusionists wear loose robes or tight fitting clothing.

level	hit dice (d4)	bonus to hit (bth)	experience points
1	1	0	0
2	2	0	2,500
3	3	+1	5,000
4	4	+1	10,000
5	5	+1	20,000
6	6	+2	37,500
7	7	+2	75,000
8	8	+2	150,000
9	9	+3	250,000
10	+1	+3	500,000
11	+1	+3	750,000
12	+1	+4	1,000,000
13	+1	+4	1,250,000
14	+1	+4	1,500,000
15	+1	+5	1,750,000
16	+1	+5	2,000,000
17	+1	+5	2,250,000
18	+1	+6	2,500,000
19	+1	+6	2,750,000
20	+1	+6	3,000,000

Ability Requirements: Intelligence 9, dexterity 9

Hit Die: d4

Alignment: Any

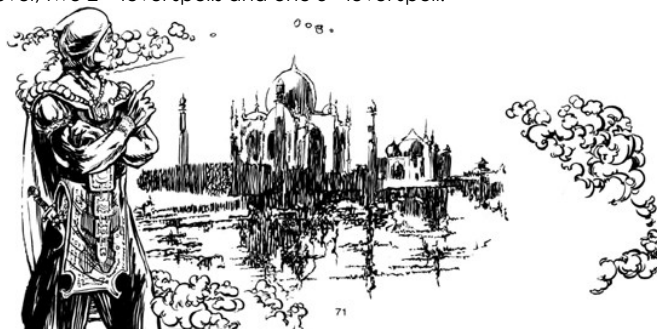
Weapons: Club, dagger, dart, light crossbow and quarterstaff

Armor: None*

Abilities: Illusionist spells, illusionist training, resistance to illusions

* An illusionist may not cast spells in armor.

Illusionist Spells: An illusionist casts arcane spells much like a magic-user but, due to the specialized and inherently different nature of illusion magic, have their own spell list. Each illusionist can cast a limited number of spells from each spell level per day. The table below lists the number of spells per day an illusionist may cast of each spell level. For example, a 5th level illusionist can cast four 0-level, three 1st level, two 2nd level spells and one 3rd level spell.



An illusionist must prepare spells before casting them by studying from a spellbook. Illusionists may only scribe arcane spells from the illusionist spell list into their spellbooks. While studying, the illusionist decides which spells to prepare.

Illusionists can prepare a number of 0-level spells, each day, as noted on the "spells per day" table below. These spells are treated like any other spell, but are not expended when cast and may be used again.

Spell memorization and descriptions are covered in greater detail in the Magic section beginning on page 60. Illusionists gain bonus spells for high intelligence scores (see the Ability Modifiers table on page 4 for details).

Illusionist Training: As a result of their training, all illusionists begin play with the knowledge (arcana) skill in addition to their background skills (see SKILLS for more details).

Resistance to Illusions: At 1st level, illusionists gain a +1 bonus to saving throws to resist all illusion/phantasm spells. At levels 5, 10, 15 and 20 this bonus increases by an additional point, to a maximum of +5 at level 20.

spells per day

level	spell level									
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	2
20	4	4	4	4	4	4	4	4	3	3

Spellbook: The number of spells that an illusionist has in their spellbook at the beginning of play is equal to the number of spells they can cast at first level plus read magic. For example, a 1st level illusionist with a 14 intelligence can cast four 0-level spells and two 1st level spells (1+1 bonus). So, the character would begin play with a spellbook containing four 0-level and two 1st level spells plus read magic. The spells in the spellbook are chosen by player and should be approved by the Dungeon Master.

THE MONK

Adventure is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron. They instead rely primarily upon their body and mind for survival in combat and hone them into unbreakable weapons of war.

The monk is devoted to the perfection of the body, and the mastery of mind over body. The monk is an expert in unarmed combat, be it wrestling, boxing, kung fu or any of the other of the myriad martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion, but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, they are all devoted to the use of the body as the best of weapons on the field, and the mind's control of the body as the best weapon of all.

Monks must attain a perfect balance between physical strength, body mass, and their mental state. When these are in union, the monk has achieved the perfect, unbeatable weapon, but the path to attain this state is difficult and exhausting, and only those with great stamina and fortitude achieve it.

To achieve a harmonious balance in mind and spirit, the monk must not be susceptible to wild urges, emotions, or other distracting mental and physical conditions. A physical and mental harmony and balance must be maintained for them to function at their peak. As such, they are strict adherents to their codes, masters of the routines necessary to train the body and follow strict regimens to undertake the mental and physical purification to achieve perfect control of the body.

The monk generally prefers to engage only in unarmed combat. However many simple weapons, completely mastered and innocuous in appearance, are used as extensions of the body. These weapons are mirrors of the personal ethos of the monk and their desire to make what appears weak and harmless into something strong and lethal.

Monks eschew the use of bulky and weighty armors, relying instead upon their speed and skill at predicting a foe's movements and attacks to protect them from harm.

level	hit dice (d8)	bonus to hit (bth)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+2	+10	500,000
11	+2	+11	750,000
12	+2	+12	1,000,000
13	+2	+13	1,250,000
14	+2	+14	1,500,000
15	+2	+15	1,750,000
16	+2	+16	2,000,000
17	+2	+17	2,250,000
18	+2	+18	2,500,000
19	+2	+19	2,750,000
20	+2	+20	3,000,000

- Ability Requirements:** Strength 9, wisdom 9, dexterity 9
- Hit Die:** d8
- Alignment:** Any lawful (lawful good, lawful neutral, or lawful evil)
- Weapons:** Blowgun, bows, club, dagger, dart, hand axe, javelin, flail (horseman's), light crossbow, mace (any), pole arms, quarterstaff, sickle, scythe, shurikens, sling, spear (any)
- Armor:** None*
- Abilities:** Balance, climb, deflect missile, escape artist, fast movement, jump, mind over body, multiple attacks, perception, stealth, stunning attack, unarmed attack, unarmored defense, slow fall, ki strike, purity of body, feign death, fast healing, evasion, still mind, tongues, immunity to poison, quivering palm, speak with plants, timeless body

*A monk who is more than lightly encumbered or wearing armor loses their deflect missile, fast movement, unarmored defense, slow fall, ki strike, evasion and quivering palms abilities. They also lose their more favorable rate of Unarmed Attacks per Round (see below).

Monk Class Abilities

Level	unarmed attacks per round	unarmed attack damage	unarmored AC	fast movement
1	1	1d6	10	60' (12")
2	1	1d6	11	65' (13")
3	1	1d6	11	65' (13")
4	3/2	1d6	12	70' (14")
5	3/2	1d8	12	75' (15")
6	3/2	1d8	13	75' (15")
7	3/2	1d8	13	80' (16")
8	3/2	1d8	14	85' (17")
9	3/2	1d8	14	85' (17")
10	2	1d10	15	90' (18")
11	2	1d10	15	95' (19")
12	2	1d10	16	95' (19")
13	2	1d10	16	100' (20")
14	2	1d10	17	105' (21")
15	2	2d6	17	105' (21")
16	5/2	2d6	18	110' (22")
17	5/2	2d6	18	115' (23")
18	5/2	2d6	19	115' (23")
19	5/2	2d6	19	120' (24")
20	5/2	2d8	20	125' (25")

Balance (Dexterity): Monks add their full level bonus when making dexterity checks to balance on narrow or slippery surfaces.

Monks, like other characters, move at 1/4 of their normal movement rate (rounded to the nearest 5' increment) when balancing. They may attempt to move at 1/2 of their movement, rounded to the nearest 5' increment, but take a -5 penalty to their balance check when doing so.

Climb (Dexterity): This ability allows a monk to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man-made slope or incline that others would find impossible to climb. Monks add their full level bonus to such checks and never need to make a climb check in order to climb natural slopes and man-made inclines, such as a rough ledge or steep steps, at 1/4 of their normal movement rate (rounded to the nearest 5' increment). A monk may attempt to move at 1/2 of their movement, rounded to the nearest 5' increment, while climbing but takes a -5 penalty to his dexterity check when doing so.

A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and suffers falling damage. Nothing can be carried in the hands while climbing.

Deflect Missiles (Dexterity): Monks are able to deflect arrows and other non-magical missiles (excluding siege weapon ammunition), including, but not limited to axes, bolas, bolts, bullets, clubs, daggers, darts, throwing hammers, harpoons, javelins, nets, rocks and spears. The monk must have at least one hand empty to use this ability. When a character would normally be hit with a ranged weapon, the character may make a deflect missiles check. If the result of this check equals or exceeds the attack roll, the monk deflects the weapon and suffers no damage.

This can be done once a round at levels 1-6, twice per round at levels 7-12, three times per round at levels 13-18 and four times per round at level 19 and beyond. The use of this ability does not prevent a monk from making their allotted attacks per round. The monk must be aware of the attack to use this ability.

Escape Artist (Strength or Dexterity): Due to their training, monks have a knack for escaping bonds, such as ropes, leather thongs, manacles, chains and even straitjackets through feats of contortion and sheer determination. Monks may add their level bonus to all attempts made to slip such bonds and, if grappled, may add their full level

bonus (rather than ½ their level bonus) to their strength or dexterity check to break the grapple.

Fast Movement: Beginning at 2nd level, a monk moves faster than normal members of his race. A monk wearing any armor or shield, or carrying a medium or heavy load loses this extra speed.

Jump (Strength): Monks add their full level bonus to all strength checks made when leaping or high jumping. In addition, their skill at tumbling allows them to treat all falls as if they were 10 feet shorter than they really are when determining damage, so long as the monk is no more than lightly encumbered.

Mind Over Body: A monk's mental mastery over his body imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification, and death attacks. The bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level and +5 at 20th level.

Multiple Attacks: Monks, like fighters, gain the ability to make more than one attack per round. At levels 1-6 monks are limited to making 1 attack each round with armed attacks. At levels 7-12 monks may make three armed attacks every two rounds. At level 13-18 monks may make 2 armed attacks per round. Finally, at level 19 and beyond, monks are able to make 5 armed attacks every two rounds.

As shown on the *Monk Abilities* chart on the previous page, monks making unarmed strikes gain *multiple attacks* as if they were 3 levels higher than their actual level. As such, a 4th level monk may make 3 attacks every 2 rounds.

Perception (Wisdom): A monk can hear noises that others might not detect and are keen observers of their surroundings. Monks gain *perception* as a *class ability*, rather than *common ability*, which allows them to add their full level bonus to *perception* checks.

Stealth (Dexterity): Monks can conceal themselves from others and move about with utter silence when they so desire. Monks have *stealth* as a *class ability*, rather than *common ability*, and add their full level bonus to all *stealth* checks.

Stunning Attack: The monk may designate one attack per round as being a *stunning attack*. If the monk hits with this attack, his foe must make a constitution saving throw or be stunned, and unable to act, for 1d4 combat rounds. A missed attempt foils that use of the ability and counts against the monk's daily limit for such attacks. Monks may attempt one *stunning attack* per day for every 4 monk levels they have attained. As such, they may use one *stunning attack* per day at levels 1-4, two at levels 5-8, three at levels 9-12, four at levels 13-16 and five at levels 17-20.

Unarmed Attack: A monk specializes in unarmed, hand-to-hand combat. A monk gains multiple unarmed attacks and improved unarmed combat damage as he progresses in level, as shown on the *Monk Abilities* table. The monk may choose whether his unarmed attacks inflict lethal or non-lethal damage.

A monk who combines unarmed strikes with armed attacks in a given round must use their standard rate of attacks for that round and applies the standard Two-Weapon Fighting penalties to such attacks.

Only monks may parry weapon attacks while unarmed.

Unarmored Defense: A monk knows how to use his body for defense, and has an inherent armor class that increases with experience as indicated on the table above, so long as they do not use armor or a shield. Monks wearing *bracers of defense* (or benefitting from the *armor spell*) use either their inherent armor class bonus or that provided by the *bracers* (or *spell*), whichever is greater.

Slow Fall: At 2nd level, a falling monk takes damage as if a fall were 10 feet shorter than it actually is, but must be within 10 feet of a vertical surface that he can use to slow the descent. This distance increases by 10' for every 2 levels gained to a maximum of 90' (18") at level 18. Note that the *jump* ability reduces the effective falling distance, in all instances, by an additional 10'.

Ki Strike: At 3rd level, a monk's unarmed attack is empowered with *ki*. This attack can deal damage to a creature as if from a +1 magic weapon. This ability improves as the monk rises in levels as follows: +2 at 6th level, +3 at 9th level, +4 at 12th level and +5 at 15th level and beyond.

Purity of Body: At 5th level a monk are not subject to diseases of any sort.

Feign Death: At 6th level, a monk has mastery over vital bodily functions, and can slow them until he appears to be dead. The monk may maintain the feigned death for a number of turns equal to the character's level.

Fast Healing: At 7th level and beyond, a monk's body naturally heals faster than normal. Each day, a monk heals a number of hit points equal to his monk level as long as 8 hours of rest, sleep or meditation is possible.

Evasion: At 8th level monks who make their dexterity saving throw against breath weapons, traps or spells such as fireball take no damage instead of half damage. On a failed save they only take half damage.

Still Mind: At 9th level, a monk gains a +2 bonus to saving throws against confusion, charm, fear, and spells that affect the mind. The bonus increases to +4 at 12th level and +6 at level 15. At level 18 and beyond the monk is immune to all mind-affecting spells.

Tongues: 10th level monks may converse with all living creatures that are capable of speech, as per the *tongues* spell.

Immunity to Poison: 11th level and higher monks are immune to all poisons.

Quivering Palm: At 14th level, a monk gains a fearsome and fabled attack, the *quivering palm*. The monk can use the *quivering palm* attack once per week. The attack must be announced before an attack roll is made. The monk must be of higher level than the target or have more levels than the target's number of hit dice. If the monk strikes successfully, and the target takes damage from an unarmed attack, the quivering palm succeeds. Thereafter, the monk can choose to try to slay the victim at any later time within 1 round per level of the monk.

The monk merely wills the target to die, and the victim makes a constitution save. If the victim fails, it dies. This attack has no effect on undead or creatures that can only be struck by magic weapons, unless the monk is able to hit the creature with the *ki strike* ability.

Speak with Plants: By 18th level the monk is so attuned to his surroundings that he may *speak with plants* at will.

Timeless Body: At 20th level the monk is no longer affected by the ravages of age and ignores all ability penalties that have been accrued through aging. Ability bonuses gained through aging remain and the character's lifespan is increased considerably (the character's maximum age is doubled).



THE THIEF

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles, and hamlets – all have one thing in common. They all have thieves in their environs. Their names vary: thieves, rascallions, cutpurses, confidence men, burglars, pickpockets, highwaymen. Their methods vary as widely as their names, but their goals and the theme of their live are constant. Thieves steal from others. They gather ill-gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Thieves make their living in the shadows, through stealth, deceit, and thievery, or at times, in service to some greater purpose known only to them.

The archetypal ne'er-do-well, thieves can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveler to the noble lord. Still others find their skills best suited to plundering dungeons, unraveling riddles in dark caves, and stealing treasure from the forgotten places of the world, avoiding the laws and the lawmen of the more civilized areas of the world.

To perform the many acts of daring a thief manages on a routine basis, they must be exceedingly dexterous. A thief must be nimble of hand and foot. They must be quick of wit and mind. When perfectly combined into a seamless coordination of mental acumen and hand-eye coordination the thief becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these thieves. Every valuable is a potential source of income and every circumstance an enticement to misdeed. Driven by an anarchic soul and outcast's disdain, few laws are considered sacred and no oath made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like-minded thieves who are as loyal to one another as they are to anything else. They serve the purpose of protection and organized rackets but have little more staying power than the strength of its leadership to manage the unruly and rebellious membership. There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragon's hordes, or pilfer the treasuries of malicious and cruel tyrants. However, they too are driven by the same forces that inspire others for it takes a wily and willful individual to crawl down dark forbidding corridors and face down dragons for a peek at their hordes.



Thieves try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the thief in question. As such, their weapons are generally of the smaller variety and not very impressive, being daggers, saps and such or those that can be used from a great distance such as bows, slings and darts. Neither do thieves have much regard for shields and armors as they hinder movement and make even simple tasks difficult. And, since thieves avoid combat as much as possible, the armor becomes a useless accoutrement in

most cases and in a city, attracts more attention than most thieves desire.

level	hit dice (d6)	bonus to hit (bth)	experience points
1	1	+0	0
2	2	+1	2,500
3	3	+2	5,000
4	4	+2	10,000
5	5	+3	20,000
6	6	+4	37,500
7	7	+4	75,000
8	8	+5	150,000
9	9	+6	250,000
10	+2	+6	500,000
11	+2	+7	750,000
12	+2	+8	1,000,000
13	+2	+8	1,250,000
14	+2	+9	1,500,000
15	+2	+10	1,750,000
16	+2	+10	2,000,000
17	+2	+11	2,250,000
18	+2	+12	2,500,000
19	+2	+12	2,750,000
20	+2	+13	3,000,000

- Ability Requirements:** Dexterity 9
- Hit Die:** d6
- Alignment:** Any
- Weapons:** Blowgun, broadsword, club, dagger, dart, hammer (throwing), hand axe, hand crossbow, garrote, gauntlet, light crossbow, longsword, mace (horseman's), quarterstaff, sap, shortbow, shortsword, sling, spiked gauntlet, whip
- Armor:** Light armor only
- Class Abilities:** Backstab, balance, cant, climb, combat sense, disable device, dodge, escape artist, find traps, infiltration, jump, perception, sleight of hands, sneak attack, stealth, decipher script, evasion

* A thief who is more than lightly encumbered loses their *dodge* and *evasion* abilities.

Backstab: Thieves have the ability to capitalize on their foes' lowered defenses in order to deliver lethal melee attacks. When attacking a prone, stunned, surprised or unaware defender, or when attacking a defender's rear facing, thieves gain a +2 bonus to their melee attack rolls and deal an additional 2 points of damage. The damage bonus increases by 1 point at levels 6, 11 and 16.

A thief can only use *backstab* against creatures with a discernible anatomy. The thief must be able to see the target well enough to pick out a vital spot. They may only *backstab* with melee weapons listed on the thief weapon proficiency list.

Balance (Dexterity): Thieves add their full level bonus when making dexterity checks to balance on narrow or slippery surfaces.

Thieves, unlike other characters, move at ½ of their normal movement rate, rounded to the nearest 5' increment, when balancing. They may attempt to move at their normal movement rate but suffer a -5 penalty to their *balance* check when doing so. At 10th level they may balance at their full movement rate without penalty.

Cant: Thieves often use a street language known only to those in the "trade." Code words, hand signals, demeanor, and other signs comprise the language of thieves' cant and can be used to convey complex ideas. Thief characters gain *knowledge (language: cant)* as a bonus background skill at the start of play. The language may vary to some degree both geographically and culturally, making cants unique to each region, city and even within a city.

Climb (Dexterity): This ability allows a thief to climb up, down or across a slope, wall, steep incline (even a ceiling with handholds) or unusually angled natural or man-made slope or incline that others would find impossible to climb. Thieves add their full level bonus to such checks and never need to make a *climb* check in order to

climb natural slopes and man-made inclines, such as a rough ledge or steep steps.

Thieves may climb at $\frac{1}{2}$ of their normal movement rate without penalty. At 10th level thieves may attempt to climb at their normal movement rate by making a climb check with a -5 penalty.

A failed *climb* check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and suffers falling damage. Nothing can be carried in the hands while climbing.

Combat Sense: A thief, through years of training (whether that training be formal, guild training or that borne of surviving in squalor and under the constant threat of danger), has an uncanny sense for the presence of foes when in a threatening environment. This reduces the effectiveness of *backstab* and *sneak attacks* against thieves. At 1st level, *backstabbed* thieves negate the attack and damage bonuses gained against them through the *backstab* ability of other thieves and assassins.

At 6th level, thieves gain *improved combat sense* and can no longer be *sneak attacked* when surprised. At 11th level the thief gets *greater combat sense* and is no longer vulnerable to *sneak attacks* under any circumstances.

Disable Device (Dexterity): A thief can use this ability to open mechanical locks and disable traps, including magical traps, that he has found. The check penalty is usually equal to the device's creator, or to the caster level of person who created the magical trap, though the penalty may be modified if exceptional tools or materials are used in the device's construction.

Generally, it takes one to four rounds to disarm a device, depending on its complexity. This ability requires the use of a set of thieves' tools, including picks, blank keys, wires, or other appropriate tools. A thief may only make one attempt per lock or trap.

A successful check indicates that the lock has been opened or the trap has been disabled. If a *disable device* attempt fails when opening a lock, the thief cannot try to open the same lock again until the next level of experience is gained, as it is beyond their ability. Failure to disarm a trap indicates that the thief set off the trap and suffers the trap's effect.

To set a trap, or to reset a previously disabled trap, a thief must make a successful *disable device* check. If a character is resetting a trap that he previously disabled, the thief gains a +5 bonus to the check.

Dodge: Thieves rely upon agility and deftness in order to avoid engaging in toe-to-toe combat with opponents. While heavy-armored fighters and hardy barbarians are able to trade blows in melee, thieves must make the most out of their maneuverability in order to stand a fighting chance in combat.

A 1st level thief gains a +1 bonus to his armor class, so long as he is unencumbered or carrying a light load. This bonus improves by +1 at 6th level and every 5 levels thereafter, to a maximum of +4 at level 16.

Escape Artist (Strength or Dexterity): Thieves have a knack for escaping bonds, such as ropes, leather thongs, manacles, chains and even straitjackets through feats of contortion and sheer determination. They may add their level bonus to all attempts made to slip such bonds and, if grappled, may add their full level bonus (rather than $\frac{1}{2}$ their level bonus) to their strength or dexterity check to break the grapple.

Find Traps: Thieves may make *perception* checks to search for traps, including magical traps. To find a trap, a thief spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area.

A successful *perception* check indicates the thief finds a trap, if one is present. If multiple traps are in an area, the thief's *perception* check is applied against all traps in the area. The check penalty to this *perception* check is usually equal to the level of the trap's creator or to the caster level of person who created the magical trap, though the penalty may be modified if exceptional tools or materials are used in a trap's construction. If multiple traps are present, apply each check penalty separately against the thief's single *perception* check to find traps.

Infiltration: Thieves, as unparalleled master burglars, gain a +2 bonus to all *disable device* and *stealth* checks they make. This bonus is added to the thief's level bonus, and may be combined with racial bonuses to these abilities.

Jump (Strength): Thieves add their full level bonus to all strength checks made when leaping or high jumping. In addition, their skill at tumbling allows them to treat all falls as if they were 10 feet shorter than they really are when determining damage, so long as the thief is no more than lightly encumbered.

Perception (Wisdom): A thief can hear noises that others might not detect and, by necessity, are keen observers of their surroundings. Thieves gain *perception* as a *class ability*, rather than *common ability*, which allows them to add their full level bonus to *perception* checks.

Sleight of Hands (Dexterity): All thieves are trained in the arts of legerdemain or sleight of hands. When making a dexterity check to perform any "sleight of hands" thieves add their level bonus to the roll. A thief can use this ability to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed, by making a *sleight of hands* check (opposed by their target's *perception* check). Success may require the thief to cut the purse or pouch from the target.

This ability also allows the thief to perform "sleight of hand" maneuvers. A successful *sleight of hands* check (opposed by their target's *perception* check) indicates the thief has hidden or moved an item in such a manner that observers are not aware of where the item has been hidden. Typical maneuvers include hiding a coin, sliding a card up a sleeve, performing the peanut trick (table tricks), and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved.

Sneak Attack: A thief normally avoids face-to-face combat if possible, preferring instead to use *stealth* or *guile* to catch an opponent unaware or off-guard.

If the thief successfully attacks a surprised or unaware opponent their base weapon damage, excluding all modifiers due to magic, class abilities and/or exceptional strength, is doubled. As the thief gains experience, the damage inflicted increases. At 4th level, a thief's *sneak attacks* deal triple damage. At 8th level, *sneak attacks* deal quadruple damage. At 12th level, a thief's *sneak attacks* deal quintuple damage and, at 16th level and beyond, such attacks deal sextuple damage.

A thief can only *sneak attack* creatures that have a discernible anatomy. The thief must be able to see the target well enough to pick out a vital spot. They may only make *sneak attacks* with weapons listed on the thief weapon proficiency list.

Stealth (Dexterity): Thieves can conceal themselves from others and move about with utter silence when they so desire. Thieves have *stealth* as a *class ability*, rather than *common ability*, and add their full level bonus to all *stealth* checks.

Thieves may attempt to move silently at $\frac{1}{2}$ of their normal movement rate, rounded to the nearest 5' increment, without penalty. They may attempt to move at their normal movement rate but take a -5 penalty to their *stealth* check when doing so. At 10th level they may move at their full movement rate without penalty. All attempts to move silently while running suffer a -20 penalty.

Decipher Script (Intelligence): At 4th level the thief gains the ability to decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing.

A thief may use this ability to decipher arcane or divines scripts, as per the *read magic* spell, if a successful check is made with a -10 penalty. This does not permit the thief to cast spells they otherwise could not cast but does allow them to identify the contents of a deciphered scroll.

Evasion: At 8th level thieves who make their dexterity saving throw against breath weapons, traps or spells such as *fireball* take no damage instead of half damage. On a failed save they only take half damage.

THE ASSASSIN (Thief)

Assassins are the ultimate killers. Through cunning and guile they slay their victims by any means necessary. They can be either heroes or villains. It is all a matter of perspective as they stalk unwary and undeserving victims through grim city streets or gilt palaces, striking them down from behind or poisoning corrupt and evil nobles whose fat fingers dip too far into the public's coffers.

Although they are not necessarily evil, they are typically indifferent to the world around them. They view life and death as the natural course of things, and think little on the matter, if at all. Though not all assassins kill without regret, they do kill for a reason. Whether for pay or personal morality, assassins carry out missions that others find impossible and immoral.

Quick reflexes and swift movements are essential to an assassin's trade. They must be able to move with speed and grace when going for the kill to avoid detection or a victim's reaction to their attack. The best of assassins are highly intelligent and focused individuals, capable of undergoing extreme duress and great stress to perform their duties. Whether working in disguise or slinking down back alleys, patience, intelligence and speed are an assassin's stock and trade.

The assassin's weapons of choice are many and varied. Their most important and valuable weapons are guile and deceit, patience and willpower, swift action and cunning movements. With these, assassins become the most lethal killers in the world and the most feared and dreaded of foes.

- Ability Requirements:** Intelligence 9, dexterity 9
- Hit Die:** d6
- Alignment:** Any non-good (lawful neutral, lawful evil, neutral, neutral evil, chaotic neutral, or chaotic evil)
- Weapons:** Blowgun, broadsword, club, dagger, dart, hammer (throwing), hand axe, hand crossbow, garrote, gauntlet, light crossbow, longsword, mace (horseman's), quarterstaff, sap, shortbow, shortsword, sling, spiked gauntlet, whip
- Armor:** Light armor and small shields*
- Class Abilities:** Backstab, balance, climb, combat sense, death attack, disable device, disguise, dodge, escape artist, find traps, jump, perception, poisons, sleight of hands, sneak attack, stealth

* An assassin who is more than lightly encumbered loses their *dodge* and *evasion* abilities.

level	hit dice (d6)	bonus to hit (bth)	experience points
1	1	+0	0
2	2	+1	2,500
3	3	+2	5,000
4	4	+2	10,000
5	5	+3	20,000
6	6	+4	37,500
7	7	+4	75,000
8	8	+5	150,000
9	9	+6	250,000
10	+2	+6	500,000
11	+2	+7	750,000
12	+2	+8	1,000,000
13	+2	+8	1,250,000
14	+2	+9	1,500,000
15	+2	+10	1,750,000
16	+2	+10	2,000,000
17	+2	+11	2,250,000
18	+2	+12	2,500,000
19	+2	+12	2,750,000
20	+2	+13	3,000,000

Backstab: Assassins have the ability to capitalize on their foes' lowered defenses in order to deliver lethal melee attacks. When attacking a prone, stunned, surprised or unaware defender, or when attacking a defender's rear facing, assassins gain a +2 bonus to their melee attack rolls and deal an additional 2 points of damage. The damage bonus increases by 1 point at levels 6, 11 and 16.

An assassin can only use *backstab* against creatures with a discernible anatomy. The assassin must be able to see the target well enough to pick out a vital spot. They may only *backstab* with melee weapons listed on the assassin weapon proficiency list.

Balance (Dexterity): Assassins add their full level bonus when making dexterity checks to balance on narrow or slippery surfaces.

Assassins, unlike other characters, move at 1/2 of their normal movement rate, rounded to the nearest 5' increment, when balancing. They may attempt to move at their normal movement rate but suffer a -5 penalty to their *balance* check when doing so. At 10th level they may balance at their full movement rate without penalty.

Climb (Dexterity): This ability allows an assassin to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man-made slope or incline that others would find impossible to climb. Assassins add their full level bonus to such checks and never need to make a *climb* check in order to climb natural slopes and man-made inclines, such as a rough ledge or steep steps.

Assassins may climb at 1/2 of their normal movement rate, rounded to the nearest 5' increment, without penalty. At 10th level assassins may attempt to climb at their normal movement rate by making a *climb* check with a -5 penalty.

A failed *climb* check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and suffers falling damage. Nothing can be carried in the hands while climbing.

Combat Sense: An assassin, through years of training (whether that training be formal, guild training or that borne of surviving in squalor and under the constant threat of danger), has an uncanny sense for the presence of foes when in a threatening environment. This reduces the effectiveness of *backstab* and *sneak attacks* against assassins. At 1st level, *backstabbed* assassins negate the attack and damage bonuses gained against them through the *backstab* ability of other assassins and thieves.

At 6th level, assassins gain *improved combat sense* and can no longer be *sneak attacked* when surprised. At 11th level the assassin gets *greater combat sense* and is no longer vulnerable to *sneak attacks* under any circumstances.

Death Attack: When attacking an unaware target, an assassin may attempt to deliver a *death attack* rather than deal *sneak attack* damage.

To do so, the assassin must study his target for 3 rounds without that target noticing him. While studying a victim, an assassin can move or ready items, but must stay focused on the target. After completing 3 rounds of study the assassin must attack within the next 6 rounds (1 minute) in order to use this ability. Once the victim has been studied, the assassin must deliver the attack with a weapon capable of harming the target and must deliver that attack while the target is caught unawares. Only 1 *death attack* may be attempted per round.

An assassin can only use a *death attack* against living creatures that have a discernible anatomy, must be able to see the target well enough to pick out a vital spot and must be able to reach it.

The victim of such an attack must make a constitution saving throw with the assassin's level serving as the check penalty. If the victim fails the save, they are automatically reduced to a number of negative points equal to the number by which they failed their save. As such if the target failed his saving throw by 8, he would be reduced to -8 hit points. Any target brought to -10 or fewer hit points is instantly killed by the *death attack*.

If a *death attack* is attempted but the victim succeeds at his saving throw the victim takes normal damage and will almost certainly be aware of the assassin's status as an enemy. If the assassin attacks and misses (and the target is not aware of the attack), or if the assassin does not launch the attack within 6 rounds of completing the study, 3 new rounds of study are required before another *death attack* attempt can be made.

Disable Device (Dexterity): An assassin can use this ability to open mechanical locks and disable traps, including magical traps, that he has found. The check penalty is usually equal to the device's creator, or to the caster level of person who created the magical trap, though the penalty may be modified if exceptional tools or materials are used in the device's construction.

Generally, it takes one to four rounds to disarm a device, depending on its complexity. This ability requires the use of a set of thieves' tools,

including picks, blank keys, wires, or other appropriate tools. An assassin may only make one attempt per lock or trap.

A successful check indicates that the lock has been opened or the trap has been disabled. If a *disable device* attempt fails when opening a lock, the assassin cannot try to open the same lock again until the next level of experience is gained, as it is beyond their ability. Failure to disarm a trap indicates that the assassin set off the trap and suffers the trap's effect.

To set a trap, or to reset a previously disabled trap, an assassin must make a successful *disable device* check. If a character is resetting a trap that he previously disabled, the assassin gains a +5 bonus to the check.

Disguise (Charisma): With a successful check, assassins can disguise themselves or impersonate people. The ability allows the assassin to impersonate general types of people, as well as individuals, so long as the impersonated human or demihuman is of the same size category as the assassin.

The effort requires a few props, makeup, and 1d3 turns of work for a general impersonation. The Dungeon Master makes the character's *disguise* check secretly so that the character is not sure of its success. The following penalties are applied to a *disguise* check when appropriate: sex difference (-2), race difference (-2), 10% height or weight difference (-2), and age difference (-2 per age category of difference). If an assassin is impersonating a particular individual, all who know that individual make a *perception* check to detect the disguise. If the observer recognizes the impersonated individual on sight, the check is made at +2. If the observer is a friend or close associate, the check is made at +4.

To aid in their use of disguises, assassins who select *knowledge (language)* skills may learn languages that are normally barred to other characters. They may learn the following "secret" languages in addition to those typically available to characters of their race and class: cant, druidic, and other, campaign-specific, secret tongues. The knowledge of these secret or esoteric tongues can prove useful in affecting an effective disguise and an intelligent assassin is wise to learn them.

Dodge: Assassins rely upon agility and deftness in order to avoid engaging in toe-to-toe combat with opponents. While heavy-armed fighters and hardy barbarians are able to trade blows in melee, assassins must make the most out of their maneuverability in order to stand a fighting chance in melee.

A 1st level assassin gains a +1 bonus to his armor class, so long as he is unencumbered or carrying a light load. This bonus improves by +1 at 6th level and every 5 levels thereafter, to a maximum of +4 at level 16.

Escape Artist (Strength or Dexterity): Assassins have a knack for escaping bonds, such as ropes, leather thongs, manacles, chains and even straitjackets through feats of contortion and sheer determination. They may add their level bonus to all attempts made to slip such bonds and, if grappled, may add their full level bonus (rather than ½ their level bonus) to their strength or dexterity check to break the grapple.

Find Traps: Assassins may make *perception* checks to search for traps, including magical traps. To find a trap, an assassin spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area.

A successful *perception* check indicates the assassin finds a trap, if one is present. If multiple traps are in an area, the assassin's *perception* check is applied against all traps in the area. The check penalty to this *perception* check is usually equal to the level of the trap's creator or to the caster level of person who created the magical trap, though the penalty may be modified if exceptional tools or materials are used in a trap's construction. If multiple traps are present, apply each check penalty separately against the assassin's single *perception* check to find traps.

Jump (Strength): Assassins add their full level bonus to all strength checks made when leaping or high jumping. In addition, their skill at tumbling allows them to treat all falls as if they were 10 feet shorter than they really are when determining damage, so long as the assassin is no more than lightly encumbered.

Perception (Wisdom): An assassin can hear noises that others might not detect and, by necessity, are keen observers of their surroundings. Assassins gain *perception* as a class ability, rather than common ability, which allows them to add their full level bonus to *perception* checks.

Poisons (Intelligence): An assassin with this ability can identify and use poisons and antitoxins. An assassin can identify a poison or antitoxin on a successful check. An assassin's training in the use of poison means that an assassin never risks accidental poisoning when applying poison to a blade. Moreover, assassins train with poisons of all types, and they slowly grow more resistant to their effects. This is reflected by a +1 bonus to poison saving throws that is gained at 3rd level. This bonus increases by 1 point at levels 9 and 15.

At 9th level, an assassin gains the ability to make poisons and antitoxins. To make a poison or antitoxin, the assassin needs some alchemical equipment and raw materials costing one half of the street value of the poison or antitoxin to be made.

Sleight of Hands (Dexterity): An assassin can use this ability to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed, by making a *sleight of hands* check (opposed by their target's *perception* check). Success may require the assassin to cut the purse or pouch from the target.

This ability also allows the assassin to perform "sleight of hand" maneuvers. A successful *sleight of hands* check (opposed by their target's *perception* check) indicates the assassin has hidden or moved an item in such a manner that observers are not aware of where the item has been hidden. Typical maneuvers include hiding a coin, sliding a card up a sleeve, slipping poison into a person's drink, performing the peanut trick (table tricks), and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved.



Sneak Attack: An assassin normally avoids face-to-face combat if possible, preferring instead to use stealth or guile to catch an opponent unaware or off-guard.

If the assassin successfully attacks a surprised or unaware opponent their base weapon damage, excluding all modifiers due to magic, class abilities and/or exceptional strength, is doubled. As the assassin gains experience, the damage inflicted increases. At 4th level, an assassin's *sneak attacks* deal triple damage. At 8th level, their *sneak attacks* deal quadruple damage. At 12th level, an assassin's *sneak attacks* deal quintuple damage and, at 16th level and beyond, such attacks deal sextuple damage.

An assassin can only *sneak attack* creatures that have a discernible anatomy. The assassin must be able to see the target well enough to pick out a vital spot. They may only make *sneak attacks* with weapons listed on the assassin weapon proficiency list.

Stealth (Dexterity): Assassins can conceal themselves from others and move about with utter silence when they so desire. Assassins have *stealth* as a class ability, rather than common ability, and add their full level bonus to all *stealth* checks.

Assassins may attempt to move silently at ½ of their normal movement rate, rounded to the nearest 5' increment, without penalty. They may attempt to move at their normal movement rate but take a -5 penalty to their *stealth* check when doing so. At 10th level assassins may move at their full movement rate without penalty. All attempts to move silently while running suffer a -20 penalty.

Multiclassed Characters

A multiclassed character improves in two classes simultaneously, and his experience points are always divided equally between these two classes. In all instances a multiclassed character's level is equal to his level in each class (i.e. a multiclassed 3rd level fighter/magic-user is a 3rd level character with a +3 level bonus to saving throws, class abilities, and skill checks). The character can use the abilities of either class at any time, with only a few restrictions. When creating a multiclassed character, use the following guidelines:

1. The character's hit points are the average of his hit die rolls for each class. When the character is first created, the player totals the maximum hit points for each class and divides that total by 2. Any constitution bonus or penalty is then applied to the character's averaged hit points. At 10th level and beyond average the bonus hit points for both classes. If this average winds up being a fractional number, round it down at odd levels and up at even levels.
2. Class combinations may be restricted by race and by alignment. Multiclassed barbarians are literate.
3. The multiclass options listed below only show primary class combinations. Characters may also choose to multiclass using secondary classes of each listed primary class, so long as the chosen secondary class is permitted by race and alignment.
4. As shown by the *Permitted Multiclass Options* table below the character may not multiclass in a primary class and one of its secondary classes, or with two secondary classes of the same primary class (i.e. Paladin/Rangers, CLERIC/Druids, and THIEF/Assassins are not permitted).
5. The character must meet each class's ability requirements.
6. Multiclassed characters use the better Bonus to Hit (BtH) value of the two classes.
7. Multiclassed characters use the least restrictive weapon and armor lists of the two classes, but suffer all penalties to class abilities (such as the inability to cast arcane spells while armored) related to armor use.
9. When determining starting funds, multiclass characters use the more advantageous die range of the two classes.
10. All experience points are always divided equally between the two chosen classes. Once a character acquires enough experience points to progress in level, they progress simultaneously in both classes.
11. Multiclassed characters have a level bonus to ability checks that is equal to their level in each class (the levels in these classes are not totaled when determining the character's class level). If both classes share a class ability that provides a static bonus (rather than level bonus) to an ability check do not combine these static bonuses, but use the better applicable bonus.

Permitted Multiclass Options

options	racial stock of character						
	dwarf	elf	gnome	half-elf	halfling	half-orc	human
CLERIC/FIGHTER	yes	yes	yes	yes	yes	yes	yes
CLERIC/MONK	no	no	no	yes	no	yes	yes
CLERIC/THIEF	yes	yes	yes	yes	yes	yes	yes
CLERIC/MAGIC-USER	no	yes	yes	yes	no	yes	yes
FIGHTER/MONK	no	no	no	yes	no	yes	yes
FIGHTER/THIEF	yes	yes	yes	yes	yes	yes	yes
FIGHTER/MAGIC-USER	no	yes	yes	yes	no	yes	yes
MAGIC-USER/THIEF	no	yes	yes	yes	no	yes	yes
MAGIC-USER/MONK	no	no	no	yes	no	yes	yes
MONK/THIEF	no	no	no	yes	no	yes	yes

Split-Classed Characters

A player who plays a single-classed character may, eventually, wish to broaden that character's capabilities by having their character advance in another character class.

Unlike multiclassing, which requires a character to advance simultaneously in two character classes, split-classing allows a single-classed character to end their advancement in one character class in order to begin advancement in another character class.

Any single-classed character may split-class. A multiclassed character may not split-class, nor may a split-classed character multiclass. You must transition from a single class to another, single class when deciding to split-class.

Split-classed characters do not face as many restrictions as multiclassed characters when it comes to choosing another adventuring career. The character must meet the ability requirements of their new class and be eligible to take that class (based on his race, background, and alignment).

Example: A fighter wishing to split-class as an assassin must have a strength, intelligence, and dexterity of 9 or more, and may not be of good alignment.

The character must reach 2nd level in one class before switching to another. In addition, all characters may advance in a maximum of 3 different classes through split-classing.

Once a character begins training in a newly chosen class, he must halt his advancement in whatever class or classes he formerly progressed in. 1st level in the newly chosen class is not gained until the character gains additional experience points equal to those needed to achieve his current *character level* (the total levels acquired in all of his classes) in his new career.

Example: A 7th level thief (with 75,000 experience points) who begins fighter-training will not gain a fighter level until he earns enough experience points to become an 8th level character (a total of 150,000 experience points). At that point he will be a split-classed thief 7-fighter 1.

As noted above, split-classed characters total the class levels acquired in all of their classes to determine their *character level*. *Character level* is used to determine the character's level bonus to all saving throws and skill checks, and is used to determine the number of experience points

needed to reach next level. His current class determines the hit die type rolled for hit points. The BtH bonuses for all classes are totaled when determining the character's combat bonus to hit.

The *class level* in each class determines the character's class abilities for that class, including the character's available spells and caster level, where applicable. *Class level* also indicates his level bonus when using class abilities for a chosen class. A split-classed character that shares a class ability between two or more of their chosen classes may total their class levels in those classes when determining their level modifier for those abilities.

Example: A split-classed monk 3-thief 3 would get a +6 bonus to his climb checks because both classes possess the climb class ability.

Characters with class abilities that are also common abilities (i.e. *balance, climb, perception, stealth*) may add both level bonus and ½ level bonuses, as applicable.

Example: A split-classed thief 5-magic-user 2 would get a +5 level bonus to his climb checks, due to his 5 thief levels (climb is a class ability for thieves) and a +1 bonus due to his 2 magic-user levels (climb is a common ability for magic-users, so the character applies ½ his magic-user levels as a bonus to climb checks).

Once a split-classed character reaches a *character level* of 9 or greater, the experience needed to progress in level becomes a set amount (250,000 experience points). As such, the character must gain 250,000 experience points per *character level* beyond 9th. Additionally, at *character level* 10 and higher, the character no longer rolls hit dice but gains the bonus hit points of the class that he is currently advancing in.

Split-classed casters are still restricted with regards to the armor that they may wear and cast spells. As such, a split-classed bard cannot wear medium or heavy armor when spellcasting, while a split-classed magic-user may not wear any armor while spellcasting.

Split-classed characters with a class ability that provides a static bonus to an ability check (rather than a level bonus) in more than one of their chosen classes do not combine these static bonuses, but use the best applicable bonus.

Finally, a character may choose to resume advancement in a previously chosen class, but follows the procedures listed above for advancing in *character level*.



ALIGNMENT

After choosing both a race and class for their character, the player must choose an alignment for that character. In some cases, particularly for characters such as druids, monks and paladins, the choice of alignment may be limited.

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 alignment in his 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 will 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 is evil if he accedes to the practice, even though it is considered necessary or beneficial in that culture. Such a culture is evil.

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 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 combines a commitment to oppose evil with the discipline to fight relentlessly. He normally tells the truth, keeps his word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Lawful good characters seek to combine the values of both honor and compassion.

Neutral Good, "Benefactor": A neutral good character does the best that a good person can do. He is devoted to helping others. He might work with or on behalf of kings and magistrates, but does not feel beholden to them if he 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 conscience directs him, with little regard for what others might expect. He makes his own way, but is generally kind and benevolent. He believes in goodness and personal honor, 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 follows his 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. Order and organization are paramount. He may believe in personal order and live by a code or standard, or might believe in order for all, favoring a strong, organized government.

Lawful neutral characters value reliability and honor, 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 neighbors 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 whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions.

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

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

This reluctance comes partly from his nature and partly because he depends on order to protect him from those who oppose him 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 can get away with. He is out for himself, pure and simple. He sheds no tears for those he kills, whether for profit, sport, or convenience. He has no love of order and holds no illusion that following laws, traditions, or codes would make him any better or nobler. On the other hand, he 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,

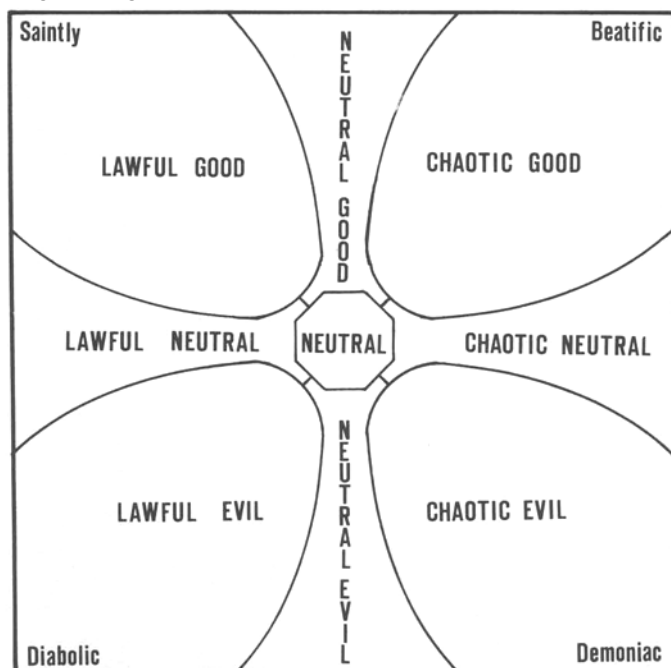
committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Chaotic Evil, "Destroyer": A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. His plans may be worked out well in advance, but their implementation will often be haphazard, and any group he forms is likely to be poorly organized. Typically, chaotic evil creatures can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him. 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.

Non-Aligned Creatures

In addition to the alignments above, some things - particularly unintelligent monsters and animals - never bother with moral and ethical concerns. For these creatures, alignment is simply not applicable and always detects as neutral. A dog, even a well-trained one, is neither good nor evil, lawful nor chaotic. It is simply a dog.

ALIGNMENT GRAPH



Changing Alignment

It is possible for a player to change his character's alignment after the character is created, either by action or choice. Most often the character's alignment will change because his actions are more in line with a different alignment. This can happen if the player is not paying attention to the character and his actions, or if the player actively wishes to change the alignment of their character. In such instances, the character gradually assumes an alignment that better suits his actions and motives.

There are also magical effects that can change a character's alignment. Rare and cursed magical items can instantly alter a character's alignment. Powerful artifacts may slowly erode a character's determination and willpower, causing subtle shifts in behavior. Spells can compel a character to perform actions against his will but rarely have the power to outright alter alignment.

Certain character classes require specific alignments. A paladin who is no longer lawful good is no longer a paladin. A character may have magical items usable only to specific alignments (intelligent swords, etc.). Such items don't function (and may even prove dangerous) in the hands of a differently aligned character.

There will be times when the DM, especially if he is clever, creates situations to test the character's resolve and ethics. But finding the right course of action within the character's alignment is part of the fun and challenge of role-playing.



RELIGION

In fleshing out the character, it helps to choose a deity or pantheon of deities whom the character calls upon (or even curses) in times of need. A deity adds a depth to the character that cannot be captured in any other way.

Choice of a deity is not required. Yet, in a world of fantasy where deities are presumed to exist, it is an oft-overlooked aspect of character creation. Players should consult with their Dungeon Master when choosing their deities. You should not feel restricted to the mantra of having one deity, or even a named deity. The ancient Athenians, for example, paid homage to Athena, but they sacrificed and even called upon Poseidon before they crossed the sea.

Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society the character comes from. Consult with the Dungeon Master to work out what is best for the theme of the game and the idea of the character, and choose accordingly.

Clerics and druids draw their power from the deity, pantheon of deities or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the DM is necessary to learn more about a particular deity or pantheon and what benefits they can give a cleric as well as what is required of that cleric. Though clerics are restricted in their choice of weapons, most clerics can wield a weapon similar to that of their deity or from the pantheon worshipped even if that weapon does not appear on the cleric weapon list.

The cleric and druid must hold true to the common belief system of their deity. They must have an alignment that is close to their deity's and possess the same worldview. A cleric who pays homage to a goddess of wisdom should not approach problem-solving with unreasoned violence, but rather with calm and wisdom. A druid who needlessly destroys flora and fauna is certainly breaking a covenant with their deity. Clerics and druids who break with their deity or act against them are denied their spells and abilities.

Clerics, and even some druids, require holy symbols or icons representing their deities or the supernatural powers. These symbols serve as a conduit between the deity and the character. They range in size, shape and form, and can be worn as necklaces, pendants, bracelets, rings or any other jewelry.

Rods, staves, wands, scepters and even weapons can serve as holy symbols. The shape and design of the symbol should be limited only by the type of deity, style of game, and the imagination of the player.

CHARACTER BACKGROUND

After you have selected your character's race, class, alignment and religious affiliations you may want to fill in the finer details of your character. You are not required to do so, but there are many situations in which this information is vital or useful to roleplaying.

The sex and name of your character are up to you. Your character can be of the same sex as yourself or of the opposite sex. Some people feel it is important to know whether their character is right- or left-handed. Actually, this has no bearing on the play of the game, since all characters are assumed to be reasonably competent with either hand (that doesn't mean everyone is trained to fight with two weapons).

CHARACTER HEIGHT & WEIGHT

On occasion it may be useful to know your character's height and weight. Typically these values are determined by the player, using the racial descriptions provided in the *CHARACTER RACES* section. Otherwise, heights and weights can be generated randomly using the table below. The table only reproduces a fairly average range for each race. Heights and weights for demihuman races not listed on the table must be decided by your DM.

Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values.

race	base height	modifier	base weight	modifier
dwarf	3'9" or 3'6"	+2d4"	130 lb. or 100 lb.	+8d6 lb.
elf	4'6" or 4'3"	+2d6"	85 lb. or 75 lb.	+6d6 lb.
gnome	3' or 2'10"	+2d4"	50 lb. or 45 lb.	+5d6 lb.
half-elf	4'9" or 4'6"	+2d8"	100 lb. or 80 lb.	+8d8 lb.
halfling	2'6" or 2'3"	+2d6"	40 lb. or 30 lb.	+5d6 lb.
half-orc	4'9" or 4'6"	+2d12"	130 lb. or 100 lb.	+12d8 lb.
human	4'9" or 4'6"	+2d10"	120 lb. or 90 lb.	+10d8 lb.

CHARACTER AGE

At the onset of each and every character's creation it is necessary that you establish his age. For player characters and henchmen you must use the appropriate table. You may do the same for other characters, or you may assign age as you see fit in light of the milieu you have developed.

race	class (or secondary class thereof)				
	cleric	fighter	magic-user	monk	thief
dwarf	75+4d10	20+5d4	-	-	35+5d6
elf	150+2d%	25+2d%	75+2d%	-	50+2d%
gnome	75+5d10	20+5d10	75+5d10	-	35+5d10
half-elf	18+2d4	15+2d6	20+4d6	20+2d4	18+2d4
halfling	24+3d6	16+4d6	-	-	16+4d6
half-orc	16+2d4	13+1d6	20+2d6	20+1d4	20+2d4
human	18+1d4	15+1d6	20+2d6	20+1d4	18+1d4

*for multiclassed characters use the column that generates the highest starting age.

Once character age is established, you must keep track of it from game year to game year. To normal game years must be added any of the various unnatural causes of aging. These effectively add years to the character's age. The effects of aging are given in the next section. The maximum age of any character is likewise explained.

Aging: In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each race of characters (see the *Age Categories* table below for details). When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative. No ability score may exceed its racial maximum due to aging effects.

age categories

race	age categories				
	young adult	mature	middle-aged	old	venerable
dwarf	25-50	51-150	151-250	251-350	351-500
elf, high	25-175	176-550	551-800	801-1200	1201-1600
gnome	25-90	91-300	301-400	401-600	601-800
half-elf	15-40	41-100	101-175	176-250	251-350
halfling	18-32	33-68	69-110	111-150	151-220
half-orc	12-15	16-30	31-45	46-64	65-90
human	15-20	21-40	41-60	61-90	91-120

- *Middle-aged:* Subtract 1 point of strength & constitution; add 1 point of intelligence & wisdom.
- *Old:* Subtract 2 points of strength & dexterity, and 1 point of constitution; add 1 point of wisdom.
- *Venerable:* Subtract 1 point of strength, dexterity, & constitution; add 1 point of intelligence & wisdom.

Death Due To Age: This is a serious matter, for unless the lifespan can otherwise be prolonged, the character brought back from such death faces the prospect of soon dying again. Beyond the maximum age determined for the character in question, no form of magic which does not prolong lifespan will work.

Of course, multiple *potions of longevity*, *wishes*, and possibly magical devices will allow a greatly extended lifespan, but once a character dies due to old (venerable) age, then it is all over. If you make this clear, many participants will see the continuity of the family line as the way to achieve a sort of immortality.

Determination of Maximum Age: Unless the character dies of some other cause, he will live to old age. The character's maximum age is equal to the maximum age listed for "middle aged" plus 1-100% (d%) of that listed age.

CHARACTER APPEARANCE & PERSONALITY

There are a number of other personal characteristics your character has - hair and eye color, body shape, voice, noticeable features, and general personality. There are no tables for these things, nor should there be. Your job, as a player, is to add these details, thereby creating the type of character you want. More information on the typical characteristics of demihuman characters is provided in the *CHARACTER RACES* section of these rules.

SOCIAL CLASS

The Dungeon Master should determine the social class of each character he has in the campaign. This is accomplished by use of the *Social Class* table given on the next page. You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his individual milieu.

For player characters, initial social status has no effect on starting money and equipment. Rules for starting gold and equipment for those classes are detailed under the "*Initial Character Funds*" heading in the *EQUIPMENT* section of this book.

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu. As a general rule, a human society would probably consider the demihumans as members of the following social classes:

race	perceived social class
dwarves	UMC (they are reputed to have gold and gems!)
elves	ULC (wood elves) to LUC (gray elves)
gnomes	ULC to LMC
halflings	ULC (they are small and rustic)
half-elves	slightly above a human counterpart
half-orcs	LLC

Social Class & Character Class: As a general rule, any character should have a social status of, at the lowest, one rank below that specified for his profession in the milieu. For instance, using the system outlined above, a character embarking on a career as a fighter should have a social standing of no lower than middle lower class, and conversely a character with a standing lower than that would usually have no hope of making his way in the fighter profession. At the lowest extreme, a character born to the lower lower class should be limited to being a barbarian, bard, thief or an assassin.

d% roll	social class	typical members of society
01-04	lower lower class (LLC)	freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves, low-level and mid-level assassins
05-10	middle lower class (MLC)	herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, mid-level thieves, high level assassins, low-level bards
11-20	upper lower class (ULC)	freemen, tradesmen, petty officers, money-changers, fences, low-level fighters, high-level thieves
21-35	lower middle class (LMC)	artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers, tutors, clerks
36-55	middle middle class (MMC)	landed gentry, academics, merchants, petty officials, senior officers, landless petty nobles, mid-level fighters, low-level magic-users, low-level illusionists
56-87	upper middle class (UMC)	guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users, mid-level illusionists
88-96	lower upper class (LUC)	great landed gentry, generals and marshals, greater officials, knights, mid-level clerics, cavaliers, paladins, high-level magic-users & illusionists
97-99	middle upper class (MUC)	knights, commanders, great clerics, nobles, high-level paladins, very high-level magic-users and illusionists
00	upper upper class (UUC)	great nobles, sovereign nobility, royalty

CIRCUMSTANCES OF BIRTH

By the nature of the topic, not much can be offered in the way of "rules" for ascertaining the origin and background of characters in the campaign milieu. The individual Dungeon Master must make virtually all such decisions, so that the results fit smoothly into the adventuring environment that he has designed. As a starting point, however, the following tables will suffice for those who wish to determine what role fate has played with regard to when and how a character came into the world.

Birth Rank

d% roll	order of birth	d% roll	order of birth
01-05	only child	81-85	7 th child
06-10	1 st child	86-90	8 th child
11-20	2 nd child	91-94	9 th child
21-35	3 rd child	95-97	10 th child
36-50	4 th child	98-99	11 th child
51-65	5 th child	00	12 th child
66-80	6 th child		

The birth rank roll lets you know when you were born in relation to your character's siblings (or if you are an only child).

In order to determine how many siblings you have, roll on the *Birth Rank* table a second time. If the result of the second die roll is higher than the first, that result determines the total number of children born to your parents. If the second roll is lower than the first, then your character is the last child born to your parents and the first result determines the total number of children born to your parents.

Parents' Marital Status Table

d% roll	marital status
01- 80	parents legally married
81- 00	parents unmarried

Children of unmarried parents are typically one social class lower than the social class of the father.

Racial Modifiers to the Birth Rank & Marital Status Tables

race	modifier	race	modifier
dwarves	-15%	halflings	-10%
elves	-15%	half-orcs	+10%
gnomes	-15%	humans	no modifier
half-elves	-10%		

SKILLS

A player character is more than a collection of combat modifiers. Like most people, player characters and NPCs have learned a variety of skills over the years. The character class chosen by a player dictates much of what their character knows through years of training and study; while their ability scores define their natural aptitudes and weaknesses.

As described in the *ABILITY DESCRIPTIONS* section each ability score governs certain tasks, called *common abilities*, that all characters may attempt without any specialized training. This section details a number of skills that reflect specialized training or areas of learning that the character acquired throughout their youth.

Skills function much like *class abilities* in that they must be possessed by a character in order for that character to add their level bonus to the check. If a character attempts to use a skill they do not possess, they may not add their level bonus to the check. It is also up to the DM whether an unskilled character may attempt to perform a given task. Note that the successful use of some skills, such as *knowledge (etiquette)* or *profession (herbalist)*, grant a static, +2, bonus to another, related skill or ability check.

BACKGROUND SKILLS

All characters begin play with 3 background skills from any skill category plus whatever bonus skills they receive from their chosen character class or classes. Characters with an intelligence of 8 or lower subtract their intelligence penalty from their initial number of background skills and, as a result, may begin play with no background skills if their intelligence is 3 or lower. Regardless of their intelligence penalty, characters do not lose any bonus skills gained from their chosen class or classes. Those with an exceptional intelligence score (13 or greater) may choose a number of additional *knowledge* skills, including *knowledge (language)* skills, equal to their intelligence modifier.

In most instances, excepting *knowledge (language)* skills, these skills allow characters to add their level to any ability score checks related to their chosen skills. All skills are grouped into four broad categories that cover a number of related skills: *craft skills*, *knowledge skills*, *performance skills* and *profession skills*. A player is free to choose more than one skill from a given skill category and should choose skills that reflect the character's upbringing and training.

SKILL CATEGORIES & DESCRIPTIONS



Craft: All craft skills involve the creation of a functional (or consumable) item from raw materials. Skilled craftsmen typically learn their skills as apprentices to master craftsmen. *Craft* skills include (but are not limited to): armorsmith, blacksmith, bookbinder, bowyer/fletcher, brewer, carpenter, cart/wheelwright, cobbler, cook/baker, jeweler/lapidary, mason, siege engineer, shipwright, tailor/weaver, tanner/leatherworker, and weaponsmith.

Use of this skill allows the character to appraise the craftsmanship and value of items directly related to their *craft* with their level bonus. In addition, given time and adequate materials, the character can repair or create such items. *Craft* skill checks are usually intelligence checks, though other abilities (such as dexterity) may come to bear when crafting items.

Repair costs vary depending upon the amount of damage done to the item, while (as a general rule) a character may craft an item for half of the listed cost. The DM is the final arbiter of what materials are available and the costs accrued in crafting an item.

Knowledge: Knowledge skills reflect the interests, studies and/or upbringing of the player character. Knowledge skills are limited in their scope and are varied in their application. Some, such as *knowledge (etiquette)* or a *knowledge (chosen language)*, may aid in social situations while others may help characters identify items, map locations or the type of mushroom that the poisoned halfling thief just consumed.

Knowledge checks are typically intelligence checks, though successful use of a knowledge skill may aid other skill checks (i.e. a successful *knowledge (etiquette)* check may grant a +2 bonus to a character's *persuasion (charisma)* check while at court or a *knowledge (nature)* check may grant a +2 bonus to character's wisdom check to determine direction or to a ranger's *survival* check).

Arcana: Knowledge (*arcana*) relates to the study of ancient mysteries, magical traditions and creatures, arcane symbols, cryptic phrases and the creation of magical items or animated creatures.

Etiquette: This skill affords the character knowledge of racial and/or cultural groups' customs, social hierarchies and behavioral norms. Use of this skill is more challenging in foreign cultures and with those outside of your character's social group.

Geography: This skill provides a basic knowledge of a region's topography, trade routes and borders. The more remote the area addressed by the skill check, the more difficult the check.

History: This knowledge of various civilizations' origins, historical events and figures, as well as of their legends, is covered by this skill. The modifier to this check is based on how common or obscure the desired information is.

Language: All characters begin play with the ability to speak one or more languages, as detailed under *Intelligence* in the *Ability Descriptions* section. Those who choose *knowledge (language)* as a background skill begin play with additional starting languages as detailed under *Intelligence* in the *Ability Descriptions* section.

Nature: This skill imparts a specialized knowledge of various environments (aquatic, forest, marsh, hill and mountains, plains) and climates (arctic, desert, subtropical, temperate, tropical).

With a skill check a character can identify plants and animals from an environment and climate accurately. This identification allows the skilled character to determine the species of the plant or animal and the special qualities or abilities of the species. This check is more difficult for characters attempting a *knowledge: nature* check in an unfamiliar climate.

Religion: This skill provides knowledge of mythology and rituals. It allows a character to know of a religion's hierarchal structure and affords the character an understanding of that faith's tenets and practices.

Performance: A skilled performer is valued by commoners and highborn alike for their ability to provide a diversion from the cares and woes of daily life. Characters must choose a type of *performance* in which they are skilled: acting, buffoonery, dancing, oratory, play (instrument), singing, etc. Bards, on the other hand, begin play skilled in all manner of performance arts.

A character may make a *performance* skill check (usually a charisma check, though dancing and playing an instrument may involve dexterity checks) in order to earn a few copper coins (perhaps silver, if the audience is particularly wealthy) or earn their keep at an inn (with modifiers and other considerations being worked out by the DM).

If the *performance* skill is used to entertain one's hosts or other, non-hostile, NPCs a successful check may positively influence the audience's reaction to the performer (giving the performer a +2 bonus to *persuasion* checks).

Profession: Profession skills allow a character to earn a living through the specialized knowledge and techniques of their chosen vocation. In general a character with a background profession is assumed to have left their past profession behind in order to take up a career as a professional adventurer, mercenary, agent of their church, etc.

Some professions that characters may choose from include: alchemist, animal handler, artist, butcher, clerk, farmer, fisher, gambler, healer/barber, herbalist, hostler/barkeep, hunter, miner/collier, painter/limner, sailor, scribe, trader/barterer, trapper, etc.

These profession skills would allow the character to bring their professional knowledge to bear, where appropriate, or even ply their trade once they have settled down. Profession skill checks are usually wisdom checks though, at times, may involve other ability scores (as the situation warrants). The following are examples of professions that may prove useful to an adventuring party:

Animal Handler: The character must choose a type of animal they have knowledge of (horses, pack animals, dogs, falcons, etc) and can raise and train animals of that type given the proper amount of uninterrupted time. Trained riders (those with the *professional: animal handler (horses)* skill) add their full level bonus to *ride* checks and may effectively fight from the saddle. See page 57 for rules on mounted combat.

Healer: Healers may bind wounds, just as other characters can, but may add their full level bonus to the check. See the *WOUNDS* and *HEALING* sections for more.

Herbalist: Herbalists are able to aid healers (as well as cooks and alchemists) in their trades. When called for, a successful *herbalist* check grants a +2 bonus to another, related, skill check.

Mountaineer: This skill allows the character to add their full level bonus to *climb* checks made when scaling natural, unworked stone surfaces or steep inclines. The character climbs at ¼ of his movement rate, rounded to the nearest 5' increment.

Trapper: Skilled trappers are able to build, locate and disable simple traps (nets, snares or pits) in a wilderness environment. Trapper's snares and pits are usually designed to capture or incapacitate game animals and deliver no more than 1d8 points of damage plus whatever falling damage is involved.

GAINING NEW SKILLS

Players who wish for their character to learn a new skill must have their character invest their time towards the development of that skill over the course of the campaign.

A character gains one additional skill at 6th level and, afterwards, gains additional skills at levels 11 and 16. These skills work just as other background skills do, excepting that they are gained later in the character's career and do not gain the character's full level bonus. For skills gained at 6th level, reduce the level bonus by 5. For skills gained at 11th level, reduce the level bonus by 10 and, for skills gained at 16th level, reduce the level bonus by 15. Skills gained during game play should reflect the character's interests and/or in-game training.

Should a player wish for their character to acquire additional skills, beyond those gained at levels 1, 6, 11 and 16, he must invest additional time and experience into supplemental training. If the player, with his DM's approval, finds a mentor willing to train their character and has that character put aside time for that training (typically 6 months to 1 year) he acquires a new skill.

Upon acquiring this skill, the character must forfeit 10% of his earned experience points (these experience points are permanently lost) and has all future experience point awards reduced by 10% to account for his continued training in that skill. If the initial forfeiture of experience points would cause the character to lose a level, he must wait until he has enough experience points to pay for the skill (without level loss) before acquiring it. Skills gained in this manner gain the character's full level bonus.

EQUIPMENT

Although your character has some impressive abilities and skills, he really isn't going to be effective without the equipment necessary for adventuring. To get this equipment, he needs money. Not only does he need money to outfit himself, but your character also has to cover his living expenses.

The Monetary System: Although there are many different types of coins and currencies in the world, all prices and treasures in the AD&D rules are given in standard coinage. Your DM may have specific names for different coins and may have different rates of exchange, but this is material particular to his campaign. He will tell you if there are differences from the coins listed here. The standard rate of exchange for each coin is given below.

The basic coins are the copper piece (cp) and the silver piece (sp). These form the backbone of the monetary system and are the coins most frequently found in the hands of the common folk. Above these two coins is the much rarer gold piece (gp). This coin is seldom found in common use and mainly exists on paper as the standard money of account. This means it is used to measure the value of property and goods. Land values, ship cargoes, gemstones, and penalty bonds (royal court fines) are normally calculated in gold pieces, although payment of such vast sums normally takes other forms.

In addition to these coins, there are other unusual metals used in exchange. Most of these come from failed currencies. As such, they are viewed with skepticism by many honest folk. Principal among these coins are the electrum (ep) and platinum pieces (pp). These coins are rarely circulated, and most are hidden away in ancient treasure hoards.

However, remember that not all wealth is measured by coins. Wealth can take many forms - land, livestock, the right to collect taxes or customs, and jewelry are all measures of wealth. Coins have no guaranteed value. A gold piece can buy a lot in a small village but won't go very far in a large city. This makes other forms of wealth, land for instance, all the more valuable. Indeed, many a piece of jewelry is actually a way of carrying one's wealth. Silver armbands can be traded for goods; a golden brooch can buy a cow, etc. In your adventures, wealth and riches may take many different forms.



Standard Exchange Rates

coin	exchange value				
	cp	sp	ep	gp	pp
copper piece (cp) =	1	1/10	1/100	1/200	1/1000
silver piece (sp) =	10	1	1/10	1/20	1/100
electrum piece (ep) =	100	10	1	1/2	1/10
gold piece (gp) =	200	20	2	1	1/5
platinum piece (pp) =	1000	100	10	5	1

Circumstances can affect the value of any coin. If your characters start flashing about a lot of gold, pumping it into the local economy, merchants will quickly raise prices. As another example, the local lord may commandeer most of the region's horses for his knights, making those left all that much more expensive.

Silver pieces are about the size and weight of a modern day quarter, which roughly equates to 50 silver pieces weighing one pound. All other coins, for the sake of simplicity, use this weight ratio. Gold, electrum and platinum pieces are smaller than silver pieces while copper pieces are slightly larger than silver pieces.

Initial Character Funds: All player characters begin with some amount of cash. This nest egg may be your character's life savings. It may be a gift from his parents to start him out in the world. It may be his booty from an army campaign. Perhaps he stumbled across a small treasure chest, whetting his appetite for greater and more dangerous prizes.

How he came by his money is not important (although it may be fun to know). You are free to create any explanation you want.

To learn your character's starting funds, roll the dice indicated for his class on the table below. This is the number of gold pieces your character has to obtain equipment. If you are creating a character starting out at a level above 1st level, check with the DM to see if you can increase your character's funds beyond the amounts given here. Multiclass characters use the most advantageous die range of their classes. Split-classed characters do not gain initial funds when taking up a second (or third) character class.

class	initial funds (die range)
CLERIC	30-180 gold pieces (3d6x10)
bard	30-180 gold pieces (3d6x10)
druid	30-180 gold pieces (3d6x10)
FIGHTER	50-200 gold pieces (5d4x10)
barbarian	50-200 gold pieces (5d4x10)
cavalier	50-200 gold pieces (5d4x10)
paladin	50-200 gold pieces (5d4x10)
ranger	50-200 gold pieces (5d4x10)
MAGIC-USER	20-80 gold pieces (2d4x10)
illusionist	20-80 gold pieces (2d4x10)
MONK	5-20 gold pieces (5d4)
THIEF	20-120 gold pieces (2d6x10)
assassin	20-120 gold pieces (2d6x10)

Equipping the Character: Careful selection of equipment and supplies for characters is very important. Often there will not be sufficient funds to purchase everything desired, so intelligent choices will have to be made. Also, the choice of equipment should always be done with respect to encumbrance restrictions.

In many campaigns it is necessary for the characters to shop in a number of places in order to obtain everything they desire. A few games will have a trader's establishment in which everything, or nearly everything, can be found, but the average costs will be higher because these traders are middlemen. As in most dealings, the buyer should always beware. Things may be as they appear or they might be otherwise...

Equipment Lists: The following lists include much of the equipment your character needs for adventuring. The most basic of these are armor, weapons, clothing, and outfitting gear. The other lists provide goods and services your character may need during the course of his many adventures. While most items are always available, your DM may add to or delete from these lists. What you want may not be available or, if your DM has set his game in a specific time period, may not have been discovered or invented yet! While he should tell you which items are and aren't available, you should ask if you have any doubts, particularly on large purchases. Many of the uncommon items in these lists are explained in the following pages.

The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave adventurers carrying bags full of gold are not normal economies. In these places you may find yourself paying more (very rarely less) than the amount listed. You can also haggle with merchants over prices, although to speed up the game it's recommended that you save this for your important purchases. If you wind up haggling over the cost of every tankard of ale, your character is going to spend more time being a penny pincher than an adventurer!

The table at the top of the following page gives a brief overview of what arms and armor are available to each character class, and shows which classes may use poison.

Equipment for Small Characters: The weight of most equipment remains unchanged for small characters. Worn items such as backpacks, clothing items, armor and shields, weigh ½ of the standard weight given. Note that small characters are limited as to what weapons they may employ (see *Weapon Sizes* on page 41 for more details).

Armor & Weapons Permitted By Class

class	armor	shield	weapons	poison
CLERIC	any	any	club, dagger, flail (any), hammer (throwing), mace (any), morningstar, quarterstaff, sling	?
bard	light armor	small shield	any	?
druid	light armor*	any wooden	club, dagger, dart, quarterstaff, scimitar, sling, sickle and spear (any)	?
FIGHTER	any	any	any	?
barbarian	light & medium	any	any	?
cavalier	any	any	any	never
paladin	any	any	any	never
ranger	light & medium	any	any	?
MAGIC-USER	none	none	club, dagger, dart, light crossbow and quarterstaff	?
illusionist	none	none	club, dagger, dart, light crossbow and quarterstaff	?
MONK	none	none	blowgun, bows, club, dagger, dart, hand axe, javelin, flail (horseman's), light crossbow, mace (any), pole arms, quarterstaff, sickle, scythe, shurikens, sling, spear (any)	?
THIEF	light armor	none	blowgun, broadsword, club, dagger, dart, hammer (throwing), hand axe, hand crossbow, garrote, gauntlet, light crossbow, longsword, mace (horseman's), quarterstaff, sap, shortbow, shortsword, sling, spiked gauntlet, whip	?
assassin	light armor	small shield	blowgun, broadsword, club, dagger, dart, hammer (throwing), hand axe, hand crossbow, garrote, gauntlet, light crossbow, longsword, mace (horseman's), quarterstaff, sap, shortbow, shortsword, sling, spiked gauntlet, whip	yes

* druids may only wear non-metal light armor, such as leather or padded armor.

Note Regarding Poison Use: The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of your Dungeon Master.

Weapons: The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon with which they are not proficient, they receive a -4 penalty to all of their attack rolls.

Armor: The listed armors are those that the character may comfortably wear, those that he has trained in and may use without additional penalties (see *ENCUMBRANCE* and *EQUIPMENT* for more details). If a character dons and uses an armor that is not listed for their class, they double that armor's weight for the purposes of determining encumbrance. They also are penalized on their attack rolls, taking a -1 penalty to attack rolls if wearing light armor or using a shield unskilled, a -2 penalty if wearing medium armor unskilled or a -3 penalty if wearing heavy armor without training in its use.

ARMOR

Armor, along with the use of a shield, is the basis for determination of how easily a character can be struck by an opponent's weapon. Other factors modify this, of course. Dexterity and magical effects are the two principal modifiers.

Do not confuse armor that is worn with the armor class (AC) rating of a monster. Although a creature might be given a very high armor class because of its exceptionally thick hide, armor plating, chitinous exoskeleton, or the like, other factors are considered in such ratings. For example, the size of the creature, its speed, its agility, and perhaps its supernatural (extra-dimensional or multi-planed existence) aspects are considered in the armor class of all non-human type monsters.

The cost of armor and shield varies. Generally speaking, the better the protection, the greater the expense. Remember that attacks from the rear always negate the advantage of the shield. A character wearing medium armor is considered to be carrying a moderate load, even if carrying less than a moderate load while a character wearing heavy armor is considered to be carrying a heavy load, even if carrying less than a heavy load. See the *ENCUMBRANCE* section for more details on the effects of armor encumbrance.

light armor	cost	AC bonus	weight (lbs)	notes
padded	5 gp	+1	10	includes quilted armor and leather jerkins
leather	15 gp	+2	15	
medium armor	cost	AC bonus	weight (lbs)	notes
studded leather	30 gp	+3	25	includes brigandine, ringmail and scalemail
chain shirt	50 gp	+3	25	
chainmail	100 gp	+4	35	
heavy armor	cost	AC bonus	weight (lbs)	notes
platemail	250 gp	+5	45	includes splint mail and banded mail
full plate	1000 gp	+6	40	
shields	cost	AC bonus	weight (lbs)	notes
small, wooden	4 gp	+1	3	
small, steel	10 gp	+1	5	
large, wooden	6 gp	+2	8	
large, steel	15 gp	+2	10	

WEAPONS

The class of your character might circumscribe the choice of weapons used by your character, but selection is otherwise a matter of your preferences based on various factors presented hereafter. Of course, the initial cost of the weapon might affect your selection at the beginning. Beyond this consideration, there are factors of size, weight and the damage inflicted by the weapon. These details are given hereafter.

Your character will be able to proficiently use all weapons listed beside their chosen class on the *Armor & Weapons Permitted By Class* table on page 40. Note that proficiency with a normal weapon is subsumed in using a magical weapon of the same type.

Weapon Sizes: All of the weapons listed below are categorized by size (Tiny, Small, Medium and Large) and type (melee or ranged). Weapon size helps a player to determine if and how a character can employ a weapon. Generally, a character can employ a weapon of their size or smaller as a 1-handed weapon. Weapons that are 1 size category larger than the wielder (i.e. a broadsword wielded by a halfling) must be used 2-handed. Characters who fight with two-weapons often employ a "light weapon" in at least one hand. Light weapons are weapons at least 1 size category smaller than that of the character (i.e. a dagger wielded by a halfling would be a light weapon). See the *SPECIAL ATTACK MANUEVERS & MODIFIERS* section on page 57 for more details on various fighting maneuvers that characters may employ in melee combat.

<i>tiny melee weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
gauntlet ^f	2 gp	1d3	—	1 lb.	
gauntlet, spiked ^f	5 gp	1d4	—	1 lb.	
dagger ^f	2 gp	1d4	10' (2")	1 lb.	includes main gauches and dirks
unarmed strike ^f	—	1d2*	—	—	includes grappling damage
<i>small melee weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
axe, hand or throwing	2 gp	1d6	10' (2")	2 lbs.	
flail, horseman's	5 gp	1d6	—	5 lbs.	includes nunchaku
garrote	5sp	1d3*	—	½ lb.	must be used two-handed
hammer, throwing	1 gp	1d4	20' (4")	2 lbs.	
mace, horseman's	4 gp	1d6	—	4 lbs.	
pick, horseman's	5 gp	1d6	—	3 lbs.	
sap ^f	1 gp	1d6*	—	2 lbs.	
shield, small steel	10 gp	1d3	—	6 lbs.	
shield, small wooden	4 gp	1d3	—	4 lbs.	
sword, short ^f	10 gp	1d6	—	2 lbs.	includes rapiers, small swords, wakisashis, etc
sickle ^f	6 gp	1d6	—	2 lbs.	includes kamas
<i>medium melee weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
axe, battle	8 gp	1d8	—	6 lbs.	
club	—	1d6	10' (2")	3 lbs.	
flail, footman's	10 gp	1d8	—	10 lbs.	
mace, footman's	8 gp	1d8	—	8 lbs.	
morningstar	8 gp	1d8	—	6 lbs.	
pick, footman's	8 gp	1d8	—	6 lbs.	
sword, scimitar	15 gp	1d8	—	4 lbs.	includes cutlasses, falchions, sabers, tulwars, etc.
shield, large steel	15 gp	1d4	—	15 lbs.	
shield, large wooden	6 gp	1d4	—	10 lbs.	
spear	1 gp	1d6 [~]	20' (4")	3 lbs.	
sword, bastard	25 gp	1d8	—	6 lbs.	deals 1d10 damage when used 2-handed
sword, broad	15 gp	2d4	—	5 lbs.	
sword, long	15 gp	1d8	—	4 lbs.	
trident	15 gp	1d8	10' (2")	4 lbs.	
warhammer	10 gp	1d8	—	5 lbs.	
whip ^{d††}	1 gp	1d3*	—	2 lbs.	scourges are whips that deal lethal damage
<i>large melee weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
axe, great	15 gp	2d6	—	12 lbs.	includes bardiches
club, great	—	1d8	—	8 lbs.	
flail, great	12 gp	1d10	—	12 lbs.	
glaive ^r	8 gp	1d10	—	10 lbs.	includes naginatas
guisarme ^{d††}	10 gp	2d4	—	10 lbs.	includes bill hooks, lochaber axes and voulges
halberd ^{r†}	10 gp	1d8 [~]	—	12 lbs.	includes most poleaxes
hammer, lucern ^r	8 gp	1d6 [~]	—	8 lbs.	includes bec de corbins and crowbills
lance, light ^r	6 gp	1d6 [~]	—	6 lbs.	may be used one-handed when mounted
lance, heavy ^r	10 gp	1d8 [~]	—	12 lbs.	may be used one-handed when mounted
longspear ^r	5 gp	1d8 [~]	—	9 lbs.	includes awl pikes, partisans and ash spears
military fork ^{d††}	8 gp	1d8 [~]	—	8 lbs.	
quarterstaff	—	1d6	—	4 lbs.	
ranseur ^{d††}	8 gp	2d4	—	12 lbs.	includes spetums
scythe [†]	12 gp	1d8	—	8 lbs.	includes fauchards
sword, two-handed	30 gp	2d6	—	8 lbs.	includes claymores, khopeshes, no dachis, etc.

* deals non-lethal damage (See *Non-Lethal Damage* under *Non-lethal Combat* on page 58).

~ does double damage if set against charging opponents. Lances do double damage on a mounted charge.

d this weapon gives its user a +2 bonus to disarm checks (See *Disarm* under *Non-lethal Combat* on page 58).

f this weapon is a "finesse" weapon. Its wielder may add their dexterity modifier to attack rolls in place of their strength modifier, so long as they may use the weapon 1-handed.

r this weapon allows its user to strike at a foe up to 10 feet away.

† this weapon gives its user a +2 bonus to trip checks (See *Overbear or Trip Attacks* under *Non-lethal Combat* on page 58).

Ranged Weapons: All ranged weapons may be fired up to their listed range without penalty. Each 5' distance corresponds to 1" on a map grid, so a weapon with a range of 20' may fire up to 4" away without a range penalty. For each range increment beyond the first a cumulative -2 penalty is applied to the ranged attack roll. A weapon may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while a projectile weapon may be fired up to 10 range increments away.

All bows require two hands to use properly. Crossbows require two hands while loading, though they may be fired 1-handed.

<i>tiny ranged weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
crossbow, hand	100 gp	1d4	30' (6")	2 lbs.	
bolts (10)	1 gp	-	-	1 lb.	
dart	5 sp	1d4	20' (4")	½ lb.	
shuriken (5)	1 gp	1d2	10' (2")	½ lb.	
<i>small ranged weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
blowgun	20gp	-	10' (2")	1 lb.	
blowgun darts (10)	5sp	1	-	-	
blowgun needles (10)	1sp	-	-	-	deal no damage
bolas	5 gp	1d4*	10' (2")	2 lbs.	may be used to make trip attacks
javelin	1 gp	1d4	30' (6")	2 lbs.	
sling	-	1d4	50' (10")	0 lbs.	
bullets, sling (10)	1 sp	-	-	4 lbs.	
<i>medium ranged weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
bow, short	15 gp	1d6	60' (12")	2 lbs.	
bow, short composite	75 gp	1d6	70' (14")	2 lbs.	
arrows (20)	1 gp	-	-	3 lbs.	
crossbow, light	15 gp	1d8	80' (16")	4 lbs.	◆
bolts (10)	1 gp	-	-	1 lb.	
<i>large ranged weapons</i>	<i>cost</i>	<i>damage</i>	<i>range</i>	<i>weight</i>	<i>notes</i>
bow, long	75 gp	1d8	100' (20")	3 lbs.	
bow, long composite	100 gp	1d8	110' (22")	3 lbs.	
arrows (20)	1 gp	-	-	3 lbs.	
crossbow, heavy	25 gp	1d10	120' (24")	8 lbs.	reloading takes 1 round. ◆
bolts (10)	1 gp	-	-	1 lb.	
net	20 gp	-	10' (2")	6 lbs.	the maximum range is 10'

◆ see the crossbow entry in *Equipment Descriptions* section (page 45) for more details



ACCOMMODATIONS & PROVISIONS

<i>room & board</i>	<i>cost</i>	<i>household provisions</i>	<i>cost</i>	<i>services</i>	<i>cost</i>
ale (per gallon)	4 sp	barrel of pickled fish	3 gp	bath	5 cp
banquet (per person)	10 gp	butter (per lb.)	4 sp	bearer/porter (per day)	2 sp
bread	10 cp	coarse sugar (per lb.)	1 gp	carpenter (per day)	4 sp
cheese	4 sp	dry rations (5 lbs, weekly supply)	5 gp	clerk (per letter)	4 sp
city rooms	-	eggs (per 100)	16 sp	doctor, leech, or bleeding	3 gp
common	15 sp	(per dozen)	2 sp	guide, in city (per day)	4 sp
poor	4 cp	figs (per lb.)	6 sp	linkboy (per night)	1 sp
common wine (pitcher)	4 sp	firewood (per day)	2 cp	laundry (by load)	2 cp
egg or fresh vegetables	2 cp	herbs (per lb.)	1 sp	leatherworker (per day)	4 sp
honey	10 sp	nuts (per lb.)	1 gp	limner (per day)	10 sp
inn lodging	-	raisins (per lb.)	4 sp	mason (per day)	5 sp
common	10 sp	rice (per lb.)	4 sp	messenger (per message)	2 sp
poor	10 cp	salt (per lb.)	2 sp	minstrel (per performance)	5 sp
meat for one meal	2 sp	salted herring (per 100)	1 gp	mourner (per funeral)	4 sp
meals	-	spice (per lb.)	-	pack handler (per day)	3 sp
good	10 sp	exotic (saffron, clove)	15 gp	tailor (per garment altered)	2 sp
common	6 sp	rare (pepper, ginger)	2 gp	teamster w/wagon	2sp/mi.
poor	2 sp	uncommon (cinnamon)	1 gp	valet	4 sp
small beer (gallon)	1 sp	tun of cider	8 gp		
soup	1 sp	tun of good wine	20 gp		

CLOTHING

item	cost	weight
belt	3 sp	½ lb.
boots	-	-
riding	2 gp	2 lbs.
soft	1 gp	1 lb.
breeches	2 gp	1 lb.
cap, hat	2 sp	*
cloak	-	-
good cloth	5 sp	2 lbs.
fine fur	50 gp	2 lbs.
girdle	2 gp	½ lb.

MISCELLANEOUS EQUIPMENT

item	cost	weight
backpack	2 gp	2 lbs.
barrel, small	2 gp	30 lbs.
basket	-	-
large	3 sp	1 lb.
small	5 cp	*
belt pouch	-	-
large	1 gp	1 lb.
small	15 sp	½ lb.
block & tackle	5 gp	5 lbs.
bolt case	1 gp	1 lb.
bucket	5 sp	3 lbs.
caltrops	2 gp	2 lbs.
chain (per ft.)	-	-
heavy	4 gp	3 lbs.
light	3 gp	1 lb.
chest	-	-
large	2 gp	25 lbs.
small	1 gp	10 lbs.
cloth (10 sq. yards)	-	-
common	7 gp	10 lbs.
fine	50 gp	10 lbs.
rich	100 gp	10 lbs.
candle	1 cp	*
canvas (sq. yard)	4 sp	1 lb.
chalk	1 cp	*
climbing gear	25 gp	5 lbs.
fishhook	1 sp	**

ANIMALS & TRANSPORTS

animal	cost
boar	10 gp
bull	20 gp
calf	5 gp
camel	50 gp
capon	3 cp
cat	1 sp
chicken	2 cp
cow	10 gp
dog	-
guard	25 gp
hunting	17 gp
war	20 gp
donkey, mule or ass	8 gp
elephant	-
labor	200 gp
war	500 gp
falcon (trained)	1,000 gp
goat	1 gp
goose	5 cp
guinea hen	2 cp
horse	-
draft	200 gp
heavy war	400 gp
light war	150 gp
medium war	225 gp
riding	75 gp
hunting cat	5,000 gp
ox	15 gp
partridge	5 cp

item	cost	weight
gloves	10 sp	*
gown, common	10 sp	2 lbs.
hose	1 gp	½ lb.
knife sheath	3 cp	½ lb.
mitten	3 sp	*
pin	5 gp	*
plain brooch	5 gp	*
robe	-	-
common	6 sp	2 lbs.
embroidered	20 gp	2 lbs.

item	cost	weight
fishing net (10' sq)	4 gp	5 lbs.
flint and steel	1 gp	*
glass bottle	10 gp	*
grappling hook	8 sp	4 lbs.
holy symbol (silver)	25 gp	*
holy water (vial)	25 gp	*
hourglass	25 gp	1 lb.
iron pot	5 sp	2 lbs.
ladder, 10 ft.	5 cp	20 lbs.
lantern	-	-
beacon	150 gp	50 lbs.
bull's-eye	12 gp	3 lbs.
hooded	7 gp	2 lbs.
lock	-	-
good	100 gp	1 lb.
poor	20 gp	1 lb.
magnifying glass	100 gp	*
map or scroll case	8 sp	½ lb.
merchant's scale	2 gp	1 lb.
mirror, small silver	20 gp	*
musical instrument	5-100 gp	½-3 lbs.
oil (per flask)	-	-
Greek fire	10 gp	2 lbs.
lamp	6 cp	1 lb.
paper (sheet)	2 gp	**
papyrus (sheet)	8 sp	**
parchment (sheet)	1 gp	**

animal	cost
peacock	5 sp
pig	3 gp
pigeon	1 cp
pigeon, homing	100 gp
pony	30 gp
ram	4 gp
sheep	2 gp
songbird	10 sp
swan	5 sp
transport	cost
barge	500 gp
canoe	-
small	30 gp
war	50 gp
caravel	10,000 gp
carriage or wagon	-
common	150 gp
coach, ornamented	7,000 gp
chariot	-
chariot, riding	200 gp
chariot, war	500 gp
coaster	5,000 gp
cog	10,000 gp
curragh	500 gp
drakkar	25,000 gp
dromond	15,000 gp
galleon	50,000 gp
great galley	30,000 gp
knarr	3,000 gp

item	cost	weight
sandals	1 sp	1 lbs.
sash	4 sp	½ lb.
scabbard	1 gp	1 lb.
shoes	10 sp	1 lb.
silk jacket	80 gp	2 lbs.
surcoat	10 sp	1 lb.
tabard	6 sp	1 lb.
toga, coarse	8 cp	2 lbs.
tunic	8 sp	2 lbs.
vest	6 sp	1 lb.

item	cost	weight
perfume (vial)	5 gp	*
piton	3 cp	½ lb.
quiver	12 sp	1 lb.
rope (per 50 ft.)	-	-
hemp	4 sp	20 lbs.
silk	10 gp	8 lbs.
sack	-	-
large	2 sp	½ lb.
small	10 cp	*
sealing wax	1 gp	1 lb.
sewing needle	5 sp	**
signal whistle	8 sp	*
signet ring	5 gp	*
soap	5 sp	1 lb.
spellbook (blank)	25 gp	5 lb.
spyglass	1,000 gp	1 lb.
tent	-	-
large	25 gp	20 lbs.
pavilion	100 gp	50 lbs.
small	5 gp	10 lbs.
thieves' tools	30 gp	1 lb.
torch	1 cp	1 lb.
water clock	1,000 gp	200 lbs.
whetstone	2 cp	1 lb.
wineskin	15 sp	1 lb.
winter blanket	5 sp	3 lbs.
writing ink (vial)	8 gp	*

transport	cost	
longship	10,000 gp	
oar	-	
common	2 gp	
galley	10 gp	
raft or small keelboat	100 gp	
sail	20 gp	
sedan chair	100 gp	
wagon or cart wheel	5 gp	
tack & harness	cost	weight
barding	-	-
chain	500 gp	70 lbs.
leather or padded	150 gp	60 lbs.
plate	2,000 gp	85 lbs.
scale	1,000 gp	75 lbs.
bit and bridle	15 sp	3 lbs.
cart harness	2 gp	10 lbs.
halter	5 cp	*
horseshoes & shoeing	1 gp	10 lbs.
saddle	-	-
pack	5 gp	15 lbs.
riding	10 gp	35 lbs.
saddle bags	-	-
large	4 gp	8 lbs.
small	3 gp	5 lbs.
saddle blanket	3 sp	4 lbs.
yoke	-	-
horse	5 gp	15 lbs.
ox	3 gp	20 lbs.

* these items weigh little individually. Ten of these items weigh one pound.

** these items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

EQUIPMENT DESCRIPTIONS

Not every piece of equipment is described here. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes are obvious. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment are given in the appropriate sections of the rules.

ARMOR

You are going to want your player character to buy armor, if he is allowed to use any. Armor is the easiest and cheapest way to improve your character's chance of surviving the more violent dangers of the adventuring life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by its armor class bonus; the higher the armor class bonus number, the better the protection.

Although there is some controversy historically over the different types of armor, all known or suspected types are included here. However, not all armor may be available if your DM has chosen to set his campaign in a particular historical era or locale. For example, full plate armor is not available to characters adventuring in an ancient Greek setting.

Chainmail: This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

Chain Shirt: A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows.

Full Plate: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, boots and a visored helmet. A thick layer of padding must be worn underneath. However, the weight of the suit is well-distributed over the whole body.

Aside from its expense, the main disadvantages are the lack of ventilation and the time required to put it on and take it off (see "Getting Into and Out of Armor" later on this page). Each suit of full plate must be individually fitted to its owner by a master armorer, although captured pieces can be resized to fit the new owner (unless such is patently absurd, such as a human trying to resize a halfling's armor).

Leather: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

Padded: This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice, and fleas. A leather jerkin uses lighter, suppler leather than true leather armor and is closer to padded armor in all respects.

Platemail: This armor, which is also called half-plate or partial plate, is a combination of chain or brigandine with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tassets, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps. This is the most common form of heavy armor.

Banded mail is a form of platemail in which overlapping strips of metal sewn to a backing of leather and chainmail. Generally the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured. Through straps and buckles, the weight is more or less evenly distributed.

Splint mail armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this is not flexible, the joints are protected by chain mail. Lamellar armor is similar to splint mail in all respects.

Shields: All small shields (such as targes or bucklers) improve a character's armor class by 1 while large shields (such as kite shields) improve a character's armor class by 2 against attacks. A shield is useful only to protect the front and flanks of the user. Attacks from the rear cannot be blocked by a shield (exception: a shield slung across the back does help defend against rear attacks). The reference to the size of the shield is relative to the size of the character. Thus, a human's small shield would have all the effects of a large shield when used by a gnome.

You can bash an opponent with a shield. The weapon table on page 41 gives the damage dealt by a shield bash. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). A magical shield does not count as a magical weapon in combat, and provides no bonus to attack and damage rolls.

Studded Leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets. In some ways it is very similar to brigandine, armor made from small metal plates sewn or riveted to a layer of canvas or leather and protected by an outer layer of cloth, although the spacing between each metal piece is greater. It is also similar to ringmail, in which metal rings are sewn directly onto a leather backing instead of being interlaced, or scalemail, in which a coat and leggings (and perhaps a separate skirt) of leather is covered with overlapping pieces of metal, much like the scales of a fish.

Armor Sizes: The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. Although a halfling is much smaller than a human and needs a smaller suit, there are fewer armorers available to meet such specialized needs. Thus, the armor for a halfling is as expensive as that for a human. Armor for non-standard sizes and shapes is going to cost significantly more and must be custom-made. This is not the kind of thing one can pick up at the local store!

When armor is found during the course of an adventure, the players should note the creature that wore the armor previously. While a human character might be able to wear the armor of a gnom, it will do little good for a halfling. Likewise, the armor of a giant is of little use to anyone.

Armor size also affects the weight of the armor. The weights listed on the table are for human-sized (Medium) armors. Small armor weighs half the amount listed, while Large armor weighs at least 100% more.

Getting Into and Out of Armor: There are times when it is important to know how quickly a character can get into or out of his armor. Accidents and unforeseen events happen all the time. The party is attacked at night. Those sleeping around the campfire may want to don their armor before rushing into battle. A character slips and falls into the river where his heavy armor pulls him down like a stone. He greatly desires to get it off before he drowns. Just how long does it take him?

The time required to don armor depends on its make and the protection it affords. A rough guideline for donning armor is that it takes 6 rounds to don light armor, 12 rounds to don medium armor and 18 rounds to don heavy armor. Without aid, the time is doubled. In all cases, the times given assume that the proper undergarments and padding are also worn. Shields take 1 round to strap on in all instances.

If the character does not have the time to fully don their armor, they may gain a partial bonus to their armor class. By spending half of the time required to don armor, the character may gain half of the AC bonus normally provided by the armor. As such, a character spending 9 rounds donning full plate (with the aid of another character) would gain a +3 armor class bonus.

Removing armor is a much quicker matter. Armor can be shed in half the time it takes to don, though this time is halved if the character is willing to cut straps and bend pins.

WEAPONS

The weapon tables list more than just the price of each item. It also gives other game information. Since each weapon is different, you should note this information separately for each weapon your character purchases or finds.

Weapon Sizes

All weapons are classed according to a size category - T, S, M or L. Tiny weapons (T) include unarmed strikes, gauntlets and other weapons shorter than 1' in length (such as knives and daggers). Small (S) weapons are approximately two feet or less in size; Medium (M) weapons are two to five feet long; Large (L) weapons are generally six feet or greater in length.

Polearms are usually 8 to 15 feet in length and allow characters to attack at foes from a distance. Of course once these foes advance to close quarters the polearm may no longer be used and a more suitable weapon needs to be employed.

A character can always wield a weapon of a size equal to his own or less. Normally this requires only one hand, except for some missile weapons (bows and crossbows in particular). A character can also use a weapon one size greater than himself although it must be gripped with two hands. Beyond this size limit, the weapon is not usable without special means (most often magical).

Blowgun: Blowguns can fire two types of ammunition: a barbed dart suitable for hunting small fowl, and a needle for carrying poison. Most blowguns are six or seven feet in length, although assassins might carry a miniature weapon two feet long that can only fire needles. Blowgun ammunition is very light and cannot penetrate heavy armor. If a target is protected by heavy armor, the attacker suffers an additional -4 to his attack roll. Blowgun darts deal 1 point of damage on a hit, while needles deal no damage (unless poisoned).

Bows: Bows are grouped into short- and longbows, with composite bows and stick bows of either type existing. Stick bows such as the English longbow are made from a single stave of wood while composite bows are made from several layers of wood and/or bone that grant the bow great strength and elasticity.

All bows but longbows may be fired from the saddle, with horse nomads favoring recurved composite bows due to their greater range.

All bows are limited by the strength of their wielder, with strength penalties applied to all bow damage. Only composite bows may be made to accommodate exceptionally strong bowmen.

The materials and workmanship required to make such bows increases their cost by 25 gold pieces per point of strength bonus to damage permitted. As such, a composite shortbow made for a bowman with a 17 strength would cost 125 gold pieces (75 gold pieces for the bow + 50 gold for the 2 extra points of damage that the bow could deal).

Crossbow: Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The hand crossbow is easily held in one hand and cocked with the other. The light crossbow, also called a latch, must be braced against an object to be cocked with a lever mounted on the stock. The heavy crossbow has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is placed in a stirrup at the end of the crossbow while the cranequin is worked.

Only fighters with *weapon specialization* may fire light crossbows more than once per round or heavy crossbows more than once every other round. Crossbows may be used in conjunction with small shields and may be fired from a prone position.

Garrote: Garrotes are ineffective melee weapons, requiring their wielder to surprise their opponent, striking from behind, and wrap the length of the garrote around their victim's neck. Garrotes require two hands to use and are ineffective against targets with neck armor (medium and heavy armors typically incorporate neck guards). Likewise, it is usually impossible to use a garrote against a target that is considerably (50%) taller or shorter than you.

When used properly against a suitably vulnerable target, garrotes deal 1d3 points of non-lethal damage each round and render the target speechless.

The target may attempt to break free of the garrote by foregoing their attack and winning an opposed strength check against their attacker. The attacker gets a +4 bonus to this check. If the garroted opponent wishes to strike his assailant, he may make unarmed attacks

or attacks with a "light" weapon with a -4 penalty to hit as he flails blindly at his assailant.

Wire garrotes cost twice as much as typical cord garrotes and deal 1d3 points of lethal damage each round. Strength bonuses and penalties always apply to the damage dealt by garrote attacks.

Glaive: One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area until it almost resembles a cleaver or axe.

Great Axe: Great axes are heavy, one- or two-bladed battleaxes that require the use of two hands in combat. These heavy, cleaving blades evolved into one of the simplest of polearms, the bardiche, which is little more than an elongated battle axe. Bardiches are treated as great axes in all instances, despite their longer hafts.

Guisarme: Thought to have derived from a pruning hook, this is an elaborately curved heavy cleaving blade set atop a 7-8 foot pole. While convenient and handy, it is not very effective. Vouges and bill hooks are similar polearms, designed to pull riders from their saddles as well as cleave through enemy armor. They are popular weapons, easy to make and simple to learn.

Halberd: After the awl pike and the bill, this was one of the most popular weapons of the Middle Ages. Fixed on a shaft five to eight feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or awl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

Lance: The different lances are rated according to size and sturdiness. Each type can be used only if the rider is on the same type of horse or a greater one. A man on a light warhorse could not effectively use a heavy horse lance, while all lances require that the rider be firmly in a saddle and using stirrups.

A jousting lance is a heavy horse lance modified for use in tournaments, in which the desire is not to kill the opponent. The end of the lance is fitted with a special blunted tip intended to lessen the chance of wounds. Of course, good intentions often go awry, so there is still a chance of injury during a joust. In game terms, a jousting lance always does non-lethal damage on a successful hit (see *Non-Lethal Damage* on page 58 for more details).

Longspear: Essentially this is a spear of 12 to 20 feet in length. This weapon is quite similar to both the awl pike and partisan in its design and use. The awl pike, in particular, was a popular weapon during the Renaissance. Since the pike stuck out in front, men could be packed side-by-side in dense formations, and several rows of men could fight. Large blocks of pikemen made formidable troops. However, once the pikemen engaged in close combat, they normally dropped their clumsy awl pikes and fought hand-to-hand with short swords. The partisan is slightly shorter, with an 8' shaft on average and broader spear-head.

Lucern Hammer: Fitted with a shaft up to ten feet long, it is usually found in the hands of the common soldier. It, and the similarly designed bec de corbin, were mainly used to punch through armor. The end is fitted with the long point of an awl pike to hold off enemy cavalry.

Military Fork: This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving often results in combining the fork with other weapons.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target that ignores their armor or shield bonuses to armor class.

If you hit, the target must make a strength check at -5 or be effectively grappled by the net.

If you control the trailing rope by succeeding on an opposed strength check while holding it, the netted creature can move only within the limits that the rope allows (moving only 5' per round). If the netted creature attempts to cast a spell, it must make a *concentration* check with a -5 penalty or lose the spell.

A netted creature can escape by succeeding at an *escape artist* check, with a -10 penalty, or by using a light edged weapon to cut through the net. The net takes 20 hit points of damage to cut through.

Polearms: A popular group of weapons during the ancient and medieval periods were the polearms. Their length was a distinct advantage and, for peasants, they were relatively easy to make. Thus, there came to be an abundance of polearms of different sizes and shapes. Due to their numbers, there is no standard system for naming polearms. The names used in this game might possibly be applied to other weapons elsewhere.

Because of their length, all polearms are infantry weapons and require two hands to use. They are almost always the weapon of the common peasant and soldier, who, lacking a horse and heavy armor, needs some weapon to keep the enemy's knights at bay. Thus, most polearms are intended to be used in close-packed formations that present a forest of sharp points and wicked blades to any knight foolish enough to charge.

The following weapons are polearms: spears (all), glaives, guisarmes, halberds, hammers (lucern), lances, military forks, ranseurs, scythes and all weapons based upon or similar in design to these weapons.

Ranseur: Very much like the partisan and spetum, the ranseur differs in that the main blade is thinner and the projecting blades extended more like tines of a fork. These can trap a weapon and sometimes punch through armor. Partisans with side tines may be treated as ranseurs.

Scythe: Scythes and fauchards are long, inward curving blades mounted on a shaft six to eight feet long. It can slash or thrust, although the inward curving point makes thrusting rather ineffective. Its advantage is that a peasant can easily convert his common scythe into a weapon of war.

Sling: You can fire a sling with one hand; though loading a sling requires two hands.

You can use ordinary stones with a sling, but stones are inferior to bullets. As such sling attacks made with stones suffer a -1 attack roll penalty and deal 1d3 damage.

Sword, Bastard: This sword is similar to a long sword in size and weight, but has a longer hilt. It can be used one- or two-handed.



Whip: The whip is a dangerous weapon only in the hands of a highly skilled and well-trained user. To inflict damage, the whip must contact exposed, or lightly covered, flesh. As such, a whip wielder suffers a -4 penalty to attack rolls made against opponents in medium or heavy armor.

The whip also has another use. It can entangle an opponent's limb(s) or weapon in order to make *trip* or *disarm* attacks.

Whip (Scourge): This wicked weapon is a short whip with several thongs or tails. Each thong is studded with metal barbs, resulting in a terrible lash. It is sometimes used as an instrument of execution.

MISCELLANEOUS EQUIPMENT

Calltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers a 5' by 5' square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The creature can avoid the caltrops by making a dexterity common ability check with a -5 penalty. If the creature is wearing

shoes or other footwear, it gets a +2 bonus to this check. Creatures moving cautiously through the area (at ½ their movement rate, rounded to the nearest 5' increment) need not roll a dexterity save to avoid the caltrops.

If the creature fails its dexterity common ability check, it steps on 1d3 caltrops. Each deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated by a *healer*, or until it receives at least 1 point of magical curing.

Climbing Gear: These tools (pitons, crampons and a small hammer) give you a +2 bonus to all *climb* checks, so long as the time is taken to properly use them. Rope must be purchased separately.

Lanterns: A *hooded lantern* (30' radius of light) is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions. A *bull's-eye lantern* (60' cone of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Both hooded and bull's-eye lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours in either.

The *beacon lantern* (240' radius of light) is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bull's-eye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning a flask every two hours.

Locks: Locks are still fairly primitive affairs (except for those complicated by the use of magic or made through the exceptional artifice of the elven, gnomish or dwarven people). Most are worked with a large bulky key. Combination locks are virtually unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks.

Magnifying Glass: This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortion. It is useful as a substitute for tinder and steel when starting fires.

Merchant's Scale: This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins - a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights - one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures.

Oil: *Greek fire* is a general name given to all highly flammable oils used in combat. (Historically, Greek fire was a special combination of oil and chemicals that was sticky and difficult to extinguish.) These oils are highly flammable and a little dangerous to carry.

Lamp oil is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

Spyglass: Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results magical items are preferred. The spyglass gives from two to three times magnification.

Thieves' Tools: This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small handsaw, and a small wedge and hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade.

Water Clock: This bulky item is good for giving the time accurate to a half-hour. Activated by a regulated flow of drops, the water clock is not something you carry in your pocket. For it to work at all, it must have a source of water and be left undisturbed.

TRANSPORT

Caravel: This ship was sailed in late Medieval/early Renaissance times and was the type of ship Columbus used to reach the New World. (It should be used only in late Medieval settings.) It normally has two or three masts and square sails. No oars are used. The typical caravel is 70 feet long and 20 feet wide. The normal crew is from 30 to 40 men. The average cargo displacement is 150-200 tons.

Coaster: Also called a round ship, this is a small merchant ship that hugs the coasts. This is a sailing ship, fitted with two masts and triangular sails. The average size is 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. The crew is 20 to 30 men, and the cargo capacity is about 100 tons. Normally there is only a small sterncastle. A coaster is slow and not tremendously seaworthy, but it can carry large amounts of cargo with smaller crews than galleys.

Cog: This ship is a larger, improved version of the coaster, able to make ventures into the open sea. Like the coaster, it is a sailing ship with one or two masts, but the cog employs square sails. It is about 75 to 90 feet long and 20 feet wide. The crew is only 18 to 20 men. There is normally one deck and both a fore- and stern- castle. The cargo capacities of cogs vary greatly, but the average is 100 to 200 tons.

Curragh: This is an early, primitive vessel. It is made from thick hides stretched over a wood-and-wicker frame. A single mast carries a small square sail, but the curragh is usually worked by oars. It is normally 20 to 40 feet long. The crew is approximately six to eight and the cargo space is limited - no more than five tons.

Drakkar: The largest of the Viking longships is known as a drakkar or dragonship. Built for war, this ship stretches about 100 feet in length. Although a single mast can be raised, oars provide the main source of power. The crew of 60 to 80 men rows, one man to an oar. Up to 160 additional men can be carried for boarding and raiding. Due to its great size, a drakkar is not very seaworthy. This and the fact there is no space on board for many supplies (certainly not enough for 240 men) or sleeping quarters keep the drakkar close to the coast where it can put in for the night. Because of its cost and limited use, a drakkar is usually built by kings and rulers and is not used for the mundane task of shipping cargo.

Dromond: This ship is the largest of the Byzantine galleys. Although it boasts one or two masts and triangular sails, the main power comes from the 100 oars, 50 to a side. These oars are divided into an upper and lower bank, with one man per oar on the lower bank and three men on the upper bank. Thus, the total crew is about 200 men. The dromond is about 130 to 175 feet long and 15 feet wide, making it a very slender ship. The cargo capacity is around 70 to 100 tons.

A dromond can be used both for shipping and war. As a warship, a ram projects from the front just above the water line. Castles are built fore, aft, and amidships as firing platforms. The cargo space is then taken up by marines. With such numbers of men, it is a very dangerous ship to attack. A dromond is not a seaworthy craft, however, and usually sails in sight of shore. They beach at night like all galleys, since supplies and sleeping accommodations are very limited.

Galleon: This is the largest and most advanced sailing ship that might be available in the AD&D game. It should appear only in Renaissance-period settings. It is a sail-driven ship with three or four masts. There are normally three through decks (running the length of the ship), while the castles fore and aft have two decks. The average size is about 130 feet long and 30 feet wide. Crews average about 130 men. Although cargo capacity is about 500 tons, a galleon is mainly used as a warship. (In the real world they were fitted with cannon, something beyond the standard AD&D game rules.) They can easily carry men equal to their tonnage, making capture by pirates nearly impossible.

Great Galley: Built during the Late Middle Ages, the great galley is an improved version of the dromond. It is slightly smaller than the dromond, about 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. The cargo capacity is 150 tons. When outfitted as a warship, the front end is built as a ram and marines are carried instead of cargo. Like all

galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass.

Knarr: This small ship was a common cargo ship of the Scandinavian region. It is 50 to 75 feet long and 15 to 20 feet wide. It has a single mast and a square sail. In times of poor wind, a few oars at the bow and stern can provide more power. The crew ranges from eight to 14 men. The cargo capacity is small, anywhere from ten to 50 tons. The ship is, however, relatively seaworthy and can be used to make long sea voyages (although it cannot be called comfortable). Its flat bottom makes it useful for sailing up rivers and estuaries, and it can be beached easily.

Longship: This is the standard Viking warship. It is more substantial than the knarr but not nearly as massive as the drakkar. An average longship is 75 feet long with 20 to 25 oars per side. Each oar is worked by a single man for a total crew of 40 to 50 men. There is also a single mast and a square sail. In addition to the crew, the ship can carry 120 to 150 men. A longship can be used for shipping, but its cargo capacity is only about 50 tons. It is, however, fairly seaworthy and can sail across the open sea when necessary.

TACK & HARNESS

Barding: A warhorse, or any animal trained for combat, is a considerable investment for the average warrior. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best non-magical protection is horse armor or barding.

Padded or leather barding provides a +1 armor class bonus to the beast wearing it. Chain barding provides a +3 armor class bonus to its wearer. Plate barding provides a +5 armor class bonus to its wearer.

Saddles: There are two basic saddles - riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.



ABILITY SCORES & THE GAME

Throughout the game, the Dungeon Master and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river or resisting the effects of a giant snake's poison. To resolve these situations and others, a player rolls an ability check.

It is important to note that only those activities that have a significant chance of failure, as determined by the DM, should be resolved by a die roll. In most cases, narrative development and not chance should guide the game. Judicious use of the ability check is essential to maintaining the fast flow of action and adventure. There are instances in which the ability check is required. These include *class ability* checks, *skill* checks, *saving throws* and *common ability* checks where the DM deems a check necessary to resolve a conflict.

Once it is decided an ability check is needed, the Dungeon Master must identify the ability score to be checked against. In most cases, the answer is obvious. In the case of *class abilities*, *skills*, and *saving throws*, the appropriate ability score has already been identified. With *class abilities*, the associated ability score is in the ability's description. Non-specified situations requiring a check are typically easy to resolve as well. The ability score descriptions located at the beginning of the book and the *USING ABILITY CHECKS IN YOUR GAME* section below should aid in deciding which ability score to associate with specific actions.

Once the associated ability score is chosen, the Dungeon Master may apply a modifier to the roll that is based upon the difficulty of the task. A positive modifier, or *bonus*, improves the character's chance of success by adding to his die roll while a negative modifier, or *penalty*, decreases his chance of success.

The Dungeon Master has vast discretion in determining the challenge's difficulty and assigning a check modifier (whether it's a penalty or bonus). Although the task sounds difficult, it is actually fairly easy. The check modifier represents the level of difficulty of the action attempted or the reaction made.

The simplest way to determine the check modifier is by referencing the level or hit dice of the NPC or creature that the character making the check is acting against or reacting to. In such cases, the check penalty is equal to the level or hit dice of the NPC or monster involved. A monster's check penalty is equal to its hit dice; a spell's check penalty is equal to the caster level or hit dice of its caster; a trap's check penalty is equal to the level of the person who set it.

There are more arbitrary situations that require the DM to create an adequate modifier. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Dungeon Master needs to assign a difficulty to the task. A good way to assign such a modifier is to think of the task's difficulty as if it were a monster, and then assign a penalty equal to the hit dice of the monster imagined. In this way, a level or hit dice can be assigned to tasks such as swimming a river, knocking down a door, jumping a pit or catching a falling object.

As a rule of thumb, a check bonus of +10 is recommended for routine tasks, while a bonus of +5 is adequate for most easy tasks. Checks that are of average difficulty should have no bonus or penalty applied to them (other than the relevant ability score modifier and level modifier). For tough tasks, a check penalty of -5 works well. For challenging tasks, a check penalty of -10 suffices. Extremely difficult checks should incur a penalty of -15 or greater, while truly heroic actions require a check penalty of -20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the check modifier is determined, the Dungeon Master applies it to the character's ability check. If the d20 roll plus all modifiers is equal to or greater than 15 (the *Challenge Base* or CB) then the ability check is successful.

Note that rolling a "natural 20" (a "20" is rolled on your d20) always indicates success on ability checks while rolling a "natural 1" always indicates failure.

LEVEL BONUSES & ABILITY CHECKS

Every *saving throw*, *class ability* check, *skill* check and *common ability* check has an associated ability score. Whenever one of these checks is made a d20 is rolled by the player. The character's ability modifier is always added to this roll. When making *saving throws*, the character always adds his level (his *level bonus*) to the roll. When using *skills* or

class abilities the character also adds his level bonus to the roll, so long as he is trained in that skill or ability.

Any time an ability check that is NOT a *skill* check, *saving throw*, or *class ability* is called for, it is a *common ability* check. *Common abilities*, which are described in greater detail below, are "everyman" abilities that may be attempted by all characters and most intelligent beings. When using *common abilities* the character adds ½ of his *level bonus* to the roll, rounding fractions down.

There will be times when a player will want a character to attempt an action that intrudes in the realm of the *class ability* of another character class or use a *skill* they do not possess. It is up to the Dungeon Master to decide if such an action is even possible. If a Dungeon Master does allow a character to attempt a *skill* or *class ability* they do not possess then the character does not add any level bonus to the ability check roll, unless the class ability may be also be attempted as a common ability (e.g. a *stealth* or *perception* check). It is important to note that the abilities of each class have the best results when used by only that class.

USING ABILITY CHECKS IN YOUR GAME

One of the challenges of running a game is deciding when and how to use the rules of the game to enhance the game play experience. Knowing when and how to use the ability check to the best advantage will make for a fun and exciting game. Misusing them will cause the game to become bogged down with trivialities.

COMMON ABILITIES

As noted above, *common abilities* do not require specialized training, as *class abilities* and *skills* do. *Common ability* checks automatically improve as characters advance in level, with all characters adding ½ of their *level bonus* to *common ability* checks (rounding fractions down). Examples of *common abilities* include appraising items, balancing, climbing, haggling, jumping, perception, persuasion, and swimming.

The following section details the various *common abilities* associated with each ability score, as well as providing examples of *skills* and *class abilities* tied to each ability.

Strength

The strength check should be used sparingly and with a healthy dose of common sense. Even a character with a strength score of 18 cannot lift a boulder weighing over a ton. A rock for a sling stone can be lifted by anyone. This extreme example illustrates the potential downside of relying on ability score checks to resolve situations in a game. If done too often, the act of making a check can begin to replace the essential value of common sense when determining the outcome of events.

Strength checks are most useful when a character is attempting feats of strength beyond the norm. It often involves a situation where a character is matched against another creature or character, requiring an opposed strength check, or against a force of nature.

task	type of ability check
escape artist	class or common ability
feats of strength	common ability
jump	class or common ability
swim	common ability

Characters attempting to lift more than their maximum heavy load (see *ENCUMBRANCE* on page 53) must make a strength check. The penalty to this check is -1 for every 10% over the listed maximum that is lifted. As such a character trying to lift double their maximum heavy load would make a strength check with a -10 penalty, while a character trying to lift three times their maximum heavy load would suffer a -20 penalty.

All character may make strength checks to open stuck doors, break free of restraints, move extremely heavy objects, attempt jumps (with and without a running start), swim and so on. Strength checks are also made when making or resisting grapple, push, overbear and disarm attacks (see page 58 for more details on *NON-LETHAL COMBAT*).

Generally a character can jump a number of feet equal to their movement rate divided by 5, by making a strength check. For every foot beyond this increase the check penalty by 2. Without a running

start of at least 20' the base distance jumped is halved and each additional foot of jumping distance increases the check penalty by 4. For high jumps, characters may jump number of feet equal to their movement rate divided by 10 with a successful strength check, with every foot beyond this increasing the penalty by 4. Characters trying to swim may move at ¼ of their movement rate, rounded to the nearest 5' increment. Characters suffer encumbrance penalties to all strength checks made to swim (see *Encumbrance* for more details).

Intelligence

Characters often face daunting puzzles and tasks of mental discipline on their adventures. Intelligence checks are one way to help determine the success of a character at those tasks. Caution should be used, however, lest the roll of the dice be used to solve all of a player's problems. Part of the fun of the game is the sense of accomplishment gained when roleplaying, reasoning and solving problems or recalling information. Getting the answers from rolling dice leaves that accomplishment empty.

task	type of ability check
appraise value	common ability
craft (type of object)	skill
create, use or identify poison	class ability
decipher script	class ability
estimate (distance, quantity, etc)	common ability
knowledge (specific subject)	skill
lore	class ability
recall information	common ability

All characters may make intelligence checks to estimate the rough value of objects, recall information, determine the distance between themselves and their opponents, estimate the number of soldiers in an approaching army, and so on.

Besides allowing characters to make rough appraisals and estimates, a character's intelligence affects the number of background skills a character begins play with (see *Bonus Knowledge Skills* on page 3). Skills that are based upon intelligence are described in the *SKILLS* section. These skills represent specialized training on the character's part and function much like *class abilities* in that the character adds their full level bonus to *skill* checks, if they have that particular skill, or do not if unskilled.

Wisdom

Where a character, and not a player, has had an experience that could impact a present circumstance, a wisdom ability score check is often involved. Wisdom checks often help resolve unclear circumstances through hunches or gut feeling. Wisdom is also used to determine surprise, or when allowed, to spot something not normal about a situation. Wisdom checks are a particularly useful device with new players that may be confused in such a circumstance.

In the end, the ultimate determination of whether to allow a wisdom check or not lies in those circumstances where the fictional character's knowledge and experience would exceed the player's personal knowledge. The character's background and experiences play an important role in this.

However, wisdom checks should not always be used to help characters find hidden objects or gain intuitive insight. A player should pay attention to the Dungeon Master's narrative description, and the Dungeon Master should allow alert players to spot potential threats or find hidden items, especially if deftly roleplayed. Wisdom checks are not a replacement for alert and cautious play. Also, as detailed ahead, surprise is a special type of wisdom check with its own rules.

task	type of ability check
bind wounds	common ability
direction sense	common ability
perception	class or common ability ^{1, 2}
profession (type)	skill
ride (mount)	common ability
survival	class ability
sense motive	common ability
track	class ability

¹ All characters may attempt *perception* checks to notice when something is amiss (bandits are lying in ready to ambush the party, a strange keening noise can be heard in the distance), though only those with the *perception* class ability may add their

full level bonus to such checks. *Perception* checks can also be made to hear and locate *invisible* attackers (this does not negate the benefits of *invisibility*). These checks, if made against another creature, are opposed by that creature's *stealth* (dexterity) check (if they are attempting to hide or sneak up on the character). Generally a successful check indicates that the character has detected some sort of noise or spotted something amiss. Modifiers due to intervening cover, solid barriers, distance, etc., as well as what details are heard or spotted, are determined by the DM.

- While only those with the *find traps* ability (thieves and assassins) may make *perception* checks to find complicated mechanical or magical traps, all characters may attempt to find crude traps (such as concealed pit traps or rope snares) with a *perception* check.

Wisdom checks are also used to "read" others and sense their true motives. These checks, if made against another creature, are opposed by that creature's *bluff* (charisma) check (if they are trying to deceive that character). Finally, wisdom checks allow characters to handle mounts and pack animals.

Skills that are based upon wisdom are described in the *SKILLS* section.

Dexterity

Characters occasionally find themselves in situations where their reflexes and balance are tested. Dexterity checks should be used in those situations where the consequences are most dire, or dependent upon some deft maneuver to avoid a hazard. A dexterity check might also be required when a character attempts to retrieve an item quickly, balance on a precarious surface, run up a steep incline and so on.

task	type of ability check
balance	class or common ability ¹
climb	class or common ability ²
disable device	class ability
escape artist	class or common ability
play instrument	skill
sleight of hands	class ability
stealth	common ability ³

- Characters may only move at ¼ of their movement rate, rounded to the nearest 5' increment, when balancing or traversing difficult terrain. Characters may attempt to move at ½ of their movement rate, rounded to the nearest 5' increment, when balancing but take a -5 penalty to their *dexterity* check when doing so.

- Characters with the *climb* class ability may climb up, down or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man-made slope or incline that others would find impossible to climb. They add their full level bonus to such checks and never need to make a *climb* check in order to climb natural slopes and man-made inclines, such as a rough ledge or steep steps.

All characters (even those without the *climb* class ability) may make *dexterity* checks to climb rough ledges or natural slopes. A failed *climb* check means that the character makes no progress. A check that fails by 5 or more means that the character slips and falls, possibly taking damage if they fall from a height of 10' or more. Nothing can be carried in the hands while climbing and a character moving under conditions where a *dexterity* check is required may only move at ¼ of their movement rate, rounded to the nearest 5' increment.

Characters may attempt to move at ½ of their movement rate, rounded to the nearest 5' increment, when climbing (or balancing) but take a -5 penalty to their *dexterity* check when doing so.

- All characters may attempt *stealth* checks to hide from others or move silently, though only those with the *stealth* class ability may add their full level bonus to such checks. These checks are always opposed by the target's *perception* check. If the character is being observed, even casually, they can't hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A character cannot

hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Dungeon Master's discretion. Characters attempting to move silently take a -5 penalty to this check when moving at 1/2 of their movement rate (rounded to the nearest 5' increment) and a -20 penalty when running or charging.

Skills that are based upon dexterity are described in the *SKILLS* section.

Constitution

There are plenty of situations in a game where a player might wish to push the limits of the character's health and stamina. For example, a character may need to run a mile in full chainmail without stopping. If a Dungeon Master needs to determine if a character can succeed at tasks such as this, a constitution check is used.

As with any check, common sense must be used. A contest of endurance between a character with a constitution of 4 and one with a constitution of 16 is really no contest at all. However, a contest between characters with 15 and 17 would be much closer, and constitution checks might be needed to determine how long each character could succeed at the task, such as holding a book in each hand with outstretched arms.

task	type of ability check
tests of fortitude or stamina	common ability

All characters may make constitution checks to exert themselves for extended periods of time or test their intestinal fortitude (i.e. by engaging in a drinking contest). Checks made to push one's endurance, fight off illness or hold one's breath are all governed by constitution.

Charisma

Feats of will between two creatures along with situations involving leadership, reaction, loyalty and negotiation are areas governed by charisma. As with intelligence checks, players should be given the opportunity to succeed through roleplaying before checks are required. If the Dungeon Master deems an argument or negotiation persuasive, then success can be allowed without requiring a check.

Under no circumstances should charisma checks replace the need for players to roleplay interactions. If the character wants a deal from a shopkeeper, the player should have to negotiate that deal. A charisma check might aid in the resolution of the task, but it should not determine it outright. A successful, opposed charisma check in the negotiation of a peace treaty, for example, might cause the opposing side to offer a small concession, but the ultimate success will depend on the player's roleplaying ability.

However, as with wisdom, sometimes a character's charisma will be greater than the player's ability to roleplay that charisma. The Dungeon Master should take that into account when making situational rulings. A paladin with an 18 charisma would have some success in convincing a group of villagers to aid in hunting down an evil bandit in the region, even if the player cannot deliver a speech like Julius Caesar. If the player can give an adequate speech with a modicum of oration ability, the DM should allow for some success.

Imposing one's will over another creature is one of the most difficult situations for the Dungeon Master to referee. In such cases, a character's charisma score is the primary determinative of success. In most cases, a roll may not even be required.

task	type of ability check
animal empathy	class ability
bluff	common ability
haggle	common ability
intimidation	common ability
persuasion	common ability

All characters may make opposed charisma checks (see *Encounter Reactions* page 54) to influence others, while NPCs may use charisma checks to resist a player's influence. The use of persuasion, intimidation and guile are all based upon a character's charisma, as is the player's natural ability to haggle and to command others. Skills that are based upon charisma are described in the *SKILLS* section.

SAVING THROWS

Many times during a game something occurs which requires an ability check, such as when a dryad attempts to charm a character or a dragon breathes fiery breath upon a character, but the ability score associated with the event that causes the check is unclear.

For example, what happens when a wight creeps up upon an unsuspecting foe and reaches its hand out to steal some part of a soul? This is called an energy drain and, if successful, the character whose energy is drained loses levels. In this case, the character is being acted on in a potentially harmful manner and must make an ability check to avoid being harmed. This ability score check is called a *saving throw*. Often the Dungeon Master or new players are unsure as to which ability score a particular type of attack or event relates. *Saving throws* clarify this as many of the more common types of events are examined. In the case of the wight's energy drain, the *saving throw* relates to constitution.

A *saving throw* is simply an ability score check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. *Saving throws* are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A *saving throw* is an ability check. A player rolls a d20, adds the character's full level bonus and the appropriate ability score modifier. The check penalty for *saving throws* is usually equal to the monster's hit dice, the caster level of the spell, the level of the thief setting the trap, or the level of the assassin brewing the poison. The Dungeon Master may also give bonuses or impose penalties due to circumstance and situation. The results of failed *saving throws* for a particular type are explained below.

Monsters, creatures and non-player characters are also often required to make saving throws when reacting to attacks by a character, especially spells cast by magic-users and illusionists, clerics and druids. Monster *saving throws* function in the same manner, substituting hit dice in place of the level bonus. Unlike player and non-player characters, they do not add specific ability modifiers to their *saving throws*.

Note that rolling a "natural 20" (a "20" is rolled on your d20) always indicates success on a saving throw roll while rolling a "natural 1" always indicates failure.

TYPES OF SAVING THROWS

There are six different kinds of saving throws each corresponding to an ability score. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive but should provide a template for Dungeon Masters to determine a saving throw category for something not listed here. More information on saving throws, including details regarding *Item Saving Throws* is provided below.

SAVE TYPE	Categories
Strength	Paralysis, Constriction
Intelligence	Arcane Magic, Illusion
Wisdom	Divine Magic, Confusion, Gaze Attack
	Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Disease, Energy Drain, Poison
Charisma	Death Attack, Charm, Fear
Variable:	Spells

Breath Weapon (Dexterity or Constitution): Any character caught in the area of effect of a breath weapon must make the appropriate saving throw or suffer the breath weapon's full effects. The type of saving throw necessary is described with the monster or spell that causes the saving throw. Generally the character must dodge the effects of a breath weapon, so a dexterity save is appropriate, but on occasions gaseous clouds require a constitution saving throw.

Charm (Charisma): *Charm* spells or spell-like abilities allow a charisma saving throw to avoid being overcome by the *charm*. A failed save means the character suffers the effect of the *charm* spell.

Confusion (Wisdom): *Confusion* spells or spell-like powers allow a wisdom saving throw to avoid being overcome by *confusion*. A failed save means the character becomes *confused*, as per the *confusion spell*, for an amount of time as specified by the spell or ability.

Death Attacks (Charisma): Death attacks are rare and only a few monsters and the rare artifact have them. In most cases, death attacks allow the victim to make a charisma save to avoid the affect, but if the save fails the character will die instantly.

Disease (Constitution): When a character is injured by a disease attack such as from a mummy, touching an item smeared with diseased matter or consumes disease-tainted food or drink, the character must make an immediate constitution saving throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after an incubation period. The description for each disease will give the details on the effects following the incubation period. It is recommended that the Dungeon Master roll these constitution saving throws for the player so that he doesn't know whether the disease has taken hold.

Energy Drain (Constitution): An energy drain attack takes away levels or ability score points from the victim unless a successful saving throw is made. Most energy drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item or spell description causing the drain. If it is not specified, one level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one hit die of hit points of the appropriate class, and all other class abilities are reduced to the new level. The victims experience point total is immediately set to the midpoint point of the previous level.

A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

Lost levels or ability score points remain until removed by spells, such as *restoration*, or other means. Sometimes level or ability score loss is temporary and will return to normal in a day's time. A creature gains temporary hit points each time it successfully uses its innate energy drain ability. Unless specified otherwise, the creature gains the amount of hit points that the victim loses. Energy drain through spell or magic item does not grant temporary hit points unless their description indicates otherwise.

Fear (Charisma): Spells, magic items and certain monsters can affect characters with fear. The character facing a monster that emanates fear or who has a spell cast upon him makes a charisma saving throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.

Gaze Attack (Wisdom): Each character within range of a gaze attack must attempt a saving throw each round at the beginning of his turn. Generally the character can avoid the gaze with a successful wisdom save. In many instances, the situation is more appropriately handled without a saving throw through narrative and roleplaying. If necessary, the Dungeon Master may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

Magic/Illusion (Intelligence or Wisdom): This category is for spells cast by creatures or from scrolls. It is a catch-all for magic not covered by one of the other saving throw categories. Arcane or divine spells cast by a magic item or other object, or spell-like abilities possessed by creatures or items usually allow a saving throw to negate, lessen, avoid or resist their effects. If the type of magic is arcane, then an intelligence saving throw is made. If divine, then a wisdom saving throw is made.

In some cases, the specific effect of the spell calls for another type of saving throw. All *charm* spells, whether cast by creature, item or spell-like ability require a charisma saving throw (see above). Other saving throw categories not covered by this catch-all would include paralysis, polymorph, energy drain, death attack and fear.

Paralysis/Constriction (Strength): Some monsters and spells have the supernatural or spell-like ability to paralyze or *hold* victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a strength saving throw. The effects of spell, monster constriction and/or paralysis are discussed above in the spell descriptions or in the *MONSTER MANUAL*.

Petrification/Polymorph (Wisdom): Arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a wisdom saving throw to resist the polymorph. Polymorphed creatures retain their own minds but have new physical forms.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when returned to flesh, so is their restored body.

Poison (Constitution): When a character takes damage from a poisoned weapon, an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a constitution saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage a short time later. Sometimes, the additional damage allows for another saving throw.

Spells (Variable): Arcane and divine spells sometimes allow a saving throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of saving throw including those spells cast from scrolls, wands, rings or other magical devices.

Traps (Dexterity): When a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed saving throw should be designated beforehand.



ITEM SAVING THROWS

Sometimes a spell or attack specifies whether items in its area of effect are potentially destroyed. If this is the case, all items that are not in a creature's possession are required to make a saving throw or be destroyed. Typically items worn or carried by a creature do not need to roll a saving throw unless that creature rolls a "1" on its saving throw.

material	attack form							
	acid	crushing	disintegrate	fire	frost	lightning	sonic	
bone, ceramic or ivory	P	-	-	P	P	P	-	
cloth or rope	-	P	-	-	P	-	P	
crystal or vial	P	-	-	P	P	-	-	
glass*	P	-	-	P	-	-	-	
leather or book	P	P	-	-	P	-	P	
metal, hard	P	P	-	P	P	P	P	
metal, soft or jewelry**	-	-	-	-	P	-	P	
parchment or paper	-	P	-	-	P	-	P	
stone or gem	P	P	-	P	P	-	-	
wood (thin)	P	-	-	-	P	-	-	
wood (thick)	P	P	-	P	P	-	-	

* category includes potion, magical oil, poison, and acid vials. If the save is successful, the contents automatically save.

** category includes pearls and all non-precious and semi-precious gems.

If an item is subjected to an attack form to which its save, as listed above, is marked "P," then a d20 is rolled with a +5 modifier. If the save is listed as "-" then the item receives no modifier to its save.

Magic items have a flat +5 bonus on all saves, with an additional +1 per magical bonus. In addition, if an item is subjected to an attack form of its own mode (such as a wand of fireballs saving versus fire or armor saving versus a crushing attack), the save is made with a +10 bonus.

Artifacts and relics, at the DM's discretion, and on an individual basis, can be considered to be indestructible, requiring a very specific process to destroy. Alternatively, a DM can apply a bonus to all save categories, say, with a +20 bonus, rendering their destruction improbable, but still leaving it possible.

The save penalty is based upon the intensity of the attack. The penalty is usually equal to -1 per 5 points of damage dealt (round fractions normally) with a minimum penalty of -1 applying to all saves. As such, an attack that deals 16 points of damage would incur a save penalty of -3.

For effects that do not directly deal damage the penalty is equal to the threat's level (usually the caster level for spells or hit dice for spell-like abilities). In all other ways, this save is treated identically to the saving throw method utilized by characters.

Example: A steel shield is struck by the awesome might of an ogre's giant club for 18 points of damage (-4 save penalty). Normally the shield would not need to make a save but, in this instance, the ogre is specifically trying to sunder the shield. The hard metal shield normally gains a +10 bonus on its save because it is designed to absorb blows (it was subjected to an attack form of its own mode) and an additional +5 bonus because hard metal gets a bonus on saves versus "crushing" attacks. Its total save modifier is +11 (combining the +15 save bonus with the -4 save penalty) and, as such, needs to roll a 4 or higher to make its save (d20+11 ≥ 15).

Attack Forms:

Acid: This category assumes a tremendous amount of exposure or subjection to a potent acid, such as the effects of a black dragon breath attack, or immersion for an extended period of time. In the latter case, a save is only made after the item has been thusly exposed, and is not required if the object is removed before the timeframe expires; as a general rule of thumb, an item must be immersed for one round +1 per round for each point of magical bonus the item has (+2 for those items that do not have a specific bonus).

In the case of total immersion, the save penalty cumulatively increases by +1 per round of exposure, beginning the round after the item must initially save - in this way, the longer an object is left in acid, the more likely it is to be destroyed.

Example: A magical +1 long sword is accidentally dropped in a vat of potent acid that does 2d6 points of damage per round. It has two rounds (1 round +1 round due to its magical bonus) before it must save. On the third round of immersion the acid deals 10 points of damage and a save is required, with a -2 save penalty due to the intensity of the attack.

It gains a +5 bonus for being a hard metal item saving versus "acid" and another +6 bonus for being a +1 sword, for a total modifier of +9 (combining the +11 save bonus with the -2 save penalty). A 6 or higher is required (d20+9 ≥ 15) but a 3 is rolled and the sword is destroyed.

Crushing: This category assumes that an object has met with a crushing or bludgeoning force, such as that delivered from a giant's attack or in a collision with an unyielding surface, such as when an object falls and hits the ground.

Disintegrate: This category applies to any exposure to the spell *disintegrate*, and damage dealt is always used to affect the save difficulty.

Fire: This category assumes direct contact with any magical effect with "fire" or "flame" in its name, such as *fireball*, *fire storm* or *flame strike* or with direct and prolonged exposure to intense mundane fire sources, such as a bonfire or flaming oil. It is also used for dragons' breath weapon attacks and for immersion in lava. In the latter case, the rules for immersion in acid, above, apply.

An object that is highly susceptible to burning, such as paper, must immediately save or be destroyed. Other items may require additional rounds of exposure at the DM's discretion. Each round beyond the initial timeframe increases the save penalty by 1. In this way, the longer an item is left to burn, the more likely it is to be destroyed.

Frost: This category assumes exposure and direct contact with any form of intense cold, such as the effects of a white dragon's breath or the magic spells *cone of cold* and *ice storm*.

Note: A hard metallic object that is exposed to a frost attack and then subjected to any form of blunt trauma within 1 round of making its save versus frost must make a save against crushing, at a -5 penalty.

Lightning: This category assumes exposure to any spell with the word "lightning" in its name such as *lightning bolt* or *call lightning*, contact with any lesser magical electricity effect, such as *shocking grasp*, the electrical effects of an electric eel and the effects of a blue dragon's breath.



ENCUMBRANCE

Determining Encumbrance: Encumbrance rules determine how much a character's armor and equipment slow him down. If you want to determine whether your character's gear is heavy enough to slow him down total the weight of all the character's items, including armor, weapons, and gear. Do not add the weight of a character's clothing to this total, unless they are wearing particularly bulky or heavy garments. Compare this total to the character's strength on the ENCUMBRANCE table below.

Depending on how the totaled weight compares to the character's carrying capacity, he may be carrying a light, medium, or heavy load. A character's load affects his dexterity checks and may impose harsher restrictions, such as movement rate and armor class penalties. Encumbrance penalties to a character's movement rate are applied to all of the character's modes of movement, including jumping, swimming, climbing, and balancing. As such, a heavily encumbered character has both his movement rate and jumping distance halved. Note that a character wearing medium armor is considered to be carrying a moderate load, even if carrying less than a moderate load, while a character in heavy armor is considered to be carrying a heavy load. Modified movement rates are always rounded to the nearest 5' increment.

Bigger and Smaller Creatures: The figures on the ENCUMBRANCE table below are for Medium bipedal creatures. A Small creature can carry 75% of the listed weights for each encumbrance category while Large creatures can carry double the listed weights. Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's strength score from the ENCUMBRANCE table below by the appropriate modifier, as follows: Small x1, Medium x1½, Large x3.

ENCUMBRANCE

strength score	maximum light load	maximum medium load	maximum heavy load
1	3 lb	6 lb	10 lb
2	6 lb	13 lb	20 lb
3	10 lb	20 lb	30 lb
4	13 lb	26 lb	40 lb
5	16 lb	33 lb	50 lb
6	20 lb	40 lb	60 lb
7	23 lb	46 lb	70 lb
8	26 lb	53 lb	80 lb
9	30 lb	60 lb	90 lb
10	33 lb	66 lb	100 lb
11	37 lb	73 lb	110 lb
12	42 lb	83 lb	125 lb
13	48 lb	97 lb	145 lb
14	56 lb	113 lb	170 lb
15	66 lb	133 lb	200 lb
16	80 lb	160 lb	240 lb
17	100 lb	200 lb	300 lb
18	126 lb	253 lb	380 lb
19	160 lb	320 lb	480 lb
20	200 lb	400 lb	600 lb
21	266 lb	533 lb	760 lb
22	320 lb	640 lb	940 lb
23	380 lb	760 lb	1140 lb
24	453 lb	907 lb	1360 lb
25	533 lb	1066 lb	1600 lb

EFFECTS OF ENCUMBRANCE

load	penalties
light load	none
medium load	-3 penalty to all dexterity checks. -6 to swimming checks. -25% movement rate penalty (rounded to the nearest 5' increment).
heavy load	-6 penalty to all dexterity checks. -12 to swimming checks. Halve dexterity bonus to armor class. -50% movement rate penalty (rounded to the nearest 5' increment).
overloaded*	all dexterity checks automatically fail. No dexterity bonus to armor class. -2 to armor class. Maximum movement rate of 5' per round.

* up to 120% of the character's maximum heavy load.

TIME

Time in the campaign is very important. Your referee will keep strict account of the time consumed by various characters, for it is likely to separate them, since not all participants in a campaign are likely to play at the same actual time. Time costs characters money in support, upkeep and wage payments. It takes time to adventure, to heal wounds, to memorize spells, to learn skills, to build strongholds and to create magic items.

Typically, while traveling, time is measured in hours. Each hour is divided into 10-minute intervals called turns (there are 6 turns in an hour). Each minute is divided into 6 rounds. Thus a turn is 10 minutes or 60 rounds, a minute is 6 rounds, and a round is 10 seconds.

For long-distance movement time is measured in days, usually subdivided into daylight (movement) and night (rest) periods. Thus, while actual time playing is about the same for a dungeon adventure, the game time spent is much greater in the case of outdoor adventures.

DISTANCE & MOVEMENT

For the purposes of combat and dungeoneering, each 1" map square equates to 5 feet of distance. Weapon ranges and movement rates are all given in feet and inches in order to facilitate combat and movement, which may easily be plotted out on graphing paper or vinyl game mat during battles.

A character may move up to their movement rate each round (assuming that take no other action and are not running). As such, a character with a 60' movement rate may move up to 60' each round (or 6' per second) while one with a 45' movement rate may move up to 45' per round (or 4½' per second).

Each minute of normal movement allows a character 30' (6") of movement per 5' (1") of their movement rate. Thus, a character with a 60' movement rate would move 360' (72") per minute while a character with a 45' movement rate would move 270' (54") per minute.

Characters may run in order to double their movement rate. A character who attempts to run during combat (moving up to double their movement rate per round) suffers a -2 penalty to armor class when doing so (see Run on page on page 57 for more details).

Calculated to the hour, a character with a 60' movement rate should be able to travel 4.09 miles. Due to the fact that long-distance travel is, by necessity, slower in pace than the quick bursts of movement required by combat, it is assumed that a character with a 60' movement rate travels around 3 miles per hour. To calculate a creature's hourly rate of travel, simple divide their movement rate by 20 (every 5' of MR = ¼ mile per hour).

movement rate	distance traveled per:			
	round	minute	hour	day (8 hours)
5' (1")	5'	30'	¼ mile	2 miles
10' (2")	10'	60'	½ mile	4 miles
15' (3")	15'	90'	¾ mile	6 miles
30' (6")	30'	180'	1 ½ miles	12 miles
45' (9")	45'	270'	2 ¼ miles	18 miles
60' (12")	60'	360'	3 miles	24 miles
75' (15")	75'	450'	3 ¾ miles	30 miles
90' (18")	90'	540'	4 ½ miles	36 miles

LIGHT

While some characters have *darkvision* (the ability to see in areas of natural darkness) due to race or through magical means, most characters can only see in darkness by aid of a light source. The following table gives the properties of typical light sources:

light source	radius of illumination	burning time
torch	30 feet	1 hour (6 turns)
hooded lantern	30 feet	6 hours (36 turns)*
bull's-eye lantern	60 feet**	6 hours (36 turns)*
magic weapon	15 feet	infinite

*illumination is from burning 1 pot (pint) of fine oil

**illumination is in a 60° cone and can be masked by shutter.

Characters with twilight vision (elves, half-elves and halflings) can see double the listed distances with the aid of a light source and may see normally by moonlight. Those with darkvision (dwarves, gnomes and half-orcs) lose that ability while in the illuminated radius of a light source. It takes 6 rounds (1 minute) for their eyes to re-adjust after the light source is moved away from them.

Characters that cannot see due to darkness or magical effects are considered blinded and have their movement rate reduced to ½ of their normal movement rate, rounded to the nearest 5' increment. All opponents are effectively "invisible" to blinded characters. Opponents who can see blinded characters gain a +2 to hit them and, in the case of thieves or assassins, may *sneak attack* such characters even if they are not surprised or unaware of their presence. See *Invisible or Unseen Opponents* under **SPECIAL ATTACK MANUEVERS & MODIFIERS** for more details.

ENCOUNTER REACTIONS

Any intelligent creature that can be conversed with will react in some way toward the character who is speaking. When a creature is trying to influence the actions or feelings of another through their words, an opposed charisma check may be used to resolve the situation.

Charisma checks made to influence others (or resist such influence) are *common ability checks* (see page 48 & 50 for more details). Situations that warrant opposed charisma checks include the use of intimidation or persuasion, haggling, begging, etc. When one party is attempting to deceive another, their charisma check to *bluff* is opposed by their target's wisdom check to *sense motive*.

The target's charisma check is modified by their initial attitude towards the speaker and his associates. As shown on page 9, the various player races typically greet each other with varying degrees of acceptance that influence the interactions between these races. Of course these initial reactions are subject to change, and are based upon generalizations that may not be relevant to the character's current situation or the DM's campaign.

Humanoids and giants typically greet all humans and demihuman races with "Hatred," though half-orcs may be met with "Antipathy" or, possibly, a "Neutral" attitude at the DM's discretion. The initial attitude of other races towards the players is based upon the immediate situation and upon the typical interactions between members of that race with humans and demihumans. The initial attitude categories, and their social implications, are:

attitude	means	possible actions
hatred	will take risks to hurt you	attack, interfere, berate, flee
antipathy	wishes you ill	mislead, gossip, avoid, scrutinize, insult and cheat
neutral	doesn't much care	socially expected interaction
goodwill	wishes you well	chat, advise, offer limited help, advocate
preferred	will take risks to help you	protect, back up, heal, aid

When trying to *positively* influence a target (make them friendlier or less hostile), the initial attitude of the target modifies their charisma check as follows:

initial attitude	target's charisma check modifier
hatred	+5 bonus to charisma check
antipathy	+2 bonus to charisma check
neutral	± 0 to charisma check
goodwill	-2 penalty to charisma check
preferred	-5 penalty to charisma check

Once the opposed checks are made, the check results are compared and the degree of success or failure determines the result of the interaction:

opposed check result	encounter reaction
failed	the target's attitude is unchanged and no further attempts may be made to alter the target's attitude.
succeeded by 4 or less	the target's attitude is unchanged but the character may make another attempt at parleying with a +2 bonus.
succeeded by 5 or more	the target's attitude improves by one category ("Hatred" to "Antipathy")
succeeded by 10 or more	the target's attitude improves by two categories ("Hatred" to "Neutral")
succeeded by 15 or more	the target's attitude improves by three categories ("Hatred" to "Goodwill")
succeeded by 20 or more	the target's attitude improves by four categories ("Hatred" to "Preferred")

Example: A band of adventurers making their way through a mountain pass comes upon 2 hill giants resting by a mountain stream. Normally the giants would rush to slay the party, as their initial attitude towards the party is one of "Hatred." The group, having spotted the giants first, attempts to approach cautiously and lets the group's charismatic 8th level halfling thief speak on their behalf.

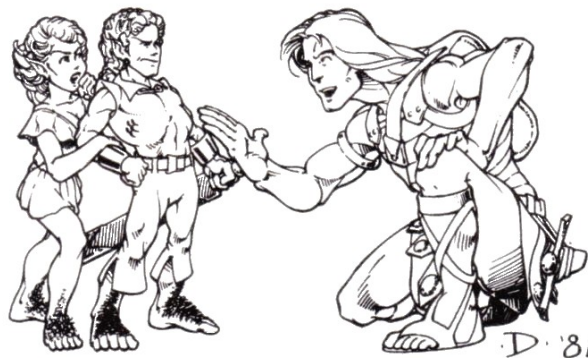
The thief is using a common ability (persuasion) giving him a level bonus equal to ½ of his level... a +4 modifier. In addition, he has a 16 charisma (+2 modifier) giving him a total bonus of +6 to his charisma check.

The giants are resisting using a common ability (persuasion) giving them a level bonus equal to ½ of their hit dice (a +6 modifier) and typically greet humans and demihumans with "Hatred" (+5 modifier). This gives them a total bonus of +11 to their charisma check.

The halfling rolls a "16" on a d20 and adds 6 for a total of 22.

The giants roll a "6" on a d20 and add 11 for a total of 17.

The result (+5 in the halfling's favor) means that the lucky halfling has managed to make shift the giants' attitude from "Hatred" to "Antipathy." The giants demand 50 gold pieces from each party member in order to let them pass and taunt the party members as they leave the area.



Avoiding: It is always possible to flee or sneak away from an undesired confrontation if the other party is unaware of your presence or surprised. It is never possible to flee from an encounter where the opponent party is in striking range without drawing parting shots and, possibly, initiating a pursuit. (See *Run* on page 57.) A party can always flee an encounter if it gains the first initiative.

Whether or not the opposing party will follow in pursuit of the fleeing party is up to the DM, but should be based upon the relative strengths of both parties and upon the reasons for and against such pursuit.

COMBAT

Much of the excitement in playing *Advanced Dungeons & Dragons* occurs during the characters' combat with monsters. Whether a cavalier battling a horde of bloodthirsty orcs, a thief facing off with a nefarious pirate or a cleric turning a vampire, combat is often the climax of many roleplaying sessions.

Managing combat is often a challenging affair as the Dungeon Master must not only know the rules, but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action. To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Dungeon Master. They are designed to organize the action of combat, yet enable the DM to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development are discussed below.

THE COMBAT ROUND

If an encounter escalates into a combat situation, the time scale of the game automatically goes to *rounds* (also called *melee rounds* or *combat rounds*). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

As stated above, a round is 10 seconds long. Six combat rounds equal 1 minute and sixty combat rounds equal a *turn*. This is particularly important to remember for spells that last for turns or minutes, rather than rounds. The progression of a typical combat usually follows the following steps:

1. Determine if a party or creature is surprised.
2. Resolve the surprise round.
3. Determine initiative for the combatants.
4. Resolve combat in initiative order, repeating actions in this same order from round-to-round.

Surprise: A surprised party is caught unprepared, becoming aware of their opponent a moment before he strikes. In such circumstances the non-surprised combatants have an immediate advantage over the other *surprised* combatants. A group that is aware of another's presence cannot be surprised. If a party can be *surprised* by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls), each combatant can make a *perception* check in order to avoid being *surprised*. Those failing the Challenge Base "15" check are *surprised* and cannot act during the *surprise round*. Those who succeed may roll initiative and act during the *surprise round*.

When one group is trying to surprise their opponents, this *perception* check is an opposed check against the ambushers' *stealth* check. In such instances, the members of the potentially *surprised* party roll *perception* checks opposed by the ambushing party's *stealth* check. Any party member whose *perception* check equals or exceeds the ambushing party's *stealth* check gets to roll initiative and act during the *surprise round*. When rolling an ambushing party's *stealth* check, the DM should use the least stealthy party member's check to determine the effectiveness of the ambush.

In most instances the penalties for being *surprised* or *unaware* are the same. Both *surprised* and *unaware* opponents lose their dexterity bonus and shield bonus to armor class until they act. Both *surprised* and *unaware* opponents cannot act during the *surprise round*. Thieves and assassins may *backstab* and *sneak attack* them for added damage. Assassins have the option of making *death attacks* against unaware opponents.

Initiative: The initiative roll determines who acts first in combat. Initiative is determined at the start of combat (or during the surprise round for those who may act) and does not change until the combat ends. Those who are surprised do not get to roll initiative until after the surprise round.

Initiative is normally determined with a single roll for each combatant in a conflict. Roll 1d20 for each combatant who is not surprised, with that combatant's dexterity bonus or penalty applied to the roll. Normally, the DM rolls for the monsters and NPCs while the players roll for their respective player characters. The highest roll wins initiative and actions are then resolved in initiative order, from the highest to

lowest initiative.

- **Simultaneous Initiative:** If more than one opponent rolls the same number for initiative, their actions are resolved in dexterity order, from highest to lowest dexterity. Those with equal dexterity scores act simultaneously - all attack rolls, damage, spells and other actions are completed before any results are applied. With simultaneous actions it is possible for a magic-user to be slain by a goblin that collapses from his sleep spell.
- **Holding Initiative:** A character or creature may hold their initiative until an opponent is about to act (i.e. a paladin may wait until their foe draws his weapon or a spellcaster may hold off on casting *dispel magic* until their rival begins to cast a spell). In such instances the combatant must declare what will trigger their action and the initiative score of the creature that held its initiative drops to that of its target +1 (the combatant holding his initiative strikes just before his opponent acts). Characters with long-hafted weapons, such as polearms, or greater natural reach, such as giants, may hold their initiative in order to strike a foe who approaches within their extended reach (and before that foe strikes them). Similarly, some polearms (see the weapon charts on page 41) may be set against a charging opponent and, in this fashion, inflict double damage against that opponent as it closes. This damage bonus only applies when the charging creature is running directly toward a polearm-equipped defender.

Combat Actions: Put in simple terms, a character may take 1 action each round. Typical actions include moving (allowing a character to move up to their movement rate), making an attack, casting a spell, readying an item, using an item or using a skill or class ability. Only creatures or characters normally able to make more than one attack per round (typically high-level warriors and creatures employing multiple attacks, such as the dreaded claw/claw/bite attack routine) may make additional attacks each round.

Most actions, such as readying a magical device, loading a heavy crossbow, readying a shield or opening a stuck door take 1 round. Other actions, like dropping an item, taking a 5' step in any direction, drawing a sheathed weapon, calling out to your allies or turning around, require little-to-no time and may be done in addition to your normal combat action.

Attack Rolls: An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus (totaling your BTH modifier, relevant ability modifier and any other modifiers that apply to your attack). If your result equals or beats the target's Armor Class, you hit and deal damage.

Facing & Number of Opponents: When faced by multiple opponents, a defender may be attacked from different directions. All defenders are considered to have four facings from which they may be attacked; their front, left side, right side and rear.

Attacks directed at the front of a defender are made with no special bonus, as the defender can see and respond to such attacks normally. Attacks directed at the right or left side of a defender are called *flank attacks*. Attacks made against a defender's flanks are made with a +1 bonus to the attack roll. Rear attacks are made with a +2 bonus to the attack roll and negate any shield bonus that the defender may have to their armor class.

In a situation where a defender can be surrounded, assume that ¼ of the attackers may attack from each of the defender's facings (defenders get to choose the number of creatures attacking each facing, so that they are better able to defend against them).

A defender may be attacked by up to 8 opponents of the same size. Each attacker of a larger size counts as 2 opponents. Each attacker of a smaller size counts as ½ an opponent.

Example: Isolde Heimgard, a dwarven fighter, is attacked by a band of 8 orcs and 2 ogres. Dwarves are considered to be Medium-sized creatures and, as such, can be attacked by 8 Medium-sized opponents. All 8 orcs can attack her or 6 orcs and 1 ogre can attack her or 4 orcs and 2 ogres can attack her.

COVER & CONCEALMENT

Taking Cover Against Missile Fire: One of the best ways to avoid being hit and injured is to hide behind something - a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against missile fire. There are two types of protection a character can have.

The first is *concealment*. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, dimly lit rooms and brambles.

The other type of protection is *cover*. It is, as its name implies, something a character can hide behind that will block a missile. Cover can be provided by stone walls, the corner of a building, tables, doors, earth embankments, tree trunks and magical walls of force.

Cover or *concealment* helps a potential target by penalizing attack rolls made against them. The exact penalty for concealment or cover depends on the degree to which it is being used as shelter. A character who stands behind a two-foot wall is a pretty obvious target, especially when compared to the character who lies down behind that wall and carefully peers over it. The different modifiers for varying degrees of *cover* and *concealment* are shown below.

Cover & Concealment Attack Roll Penalties

target is:	concealment	cover
25% hidden	-1	-2
50% hidden	-2	-4
75% hidden	-3	-6
100% hidden	-4	n/a

Furthermore, a character who has 75% cover (or more) gains added protection against offensive spells. He suffers 1/2 normal damage (rounding down) on a failed save and no damage at all if a saving throw is successful against such spells. This assumes, of course, that the fireball, lightning bolt, or whatever, hit the cover - a man crouching behind a stone wall would be protected if a fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind him, on his side of the wall. A character with 100% cover cannot be struck by an attacker while a defender with 100% concealment is effectively "invisible". See *Invisible* or *Unseen Opponents* under *SPECIAL ATTACK MANUEVERS & MODIFIERS* on page 57.

GRENAD-LIKE MISSILES

Unlike standard missiles, which target a specific creature, a grenade-like missile is aimed at a point, whether this point is a creature or a spot on the ground. When the attack is announced, the player indicates where he wants the missile to land. This then becomes the target point and is used to determine the direction and distance of any scatter.

Most grenade-like missiles are items of opportunity or necessity - flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range and damage. The range each can be thrown varies with the strength of the character and the weight of the object.

A missile of five pounds or less has a range increment of 10' (2"). Heavier items have reduced ranges. The DM decides just how far an object can be thrown. Exceptionally heavy items can be thrown only if the character rolls a successful strength check, with the check modified by the item's weight. In no case can a character throw an item heavier than his strength would allow him to lift. Thus, the DM can rule that a character would have little trouble chucking a half-empty backpack across a ten-foot chasm, but the character would need to make a check in order to heave an orc ten feet through the air into the faces of his orcish friends.

Once a container hits, it normally breaks immediately. However, this is not always true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether or not a thrown object will break, the DM can require an *Item Saving Throw* (this information is on page 52) to see if it shatters or rips, spewing its contents everywhere.

If a missile is off-target, it is important to know where it landed - an errant

grenade-like missile could present a hazard to other characters, start a fire, or eat a hole in the floor. The process of finding where it lands is known as "scatter." First, determine the direction that the missing missile takes in relation to its intended target. Roll a d8 and consult the following table:

8	1 (Short)	2
7	TARGET	3
6	5 (Long)	4

Next determine how far off the mark the throw is. Roll a 4-sided die. The number rolled is the number of 5' squares away from the intended target the missile lands.

The damage taken from a grenade-like attack depends on whether a direct hit was scored or the target was in the splash area, 5' (1") from the intended target.

Grenade-Like Missile Effects

type of missile	direct hit damage	splash damage
acid	2d4 hp	2 hp
holy water	2d4 hp	2 hp
oil (lit)	2d6/1d6 hp	2 hp
poison	special	special

Types of Grenade-Like Missiles

Acid: Acid damage is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls. Acid is very rare.

Holy Water: Holy water affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form. Unholy water (essentially holy water used by evil priests) affects paladins, creatures whose purpose is to defend good (lammasu, shedu, etc.), and creatures and beings from the Upper Planes. Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.

Oil: Oil causes damage only when it is lit. This normally requires a two-step process - first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks. A direct hit from flaming oil burns for two rounds, causing 2d6 points of damage in the first round and 1d6 points in the second round.

Poison: Poison is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit, and even then only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison effects on a direct hit. The DM has information about specific poison effects in the DMG.

SPECIAL ATTACK MANEUVERS & MODIFIERS

Charge: This special combat action allows a character to move and make one attack in a single melee round. When a combatant charges they must run in a straight line towards their opponent for at least 10' (2") but no more than their movement rate and make a single attack. A charging combatant gains a +2 bonus to their melee attack rolls, and gains a +2 bonus to their opposed strength check for overbear attacks, but takes a -2 penalty to their armor class (this penalty lasts until their next round's action). A charging combatant draws attacks from all combat-ready (e.g. not *surprised* or incapacitated) opponents they run past because those opponents may take advantage of the runner's lowered defenses.

In order to charge a combatant must be able to easily traverse the ground they are covering to get to their opponent. An uneven or debris strewn patch of ground could easily prevent a character from charging unless the character makes a *balance* check with the penalty determined by the DM.

Critical Hits: On a natural "20" you automatically hit, even if you would normally miss with the resulting attack roll total. So long as a natural "20" was not required for you to hit your target rolling a natural "20" indicates a critical hit has been scored. A critical hit always deals maximum damage.

Firing into Melee: Combatants may make ranged weapon attacks against creatures engaged in melee. When doing so, they suffer cover penalties to their attack rolls (see *COVER AND CONCEALMENT* on the previous page) and may strike their allies by mistake.

In ranged combat against a target that has another combatant as cover, it may be important to know whether the cover was actually struck by an incoming attack that misses the intended target.

First, determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. If a creature is providing cover for another character and the attack roll exceeds the armor class of the covering creature, the covering creature takes the damage intended for the target.

Flank Attacks: Attacks against an opponent's flank gain a +1 bonus to hit. Attacks from the flank receive no bonus to hit against a character with *combat sense*. See *Number of Opponents & Facing* on page 55 for details on the number of foes who may effectively flank a creature.

Fumbles: On a natural "1" you automatically miss, even if you would normally hit with the resulting attack roll total. An attacker who has fumbled is considered *stunned* until his next action.

Higher Ground: In melee, those fighting from higher ground (this includes mounted combatants fighting those on foot) have an advantage over their opponents. Those with this tactical advantage gain a +1 on their melee attack rolls.

Incapacitated Opponents: During melee combat opponents who are magically sleeping, *held*, unconscious or otherwise helpless are automatically struck for a critical hit (see above) by any attack made against them. Outside of melee such opponents may be automatically slain, or bound as appropriate to materials at hand, in one round. Note that this does not include normally sleeping or grappled opponents.

Invisible or Unseen Opponents: *Invisible* or unseen opponents are always at an advantage. They can only be attacked if they are attacking or otherwise detected somehow (typically through a *perception* check to hear them). *Invisible* opponents always cause their attacker to attack at a -4 on "to hit" rolls because their location cannot be accurately pinpointed. At the same time unseen attackers gain a +2 bonus to hit opponents and, in the case of a thieves or assassins, may *sneak attack* their foe even if that foe is aware of their presence. Spellcasters cannot directly target *invisible* or unseen opponents with spells, though they may use "area of affect" spells to strike them.

Mounted Combat: Fighting while mounted is a difficult undertaking. Untrained riders suffer a -2 to all attack rolls while mounted, -4 if the mount is moving. Those with the *profession (animal handler: horses)* skill, do not suffer these penalties.

Trained horseman may ride a warhorse into combat without an ability check while untrained riders must make a common ability wisdom check (adding ½ of their level bonus) to do so. When fighting from a war-trained mount (light to heavy war horse), a cavalier (and only a cavalier) can direct the mount to attack and still make his attacks normally.

Untrained mounts must always be coaxed into combat. This requires a *profession (animal handler: horses)* skill check or a common ability wisdom check (adding ½ of their level bonus) for untrained riders.

Trained riders can saddle, mount, dismount, perform simple leaps and obstacle maneuvers, guide a mount with the knees, and stay in the saddle when a mount rears or bolts without an ability check. Untrained riders must make a common ability wisdom check (adding ½ of their level bonus) to do so.

With a successful *profession (animal handler: horses)* skill check a skilled rider can perform the following actions while mounted:

- **Charge:** A charging mounted combatant gains a +2 bonus to melee attack rolls and a +2 bonus to opposed strength checks when making overbear attacks, but takes a -2 penalty to their armor class (this penalty lasts until their next round's action). Lance attacks inflict double damage on a mounted charge attack.
- **Fall Softly:** A trained rider can attempt to take no damage after falling from a mount, including when the mount itself falls. Otherwise, a character takes 1d6 points of falling damage on a failed *profession (animal handler: horses)* skill check.
- **Leap:** This occurs when the rider directs a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than $\frac{2}{3}$ rd the height of the horse.

Parry: A character may forego their attack for the round in order to parry an oncoming melee attack. In order to parry an attack, the character adds their attack bonus with the melee weapon they are parrying with (totaling their BtH and any other modifiers they have to attack rolls with that weapon) to their armor class against one, specified attack. If the character may make more than one attack per round they may elect to parry additional attacks that round. Only monks may parry melee attacks while unarmed.

A combatant who has made all of his attacks in a given round may not parry, as parrying attempts are made in place of melee attacks. A combatant may parry before his turn in the initiative order, so long as he is not surprised or unaware of his opponent.

Prone or Stunned Opponents: Prone or stunned combatants suffer a -2 penalty to their armor class. Prone combatants suffer a -2 penalty to their attack rolls, except with crossbows.

Ranged Attacks in Melee: A combatant engaged in melee combat will find it difficult to use ranged weapons against opponents. Because of their need to dodge incoming attacks, a combatant employing a ranged weapon in melee suffers a -2 penalty to their attack rolls in addition to the penalties imposed by firing at foes engaged in melee combatant (see *Firing into Melee* above).

Rear Attacks: Opponents attacking a defender's rear facing gain a +2 bonus to their attack roll. In addition a defender does not gain any armor class bonus for using a shield when defending against rear attack. Thieves and assassins may *backstab* when making rear attacks.

Run: A character who attempts to run during combat (moving up to double their movement rate per round) suffers the usual -2 penalty to armor class when doing so. A combatant fleeing from opponents draws a parting shot from all combat-ready (e.g. not *surprised* or incapacitated) opponents within striking distance because those opponents may take advantage of the runner's lowered defenses.

Surprised or Unaware Opponents: Surprised or unaware opponents lose their dexterity bonus and shield bonus to armor class. Thieves and assassins may *backstab* and *sneak attack* surprised and unaware opponents. Assassins have the option of making *death attacks* against unaware opponents.

Two-Handed Weapon Fighting: Characters using a melee weapon two-handed gain a +1 bonus to their damage rolls.

Two-Weapon Fighting: When using two melee weapons, the player must designate which hand is used for the primary attack and which is the off-hand. This is determined at the start of play. The character is allowed to swing with both weapons, thus gaining 1 additional attack each round. Characters who may make multiple attacks each round, such as high level fighters, never gain more than 1 additional attack per round with their off-hand weapon.

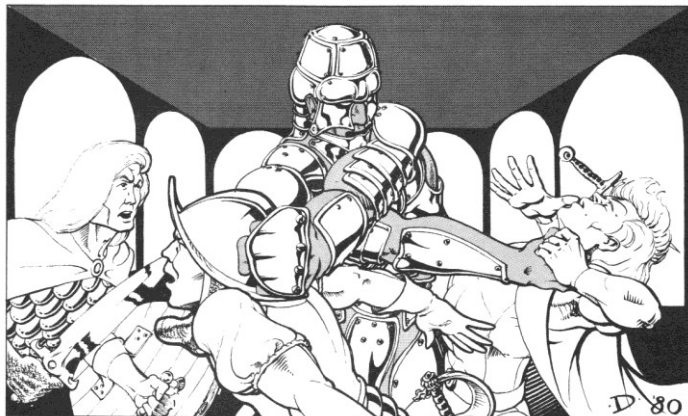
A character using two weapons receives a -6 penalty to hit with each weapon wielded. If at least one weapon is a light weapon (one that is at least one size category smaller than the character wielding it) these penalties are reduced by 1. Characters with an exceptional dexterity

may reduce the two-weapon fighting penalties by their ability modifier, so long as they are not heavily encumbered. These penalty reductions stack, so that a character using a light weapon in his off-hand (+1 modifier) and with a dexterity of 18 (+3 modifier) has his two-weapon fighting penalties reduced by 4, to -2/-2. Note that these bonuses only serve to offset the penalties for two-weapon fighting and may never improve the character's attack rolls.

Underwater Combat: Land-based creatures can have considerable difficulty when fighting in water. All attacks made with slashing or bludgeoning weapons suffer a -2 attack penalty and deal ½ damage (rounding fractions down). Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. Non-aquatic creatures also suffer a -2 penalty to their Armor Class so long as they are not drowning or sinking (they have failed a strength check in order to swim). Drowning or sinking characters suffer a -4 penalty to Armor Class and attack rolls.

All non-aquatic creatures may swim at ¼ of their movement rate, rounded to the nearest 5' increment. Sinking characters fall through the water at 10' per round if lightly encumbered, 20' per round if moderately encumbered and 30' per round if heavily encumbered. When walking beneath the surface of the water, a submerged character may move ¼ of their normal movement rate, rounded to the nearest 5' increment. Moderately or heavily encumbered characters may move ½ of their normal movement rate, rounded to the nearest 5' increment, because their load minimizes the effects of their natural buoyancy. Characters with *freedom of movement* do not suffer any of the penalties listed for underwater combat.

- **Attacks from Land:** Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have 50% cover from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.
- **Fire:** Non-magical fire does not burn underwater. Spells or spell-like effects with the fiery effects are ineffective underwater unless the caster makes a concentration check with a -10 penalty. If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described.



NON-LETHAL COMBAT

Bull Rush or Push: You can make a *bull rush* attack as part of a *charge* (see *Charge* on page 57) or simply attempt to shove an opponent away. When you make a *bull rush* or *push* attack, you attempt to push an opponent back instead of damaging him. Bull rush or push attacks are resolved just as *overbear* attacks (see *Overbear or Trip* below) except that if the attacker wins the opposed strength check, he is able to push his opponent 5' away from him plus 5' for every 5 points that his strength check exceeds his target's. If the attacker fails this opposed strength check by 5 or more, he is knocked prone.

Disarming: A disarm attack is made when a combatant attempts to knock an opponent's weapon from his hands. Disarming inflicts no damage, but if a successful hit is made, the defender must win an opposed strength check or lose the weapon they have in hand (superior swordplay has torn the weapon from the opponent's grasp). If the attacker fails this opposed strength check by 5 or more, he is disarmed.

The combatant with a larger weapon gains a +4 bonus to their opposed strength check. A disarmed weapon will fall at the owner's feet if that weapon is of the same size as the attacker's or larger, or 1d10 feet away if of a smaller size than the weapon that did the disarming.

Grapple: This attack form is aimed at holding an opponent and rendering him unable to attack. The attacker ignores the defender's armor bonus (but not his shield bonus) to armor class, because armor does not make the defender harder to grapple when making his attack roll. If the attacker hits, he must win an opposed strength check to hold his opponent fast.

An attacker may only attempt to grapple opponents up to double their height or weight and are at a disadvantage against larger foes. The larger grappler gains a +4 bonus to their opposed strength for each size category difference between them and their opponent. If the attacker wins the strength check, he is able to hold his opponent in place and, in the following rounds, may damage his opponent (dealing 1d2 points of non-lethal damage).

A held grappler may attempt to break out of a grapple each round by winning an opposed strength check. Otherwise such a character is unable to effectively attack. All grappling combatants lose their dexterity and shield bonuses to armor class. Note that monks are able to conduct unarmed attacks against an opponent who has grappled them, though they suffer a -4 penalty to such rolls. They may not make unarmed strikes while grappling an opponent.

Non-lethal Damage: Certain attacks, such as unarmed strikes, deal non-lethal damage that heals at a rate of 1 hit point per hour. When you take non-lethal damage, keep a running total of how much you've accumulated but do not deduct the non-lethal damage number from your current hit points. Instead, when your non-lethal damage equals your current hit points, you fall unconscious. It doesn't matter whether the non-lethal damage equals or exceeds your current hit points because you've taken more non-lethal damage or because your current hit points have gone down.

You can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but you take a -2 penalty on your attack roll.

Overbear or Trip: This attack form aims at quickly taking the opponent to a prone position while incidentally inflicting damage. The attacker can have either or both hands otherwise employed (carrying a shield, weapon, etc) when making an *overbear* attack. Such an attack is handled much like a *grapple* attack. The attacker ignores the defender's armor bonus (but not his shield bonus) to armor class, because armor does not make the defender harder to *overbear*, when making his attack roll. If the attacker hits, he must make an opposed strength check to knock his opponent prone.

An attacker may only attempt to *overbear* opponents up to double their height or weight and are at a disadvantage against larger foes and creatures with greater stability (typically those with more legs or creatures with serpent-like bodies). The larger combatant gains a +4 bonus to their opposed strength for each size category difference between them and their opponent. Another +2 bonus is given to a creature with greater stability (i.e. a creature with more legs than its opponent or one with a serpentine body). A charging character gains a +2 bonus to his attack roll and strength check when attempting to *overbear* an opponent.

If the attacker wins the strength check, he is able to trip or knock his opponent prone, dealing non-lethal damage in the process. If the attacker fails this opposed strength check by 5 or more, he is knocked prone. Damage sustained from this attack is non-lethal damage.

Trip attacks may be attempted against mounted foes, provided that the character can reach that foe. Polearms such as guisarmes and military hooks are designed for this very purpose and grant their bearer a +2 bonus on their opposed strength check.

ENVIRONMENTAL HAZARDS

Getting hit by weapons or monsters isn't the only way a character can get hurt. Indeed the world is full of dangers for poor, hapless player characters, dangers the DM can occasionally spring on them with glee. Some of the nastier forms of damage are described below.

Drowning or Suffocation: A character who has no air to breathe can hold his breath for 1 round per point of constitution. After this period of time, the character must make a constitution saving throw in order to continue holding his breath. The save must be repeated each round, with the check penalty increasing by 2 for each previous success.

When the character fails one of these constitution saves, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates.

Exposure to the Elements:

Exposure to extremely cold (below freezing) or hot (above 100° F) climates deals 1d6 non-lethal damage (see *Non-lethal Damage* on page 58) to the victim each hour. This damage cannot be naturally recovered until the character gets out of the cold or heat. As with all non-lethal damage, once your non-lethal damage equals your current hit points, you're knocked unconscious. Once unconscious you take 1d6 points of lethal damage each hour.

For temperatures well below freezing or above 100° F the rate of damage should be increased to 1d6 non-lethal damage per turn, minute, or round (at the DM's discretion).

High winds are also potentially hazardous to creatures. For the effects of high winds upon creatures see the *control winds* spell entry on page 84.

Falling Damage: Player characters have a tendency to fall off of things, generally from great heights and almost always onto hard surfaces. While the falling is harmless, the abrupt stop at the end tends to cause damage.

When a character falls, he suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6 (representing terminal velocity).

Fire Damage: Fire or extremely hot liquids, other than burning oil (which is described on page 56), magical fires (which are described in various spell and item descriptions) or the fiery attacks of creatures (which are described in their *MONSTER MANUAL* entries), causes damage dependent upon the size and intensity of the blaze.

A torch's flame, for example, should deal no more than 1d3 damage, a raging fire should deal 1d6 points of damage each round and a hellish blaze that has totally engulfed a character should deal 5d6 damage per round (this accounts for damage from smoke inhalation as well). Immersion in boiling water should deal 9d6 damage per round (being doused with boiling water deals 1d6 damage) while immersion in molten lava should deal 20d6 damage per round.

Starvation & Thirst: Characters might find themselves without food or water and with no means to obtain them. In normal climates, characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.



A character can go without water for 1 day plus a number of hours equal to his constitution score. After this time, the character must make a constitution save each hour (with a cumulative -2 check penalty for each previous check) or take 1d6 points of non-lethal damage (see *Non-lethal Damage* on page 58).

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a constitution save each day (with a cumulative, -2 check penalty for each previous check) or take 1d6 points of non-lethal damage.

Non-lethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed - not even magic that restores hit points heals this damage.

WOUNDS & HEALING

Ability Damage & Ability Drain: Ability damage typically results from the ravages of disease, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters.

Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a *restoration* spell reverses such ability loss. Permanent ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias.

The *feeblemind* spell permanently lowers the target's intelligence, wisdom and charisma scores but, unlike ability drain attacks, cannot be reversed through the use of *restoration* spells. Only a *heal*, *limited wish*, *miracle* or *wish* spell may be used to cancel the effect of *feeblemind*.

Characters who lose points of constitution after being *raised* or *resurrected* cannot restore that ability loss through any means short of divine intervention.

No ability scores can be damaged or drained to a value below 0. If a character's constitution is reduced to a score of zero that character is slain. If any other ability score is reduced to a score of zero the character is rendered immobile (in the case of strength or dexterity) or comatose (in the case of intelligence, wisdom or charisma).

Binding Wounds: Any character may attempt to *bind wounds*, a common ability check based on wisdom, by bandaging wounds, setting breaks, starting respiration, etc. On a successful check, a dying creature's loss of hit points ends and the creature is stabilized.

Those with the *profession (healer)* skill add their full level bonus to this check and help those under their care to heal more quickly.

Binding wounds does not receive a check penalty unless the target is at negative hit points. In such cases the penalty is equal to the target's current hit point total.

Healing Hit Point Damage: Typically characters whose wounds have been tended by a skilled *healer* heal 2 hit points per night of rest or 4 hit points per 24 hours of complete bed rest. Without such care the rate of healing is halved, meaning that characters only heal 1 hit point per night of rest or 2 hit points per day of complete bed rest.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest under the ministrations of a healer restores 2 points per day (24 hours) for each affected ability score.

Injury and Death: When any character is brought to 0 or fewer hit points it is incapacitated and falls unconscious. A character with 0 or fewer hit points is dying from blood-loss, shock, convulsions, non-respiration, and similar causes, and loses 1 hit point per round until they receive aid (see *binding wounds* above) or fall to -10 hit points. Any character reduced to -10 or fewer hit points is slain.

Temporary Hit Points: Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

MAGIC

Magic lies at the heart of fantasy and so it does in *Advanced Dungeons & Dragons*. Of greatest importance for the players of spellcasters, such as clerics, bards and magic-users, is the acquisition of magic spells and an explanation of how spells are used in the game. The following section provides details regarding the preparation, acquisition and casting of spells.

CHARACTER SPELLS

Before addressing specific spells, or their use and acquisition by spellcasters, it is important to understand the fundamental nature and differences between the magic they utilize.

The magic used by clerics, bards, druids, paladins, and rangers is classified as *divine magic* because it is granted to them after prayer to, reflection upon, or supplication to a deity or other powerful entity or elemental force. In most cases, clerics, bards and paladins receive their magic from deities or their intermediaries, who may limit or place special restrictions on its use. Druids and rangers gain their magic ability from more varied sources, be they primal forces, nature gods or elemental powers. Thus divine casters act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the duplication of specific spells, or types of spells, in their spell lists.

The magic used by magic-users and illusionists is classified as *arcane magic* because it is learned from ancient knowledge and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Magic-users and illusionists, like clerics and druids, have some spells in common - the two forms of *arcane magic* are closely related. Magic-users use their mystical knowledge to create and give form, or to enhance or physically alter an existing form. Illusionists, on the other hand, usually alter one's perception of form and reality rather than effect reality itself.

When the same spell appears on both the magic-user and illusionist spell lists, the casting and effect of the spell is different. Magic-users' magic deals with the real and concrete. Even though a magic-user may alter reality, that reality is typically perceived in the same way by everyone. Illusionists, however, alter each individual's perception of reality, sometimes to such effect that it allows those individuals to defy nature and its physical laws.

These differences affect game play in different ways, but at the least, create a fundamental difference between each of the seven spellcasting classes. Players and, more importantly, DMs need to keep these differences in mind.

PREPARING SPELLS

Methods for preparing and casting spells are generally the same for characters of all spellcasting classes. Spellcasters must prepare their spells for casting on a daily basis and they utilize roughly the same process to do so.

Magic-Users & Illusionists: Magic-users and illusionists learn complex, arcane formulas to harness magic and give it effect. Their spells are known as arcane spells, and both classes inscribe them, in their own unique language, in a spellbook. Each magic-user and illusionist begins play possessing an arcane tome of spells containing those spells they know how to prepare and cast. The number of spells of each level in the book is equal to the number of spells of that level the caster can prepare each day (including bonus spells) plus *read magic*. A magic-user's spellbook is typically quite large in size and thickness, using 1 page per spell level (0-level spells take up 1 page each). New spells may be learned and added to spellbooks through gaining a level, by copying them from another spellbook or from scrolls, and through research.

Each day, magic-users and illusionists memorize and prepare the spells they intend to cast during the day. A character's level limits the number of spells the character can prepare and cast each day, although a high or low intelligence score might grant bonus spells or limit the highest spell level available to them. A magic-user or illusionist must have access to a spellbook to study, and sufficient light to read in order to prepare the spells. A character can use a borrowed spellbook or a spellbook written by another magic-user to prepare a spell that the character already knows but must cast *read magic* first in order to decipher the writing in the book (see below).

A character needs to sleep and rest for a total of 8 hours each day before preparing spells. The character need not slumber for every minute of that time, but must refrain from movement, combat,

spellcasting or any other fairly demanding physical or mental task during the rest period. If the character's rest is interrupted, each interruption adds one hour to the total amount of time the character has to rest, in order to clear his mind. A character must have at least one hour of rest immediately prior to preparing spells for the day. If the character does not need to sleep for some reason, the character still must have eight hours of restful calm each day before preparing any spells.

In addition to the complete hour of rest immediately prior to preparing spells for the day, it takes 1 hour for a character to study a spellbook and memorize their full allotment of spells for the day. A character need not prepare a full complement of spells allowed per day, but preparing even one spell takes at least one hour of rest and another hour of study.

To prepare any spell, the character must have enough peace, quiet and comfort to allow for proper concentration. The character's surroundings must be free from overt distractions, such as nearby combat or other loud noises. Exposure to inclement weather might prevent the necessary concentration, as would any injury or failed saving throw the character might suffer while studying. Until a character prepares spells from a spellbook, the only spells available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a magic-user chooses which spells to prepare. If a character already has spells prepared from the previous day that have not been cast, the character can abandon some or all of them to make room for new spells.

A character can prepare the same spell more than once each day. Each preparation counts as one spell toward the character's daily limit for each spell level. If a spell has multiple versions, the character must choose which version to use when the character prepares it, unless the spell description specifies that the choice is made upon casting.

When preparing spells for the day, the character can leave some spell slots open. Later during that day, the character can repeat the preparation process as often as the character likes, time and circumstances permitting, to fill these unused spell slots. Like the first session of the day, this preparation takes at least an hour of game time. The character cannot, however, abandon a previously prepared spell to replace it with another one, or fill a slot that is empty because the character has cast a spell in the meantime. That sort of preparation can only be done during the first study period after resting 8 hours.

Once a character prepares a spell, it remains in the character's mind until the character triggers it through casting or until the character abandons it. Upon casting, the spell is purged from the character's mind. Certain other events, such as the disruption of a spell during casting, the effects of magic items or special attacks from monsters can wipe a prepared spell from a character's mind. If a character dies, all spells stored in the character's mind are wiped away.

Clerics, Bards, Druids, Paladins & Rangers: Divine casters prepare their spells in largely the same manner. They choose and prepare spells ahead of time, just as a magic-user or illusionist would, but clerics, bards, druids, paladins and rangers do not require spellbooks. Instead they select and prepare spells ahead of time, through prayer, recitation and/or meditation, at a particular time of day.

Some deities set the time or impose other special conditions for granting spells to divine casters. If some event prevents the character from praying at the proper time, the character must do so as soon as possible thereafter. If the character does not stop to pray for spells at the first opportunity, the character must wait until the next day to prepare spells.

The time required for a divine spellcaster to prepare spells is the same as for an arcane caster. There must be eight hours of rest each day before prayer, and at least one hour of that rest must be immediately prior to prayer. It takes 1 hour to pray for and receive one's daily allotment of spells. There must be a relatively peaceful environment in which to pray. Unlike arcane casters whose choice of spells is limited to those in their spellbook, a divine caster may pick any spell from the applicable spell lists... unless the character's deity imposes a restriction.

Like arcane casters, divine casters do not have to prepare all of their spells at once. Like arcane casters, divine casters cannot refill spell slots emptied through the casting or discarding of a prepared spell. In this and all other respects, the spell preparation rules for magic-users and illusionists apply to clerics, bards, druids, paladin and rangers.

ACQUIRING NEW SPELLS

Spellcasters, both arcane and divine, seek to add new spells to their repertoire, but the process for adding new spells is different for each group.

Magic-Users & Illusionists: Most arcane spellcasters desire, beyond all other treasure, the acquisition of new spells for their spellbooks. Magic-users and illusionists learn and add new spells through several methods.

1. *Gaining a Level:* Just as a fighter constantly practices with his weapons, a magic-user or illusionist spends time researching and learning about arcane magic and spells. When a character gains a new level, he chooses one new spell to add to his spellbook. The spell chosen must be of a level the character can cast. For example, upon attaining second level, a magic-user may add one additional 1st level spell to the character's spellbook. The magic-user automatically knows the spell and can prepare it.
2. *Deciphering Scrolls and Spellbooks:* To decipher spells in another's spellbook or a scroll, a character must first cast *read magic* on the spell to be deciphered. Once the character successfully casts *read magic*, the character can learn or attempt to learn a new spell and add it to a spellbook. The rules for adding new spells to a spellbook depend upon the source of the spell. Even reading spells already known by a character contained in another's spellbook requires the casting of *read magic*, because no two spells are inscribed alike.
Once a magic-user deciphers a spellbook or scroll, the character does not need to decipher it again to read it at a later time. Deciphering a magical writing allows the reader to identify the spell and gain some idea of its effects although the character must still learn the spell in order to cast it. Magical scrolls that are deciphered can be used.
3. *Learning and Copying Spells:* A character must first decipher the spells contained in a spellbook or scroll as described above. Thereafter, the character can learn the new spell from the book by spending one day per level of the spell being learned (0-level spells still take one day to learn) in study of it. If the person who created the spellbook is on hand to help the reader, the reader can learn the spell in one-half the normal time. The number of days necessary to learn the spell is reduced by a number of days equal to the character's intelligence modifier, to a minimum of one day. The Dungeon Master may choose to require the character to make a successful intelligence check to learn a new spell (after the necessary days of study). Once the new spell is learned, the character can copy it into his spellbook, as described below. The process of copying leaves the spellbook or scroll from which it was copied unharmed.
4. *Writing Spells:* Once a magic-user understands a new spell, it can be copied into a spellbook. The process requires one day per spell level. Zero-level spells require one day. A spell takes up 1 page of the spellbook per spell level (0-level spells take up 1 page each). A normal spellbook has 100 pages. Materials for writing a spell cost 25gp per page.
5. *Replacing Spellbooks:* A lost spellbook may be replaced through several methods. If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 25gp per page. The process wipes the prepared spell from the character's mind, just as casting it would. If the spell is not prepared the character may not reconstruct it from memory but can prepare it from a borrowed spellbook and then write it into a new book. Spells copied from a borrowed spellbook must first be deciphered. Duplicating an existing spellbook uses the same procedure as replacing it, except that the time requirement and cost per page are halved.
6. *Research:* A character can also research a spell independently, duplicating an existing spell from the spell list or creating an entirely new one. At the end of the process, the character must write the spell into a spellbook as described above.
7. *Reading a Scroll into a Spellbook:* A character must first decipher the spell contained on a scroll by casting *read magic*. Because a scroll is magical, and the reduction of the spell to the scroll involves all the necessary components for casting the spell from the scroll, a character can simply read a scroll into a spellbook. Doing so copies the spell to the character's spellbook, but destroys the scroll in the process.

Clerics, Bards, Druids, Paladin & Rangers: Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, the character learns the new spells from that level automatically. For example, a cleric reaching third level is granted knowledge of all spells on the second level cleric spell list by their deity. Additionally, a cleric or druid can research a spell independently. Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are high enough level) or write a special text, similar to a spellbook, to contain spells the character has independently researched.

Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and may normally cast the same type of spells as the written spell's creator (a paladin could learn to cast a spell written by a cleric, while a ranger could cast a spell written by a druid). The process requires deciphering the writing (see *Divine Magical Writings*, below).

Divine Magical Writings: Divine spells can be written down and deciphered just as arcane spells can, except that *read magic* is not used to do so. Instead, the character can decipher and learn the new spell from the book by spending one day per level of the spell being learned in study of it. Only characters who have the spell in question on their class-based spell lists can cast a divine spell from a scroll.

CASTING SPELLS

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The Dungeon Master applies whatever result a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). The spell descriptions indicate which components are necessary. Additionally, the character must concentrate to cast a spell (see below). If something interrupts the character's concentration while casting, the spell is lost and marked off of the character's list of prepared spells. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Spell durations are measured in rounds, minutes, turns or hours. When the duration expires, the spell's effect ends.

Casting 0-Level Spells: All spellcasters can prepare a number of 0-level spells, each day, as noted on their "spells per day" table. These spells are treated like any other spell, but are not expended when cast and may be used again.

Concentration: To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. Sometimes, the Dungeon Master may allow a *concentration* check (an intelligence check for arcane casters and a wisdom check for divine casters) to see if the spell is disrupted (and lost) or not (casting is completed). Spellcasters add their caster level to this check.

All spellcasters attempting to cast spells while engaged in melee must make a concentration check in order to successfully cast that spell. The penalty to this concentration check is equal to the level of the spell that is being cast. Additional penalties to this check could come from injuries sustained as the spell is being cast (see *simultaneous initiative* on page 55) or from being jostled or knocked about while casting.

If damaged, the added check penalty is based upon the damage taken as the spell is cast. The penalty is usually equal to 1 point per 5 points of damage dealt (round fractions normally) with a minimum, additional penalty of -1 applying to all concentration checks. As such, an attack that deals 16 points of damage would impose a check penalty of -3. For effects that do not directly deal damage the additional penalty is equal to the threat's level (usually the caster level for spells or hit dice for creature abilities).

Anything that could break the character's concentration when casting a spell can also break the concentration necessary to maintain a spell. A character can't cast a spell or attack while concentrating on another

one, but may move at their normal movement rate (though running would require a concentration check). The only spells the character can cast while grappling or pinned are those without somatic components and whose material components the character has in hand at the time. Even so, the Dungeon Master will often require a concentration check for the character to cast the spell. Vigorous motion, such as from riding a mount, the rocking of a small boat in rough water or simply being jostled in a similar fashion, might necessitate a concentration check.

Using Scrolls: Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *read magic*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared.

The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations scroll use, of course. A character must be of a class that can cast the type of spells contained on the scroll. A divine caster, for example, cannot cast arcane spells from a scroll.

A character can cast a spell from a scroll that they have not learned or recorded in their spellbook provided that it appears on their spell list. The character must be of a high enough level to cast the level of spell found on the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast (provided that it appears on their spell list) but must first make a concentration check to do so. A penalty to the concentration check equal to the level of the spell is applied to the roll. Failure indicates that the spell fails and the scroll is destroyed.

For example, a 2nd level magic-user deciphers a scroll bearing teleport, which is a 5th level spell. The magic-user attempts to cast the spell from the scroll, but he must first make a successful concentration check with a check penalty of -5.

Spells can be learned and copied from scrolls normally, and doing so does not destroy the scroll.

SPELL DESCRIPTION FORMAT

As mentioned, each spell is defined by a description of the effect it causes and a set of terms necessary for game play. The spell descriptions appear after the class spell lists. A summary reminder on spell format and terms appears prior to the spell descriptions, but the following provides more detail and information on spell terms.

SCHOOLS OF MAGIC

Spellcasters categorize their spells into schools. Each spell listed belongs to one of the following schools:

Abjuration: This school encompasses spells that protect others, prevent harm, and banish unwanted agents or creatures.

Alteration: This school focuses on the manipulation of structure. Its spells alter the form of living and inanimate things.

Conjuration/Summoning: Spells of this school bring into existence or call forth living or inanimate things. Casters of conjuration and summoning spells often gain temporary control over creatures that appear.

Divination: Such spells impart knowledge through the senses. Divination spells can reveal information about the truth of something or someone.

Enchantment/Charm: These spells enhance an object's properties or the attitude of a living creature. Some charm spells allow for the caster to control the target.

Evocation: This school handles energy manipulation. Evocation usually involves the caster controlling and morphing energy to create an object or effect. Invocation requires the assistance of a more powerful being.

Illusion/Phantasm: These spells trick and deceive their targets to believe that something else is occurring. Creatures encountering an illusion usually receive saving throws to recognize it if they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, while a failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw.

Some illusion/phantasm spells draw energy from the Plane of Shadow in order to create quasi-real objects and effects. A rule of illusion is that an illusion is only as good as the caster who created it. They draw from personal experience, so a caster cannot create a truly believable illusion unless he is intimately familiar with whatever he is attempting to create.

Necromancy: Death and undeath are the two most prevailing subject matters for necromancy, although some spells actually defy death by regenerating lost limbs and restoring life.

CASTING TIME

Most spells take one round to cast. A spell that takes one round to cast comes into effect during the caster's initiative turn for that round. Complex spells may take more time to cast, and such casting times are expressed in rounds, minutes, turns, hours or days. For relative understanding of casting time, remember that a round is 10 seconds long.

Spells that take more than one round to cast come into effect during the caster's initiative on the last round of the casting time for the spell.

RANGE

A spell's range is the maximum distance from the spellcaster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is only personal (the spell effects only the caster or emanates from the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. When targeting an unwilling creature with a touch spell, the caster must successfully touch his opponent with his hand. The spellcaster ignores the defender's armor and shield bonus to armor class, because they do not make the defender harder to touch. If the attacking spellcaster hits, the spell is delivered to the target creature.

There are also four distance ranges in AD&D: 30 feet (close), 100 feet (medium), 300 feet (long), and unlimited (reaching anywhere on the plane of existence). Some rare spells have no standard range category, just a range expressed in feet. Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range (unless otherwise stated in the spell's description).

TARGET OR AREA OF EFFECT

Spells that do not affect the caster personally generally have a target or affect a certain area. This part of a spell description defines the number of creatures, dimensions, volume, weight and so on that the spell affects, if it is not otherwise obvious from the spell's description.

Targeted Spells: Targeted spells are cast directly on creatures or objects, as defined by the spell itself. In most cases, the character must be able to see or touch the target, and the character must specifically choose that target. If the character casts a targeted spell on the wrong sort of target, the spell has no effect and is lost. If the target of a spell is the caster, the caster does not receive a saving throw and *magic resistance* does not apply.

Area Spells: Some spells affect an area. The character selects where the spell originates, but otherwise does not control which creatures or objects the spell will effect. Sometimes a spell describes a specially defined area, but usually an area falls into one of several categories:

Circle: The spell radiates from a chosen point of origin (or from the caster, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.

Cone: The cone shoots away from the character in the direction the character designates, starting directly before the character and widening out as it goes, though some spells affect all creatures in an area rather than individual creatures.

Cylinder: The character selects the center of a horizontal circle as the spell's point of origin; the spell shoots down from the circle, filling the cylinder.

Sphere: The spell radiates from a chosen point of origin (or from the caster, in some instance) affecting whatever it catches in its area of effect (a three dimensional globe).

Obstacle: Some spell effects like rays, spreads, and cones are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell the character casts. For circles, cones, cylinders, and spherical spells, the spell only affects areas, creatures and objects to which it has line of effect from its origin (a circle's center, a cone's starting point, a cylinder's circle, or a spherical spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

A caster aims a ray as if using a ranged weapon, but requires no attack roll to strike his target. The character must be able see the creature he is trying to hit, as with any other targeted spell. Note that intervening creatures and obstacles can block the caster's line of sight to his target. If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

Spreads and cones spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the caster cannot see. The caster must designate the point of origin for such an effect if the spell description does not specify one.

DURATIONS

Duration measures how long a spell's effect lasts. Durations are measured in rounds, minutes, turns, hours or some other increment. When the limit is up, the magic goes away and the spell ends. Some spells have a permanent duration and some require the caster to concentrate in order to maintain that spell's effect. A spellcaster can typically dismiss personal spells at will, before the duration ends, unless the spell description states otherwise. A spell that requires concentration is dismissible by its very nature. A character can't cast a spell or attack while concentrating on another one, but may move at their normal movement rate (running would require a *concentration* check).

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell but the character cannot maintain it for more than the stated duration in any event.

If a spell affects creatures directly, the effects travel with the subject for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to their duration's end. If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and become free of it when they leave. Certain spells last for a set duration, or until triggered or discharged.

SAVING THROW

Most harmful spells allow an affected creature to make a saving throw in order to avoid some or all of the spell's effect. A spell's description details whether that spell allows a saving throw, what type of saving throw is made and the effect of a successful save. If a spell does not include a saving throw entry, then assume no saving throw is allowed. A spell's saving throw penalty is always equal to the spellcaster's caster level unless specified otherwise. As such, a spell cast by a 9th level magic-user would impose a -9 check penalty on its target's saving throw.

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against area of effect spells.

A creature can voluntarily forego a saving throw and willingly accept a spell's result.

Negates: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject, but a successful saving throw means some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

MAGIC RESISTANCE: Magic resistance is a special defensive ability. A defender's *magic resistance* grants them an additional measure of protection against magical attacks. If a spell is being resisted by a defender with *magic resistance*, the caster of the spell must pass a *concentration* check (PHB, p. 62) modified by the target's *magic resistance* rating. If the caster fails this check, the spell has no effect.

The *magic resistance* line of the descriptive text of a spell description explains whether or not the *magic resistance* applies, as some spells are not affected by a target creature's *magic resistance*. *Magic resistance* applies even if a given spell also allows the target creature a saving throw. The effects of *magic resistance*, if any, are applied first, and then the creature may also make a saving throw. In most cases, *magic resistance* applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a wall of iron.

A creature with *magic resistance* must voluntarily drop the resistance in order to receive the effects of beneficial spells without the check described above. If a spell does not include a *magic resistance* entry, then assume no *magic resistance* check is allowed.

COMPONENTS

A spell's component's line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), material (M) or experience (XP) components. If the necessary components are not used, the casting fails. If a material component has a gold piece cost, the cost is listed; otherwise the character can assume that the actual materials involved have no significant monetary value, unless the Dungeon Master rules otherwise.

V (Verbal): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A *silence 15' radius* spell or a gag spoils the incantation. A *deafened* caster must make a *concentration* check to cast a spell with a verbal component.

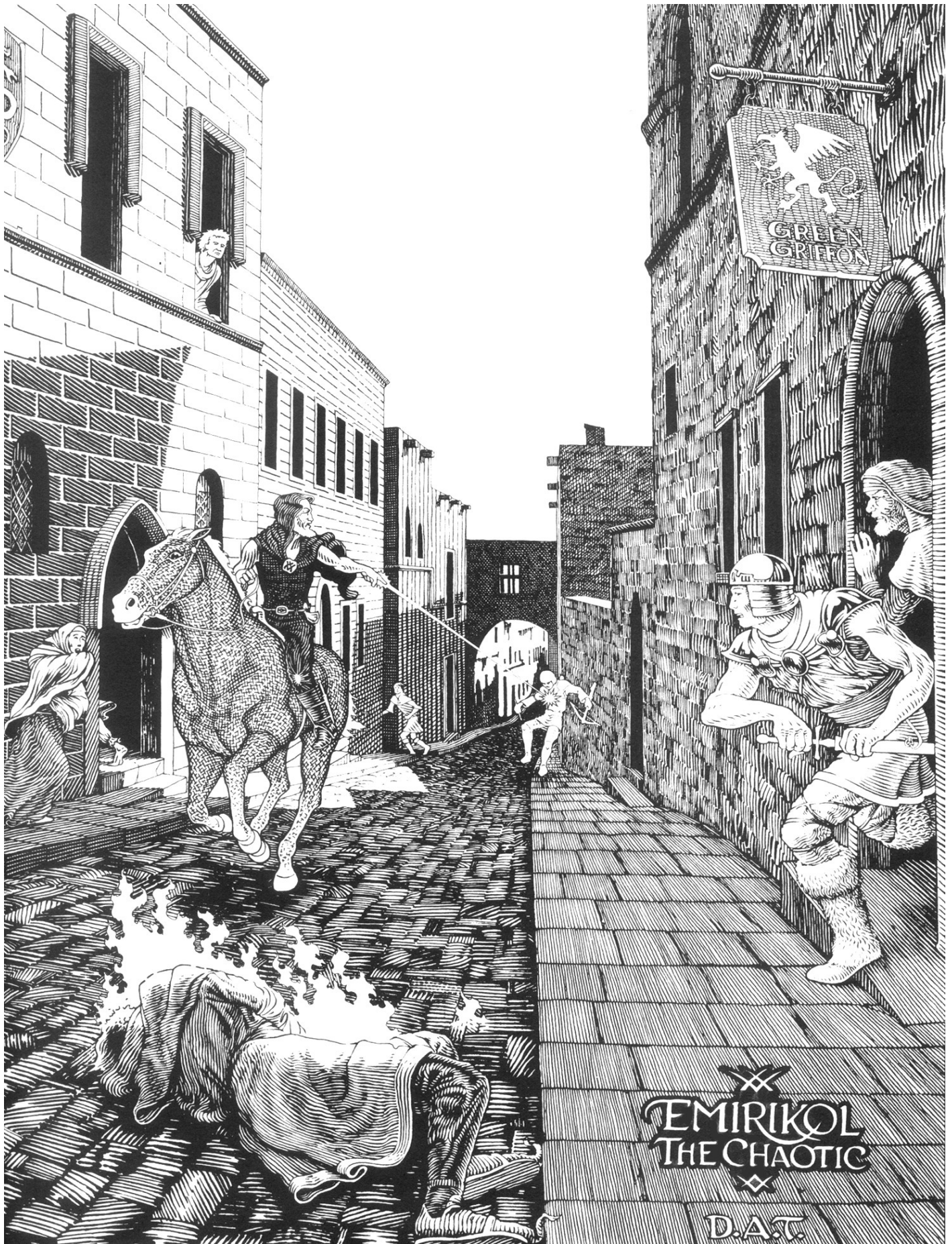
S (Somatic): A somatic component is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component.

M (Material): A material component is a physical substance or object that focuses a spellcaster's energies during the casting process. The component is generally destroyed in the process of casting a spell. Unless listed, the material component is a holy symbol for clerics and paladins, a musical instrument for bards, and a sprig of mistletoe for druids and rangers. Holy symbols, bardic instruments, and mistletoe sprigs are not destroyed through spellcasting.

XP (Experience): Some powerful spells entail an experience point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component - expended when you cast the spell, whether or not the casting succeeds.

REVERSIBLE SPELLS

Some spells are *reversible* (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Spellcasters with *reversible* spells must memorize the desired version. For example, a cleric who desires a *cause light wounds* spell must petition for this form of the *cure light wounds* spell when meditating and praying. Note that severe penalties can result if the spell choice is at variance with a divine spellcaster's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the priest's patron deity, as determined by the DM. When an arcane caster learns a reversible spell, both forms are recorded in their spell books. However, the arcane caster must still decide which version of the spell he desires to cast when memorizing the spell, unless the spell description specifically states otherwise. For example, a magic-user who has memorized *stone to flesh* and desires to cast *flesh to stone* must wait until the latter form of the spell can be memorized (i.e., rest eight hours and study). If he could memorize two 6th level spells, he could memorize each version once or one version twice.



EMIRIKOL
THE CHAOTIC
D.A.T.

SPELL TABLES

CLERICS

	0-Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1	<i>bind wounds</i>	<i>bless</i>	aid	animate dead	air walk
2	create water	<i>bless water</i>	augury	<i>continual light</i>	control water
3	detect magic	cause fear	<i>consecrate</i>	create food and water	dimensional anchor
4	detect poison	combine	<i>cure moderate wounds</i>	<i>cure blindness/deafness</i>	<i>detect lie</i>
5	light	command	darkness 15' radius	<i>cure disease</i>	dismissal
6	<i>purify food and drink</i>	<i>comprehend languages</i>	enthrall	<i>cure serious wounds</i>	divination
7	read magic	<i>cure light wounds</i>	find traps	dispel magic	exorcise
8		<i>detect evil</i>	hold person	feign death	freedom of movement
9		detect life	<i>know alignment</i>	glyph of warding	imbue with spell ability
10		detect undead	lesser restoration	locate object	improved enchanted weapon
11		enchanted weapon	remove paralysis	meld into stone	negative plane protection
12		endure elements	resist energy	obscure object	<i>neutralize poison</i>
13		invisibility to undead	silence 15' radius	prayer	restoration
14		magic stone	slow poison	<i>protection from evil 10' radius</i>	sending
15		penetrate disguise	speak with animals	<i>remove curse</i>	speak with plants
16		portent	speak with dead	sticks to snakes	spell immunity
17		<i>protection from evil</i>	spiritual weapon	<i>water breathing</i>	<i>tongues</i>
18		remove fear	zone of truth	water walk	
19		sanctuary			
20		shield of faith			
	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	atonement	aerial servant	banishment	antimagic shell	astral spell
2	break enchantment	animate object	control weather	dimensional lock	energy drain
3	commune	blade barrier	destruction	discern location	etherealness
4	<i>cure critical wounds</i>	conjure elemental	ethereal jaunt	earthquake	gate
5	<i>dispel evil</i>	<i>find the path</i>	<i>holy word</i>	<i>holy aura</i>	miracle
6	flame strike	forbiddance	improved restoration	improved spell immunity	mind blank
7	insect plague	geas/quest	improved scrying	symbol of death	soul bind
8	plane shift	<i>heal</i>	<i>regeneration</i>	symbol of insanity	
9	raise dead	heroes' feast	repulsion		
10	scrying	improved dispel magic	resurrection		
11	slay living	improved glyph of warding	stone tell		
12	symbol of pain	symbol of fear	symbol of stunning		
13	symbol of sleep	symbol of persuasion	symbol of weakness		
14	<i>true seeing</i>	wind walk			
15	word of recall				

BARDS (Clerics)

	0-Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1	audible glamer	alarm	animal messenger	arcane sight	animal summoning I
2	<i>bind wounds</i>	calm animals	animal trance	charm monster	break enchantment
3	dancing lights	cause fear	calm emotions	clairaudience / clairvoyance	<i>cure critical wounds</i>
4	detect magic	change self	<i>cure moderate wounds</i>	confusion	detect scrying
5	know direction	charm person or mammal	esp	<i>cure serious wounds</i>	dimension door
6	light	<i>comprehend languages</i>	enthrall	deep slumber	dominate person
7	message	<i>cure light wounds</i>	hold Person	<i>detect lie</i>	freedom of movement
8	prestidigitation	<i>detect evil</i>	<i>know alignment</i>	dispel magic	hallucinatory terrain
9	read magic	erase	locate object	fear	hold monster
10		friends	misdirection	illusionary script	legend lore
11		hypnotic pattern	scare	massmorph	locate creature
12		identify	shatter	nondetection	repel vermin
13		Nystul's magic aura	silence 15' radius	scrying	shout
14		obscure object	sound burst	secret page	speak with plants
15		obscurement	speak with animals		
16		penetrate disguise	suggestion		
17		remove fear	summon insects		
18		sleep	<i>tongues</i>		
19		Tasha's hideous laughter			
20		ventriloquism			

spells listed in *italics* are reversible

BARDS (Clerics), continued

	5 th Level	6 th Level
1	animal summoning II	animal summoning III
2	dream	analyze dweomer
3	improved dispel magic	demand
4	mass suggestion	<i>find the path</i>
5	mind fog	geas/quest
6	nightmare	improved scrying
7	seeming	mass charm
8	sending	Otto's irresistible dance
9	stone tell	veil
10	<i>true seeing</i>	vision



DRUIDS (Clerics)

	0-Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1	<i>bind wounds</i>	alarm	animal messenger	call lightning	air walk
2	create water	animal friendship	animal trance	<i>cure blindness/deafness</i>	animal summoning I
3	detect magic	calm animals	barkskin	<i>cure disease</i>	antiplant shell 10' radius
4	detect poison	<i>cure light wounds</i>	charm person or mammal	<i>cure moderate wounds</i>	call woodland beings
5	know direction	detect animals or plants	<i>enlarge animal</i>	dominate animal	command plants
6	light	<i>detect evil</i>	feign death	improved magic fang	control water
7	<i>purify food and drink</i>	detect snares and pits	fog cloud	meld into stone	<i>cure serious wounds</i>
8		endure elements	fire trap	<i>neutralize poison</i>	dimension door
9		entangle	flame blade	<i>plant growth</i>	dispel magic
10		faerie fire	gust of wind	protection from energy	freedom of movement
11		goodberry	<i>heat metal</i>	pyrotechnics	hallucinatory terrain
12		invisibility to animals	hold animal	shape wood	hold plant
13		magic fang	<i>know alignment</i>	snare	<i>produce fire</i>
14		magic stone	lesser restoration	speak with plants	reincarnate
15		obscurement	resist energy	spike growth	repel vermin
16		pass without trace	soften earth and stone	sticks to snakes	restoration
17		<i>produce flame</i>	summon insects	stone shape	scrying
18		shillelagh	tree	wall of wind	sleet storm
19		slow poison	<i>warp wood</i>	<i>water breathing</i>	spike stones
20		speak with animals			

	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	<i>animal growth</i>	animal summoning III	animate plants	animate rock	<i>antipathy</i>
2	animal summoning II	antilife shell	changestaff	chariot of Sustarre	elemental swarm
3	atonement	confusion	control weather	control plants	foresight
4	commune with nature	conjure elemental	creeping doom	earthquake	<i>regenerate</i>
5	control winds	<i>find the path</i>	fire storm	finger of death	shambler
6	<i>cure critical wounds</i>	feeblemind	<i>heal</i>	reverse gravity	shapechange
7	ice storm	fire seeds	heroes' feast	sunburst	storm of vengeance
8	insect plague	geas/quest	improved scrying	turn metal or stone	
9	negative plane protection	improved dispel magic	sunray	whirlwind	
10	plant door	liveoak	transmute metal to wood		
11	stoneskin	move earth	<i>true seeing</i>		
12	<i>transmute rock to mud</i>	stone tell	wind walk		
13	wall of fire	transport via plant	word of recall		
14	wall of stone	turn wood			
15	wall of thorns				

spells listed in *italics* are reversible

MAGIC-USERS

	0-Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1	audible glamer	affect normal fires	alter self	arcane sight	animate dead
2	dancing lights	alarm	darkness 15' radius	blink	charm monster
3	detect magic	animate rope	darkvision	clairaudience / clairvoyance	confusion
4	detect poison	armor	detect invisibility	<i>continual light</i>	detect scrying
5	light	burning hands	esp	deep slumber	dimensional anchor
6	mending	cause fear	flaming sphere	dispel magic	dimension door
7	message	charm person	forget	explosive runes	Evard's black tentacles
8	prestidigitation	<i>comprehend languages</i>	gust of wind	feign death	fear
9	read magic	<i>detect evil</i>	invisibility	fireball	fire shield
10	wizard mark	enchanted weapon	knock	flame arrow	fire trap
11	write	<i>enlarge person</i>	<i>know alignment</i>	fly	hallucinatory terrain
12		erase	Leomund's trap	gaseous form	ice storm
13		feather fall	levitate	<i>haste</i>	improved invisibility
14		find familiar	locate object	hold person	Leomund's secure shelter
15		friends	magic mouth	improved enchanted weapon	locate creature
16		grease	Melf's acid arrow	invisibility 10' radius	massmorph
17		hold portal	mirror image	Leomund's tiny hut	minor globe of invulnerability
18		identify	misdirection	lightning bolt	monster summoning II
19		jump	obscure object	monster summoning I	Otiluke's resilient sphere
20		magic missile	protection from normal missiles	nondetection	polymorph
21		mount	pyrotechnics	protection from energy	Rary's mnemonic enhancer
22		Nystul's magic aura	ray of enfeeblement	<i>protection from evil 10' radius</i>	remove curse
23		portent	rope trick	sepia snake sigil	scrying
24		<i>protection from evil</i>	scare	shrink item	shout
25		run	shatter	sleet storm	solid fog
26		shield	spider climb	stinking cloud	stone shape
27		shocking grasp	strength	suggestion	stoneskin
28		sleep	Tasha's hideous laughter	<i>tongues</i>	wall of fire
29		Tenser's floating disk	web	wall of wind	wall of ice
30		unseen servant	wizard lock	<i>water breathing</i>	wizard eye
	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	airy water	analyze dweomer	banishment	<i>antipathy</i>	astral spell
2	Bigby's interposing hand	antimagic shell	Bigby's grasping hand	Bigby's clenched fist	Bigby's crushing hand
3	break enchantment	Bigby's forceful hand	control weather	binding	crystalbrittle
4	cloudkill	chain lightning	delayed blast fireball	clone	dominate monster
5	cone of cold	contingency	Drawmij's instant summons	demand	energy drain
6	contact other plane	control water	ethereal jaunt	dimensional lock	etherealness
7	conjure elemental	death spell	forcecage	discern location	foresight
8	dismissal	disintegrate	improved arcane sight	glassteel	freedom
9	dominate person	eyebite	improved scrying	improved planar binding	gate
10	fabricate	<i>flesh to stone</i>	insanity	improved prying eyes	imprisonment
11	feeblemind	geas/quest	limited wish	incendiary cloud	meteor swarm
12	hold monster	glassee	mass invisibility	iron body	monster summoning VII
13	Leomund's lamentable belaborment	globe of invulnerability	monster summoning V	mass charm	Mordenkainen's disjunction
14	Leomund's secret chest	guards and wards	Mordenkainen's magnificent mansion	maze	power word kill
15	lesser planar binding	improved dispel magic	Mordenkainen's sword	mind blank	prismatic sphere
16	monster summoning III	invisible stalker	phase door	monster summoning VI	shapechange
17	Mordenkainen's faithful hound	legend lore	plane shift	Otiluke's telekinetic sphere	soul bind
18	magic jar	monster summoning IV	power word blind	Otto's irresistible dance	time stop
19	passwall	Mordenkainen's lucubration	prismatic spray	polymorph any object	wish
20	permanency	move earth	reverse gravity	power word stun	
21	prying eyes	Otiluke's freezing sphere	sequester	prismatic wall	
22	sending	planar binding	simulacrum	Serten's spell immunity	
23	symbol of pain	repulsion	spell turning	symbol of death	
24	symbol of sleep	symbol of fear	statue	symbol of insanity	
25	telekinesis	symbol of persuasion	symbol of stunning	temporal stasis	
26	teleport	Tenser's transformation	symbol of weakness	trap the soul	
27	<i>transmute rock to mud</i>	<i>true seeing</i>	teleport without error		
28	wall of force	wall of iron	vision		
29	wall of stone				

spells listed in *italics* are reversible

ILLUSIONISTS (Magic-Users)

	0-Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1	audible glamer	animate rope	alter self	arcane sight	charm monster
2	dancing lights	armor	blur	blink	confusion
3	detect magic	cause fear	<i>cure blindness/deafness</i>	clairaudience / clairvoyance	detect scrying
4	light	change self	darkness 15' radius	<i>continual light</i>	dimension door
5	message	charm person	darkvision	deep slumber	hallucinatory terrain
6	prestidigitation	color spray	esp	<i>detect lies</i>	illusory wall
7	read magic	<i>comprehend languages</i>	feign death	dispel magic	improved invisibility
8	wizard mark	<i>defect evil</i>	fog cloud	explosive runes	minor creation
9	write	detect invisibility	forget	fear	minor globe of invulnerability
10		detect secret doors	illusionary script	hold person	phantasmal killer
11		erase	invisibility	improved phantasmal force	polymorph
12		faerie fire	<i>know alignment</i>	invisibility purge	rainbow pattern
13		find familiar	Leomund's trap	invisibility 10' radius	Rary's mnemonic enhancer
14		friends	magic mouth	massmorph	<i>remove curse</i>
15		hypnotic pattern	mirror image	nondetection	scrying
16		identify	misdirection	phantom steed	shadow conjuration
17		Nystul's magic aura	phantasmal force	rope trick	shout
18		obscurement	pyrotechnics	sepia snake sigil	solid fog
19		silent image	scare	suggestion	wizard eye
20		sleep	secret page	<i>tongues</i>	
21		ventriloquism	Tasha's hideous laughter		
	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	break enchantment	analyze dweomer	Drawmij's instant summons	<i>antipathy</i>	astral spell
2	chaos	antimagic shell	ethereal jaunt	demand	dominate monster
3	dominate person	contingency	improved arcane sight	<i>find the path</i>	etherealness
4	dream	death fog	improved scrying	improved prying eyes	foresight
5	fabricate	eyebite	improved shadow conjuration	improved shadow evocation	polymorph any object
6	false vision	feeblemind	insanity	mass charm	power word kill
7	hold monster	globe of invulnerability	limited wish	maze	prismatic sphere
8	major creation	improved dispel magic	mass invisibility	mind blank	shades
9	mind fog	invisible stalker	phase door	Otto's irresistible dance	weird
10	mirage arcana	legend lore	power word blind	power word stun	wish
11	Mordenkainen's faithful hound	mass suggestion	prismatic spray	prismatic wall	
12	nightmare	mislead	project image	scintillating pattern	
13	persistent image	Mordenkainen's lucubration	repulsion	screen	
14	prying eyes	permanent image	sequester	symbol of death	
15	seeming	programmed image	simulacrum	symbol of insanity	
16	sending	shadow walk	statue		
17	shadow evocation	summon shadow	symbol of stunning		
18	symbol of pain	symbol of fear	symbol of weakness		
19	symbol of sleep	symbol of persuasion	vision		
20	<i>true seeing</i>	veil			

spells listed in *italics* are reversible



SPELL DESCRIPTIONS

Aerial Servant

Conjuration/Summoning

Level: Cleric 6

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Effect: One summoned creature

Duration: 1 day/caster level (dismissible)

Saving Throw: None

This spell summons an invisible *aerial servant* (see the *MONSTER MANUAL*) to do the bidding of the cleric who conjured it. The creature does not fight directly, but obeys the command of the cleric with respect to finding and returning with whatever object or creature that is described to it. Of course the object or creature must be such as to allow the aerial servant to physically bring it to the cleric or his assign.

The spell lasts for a maximum of 1 day for each level of experience of the cleric who cast it. The aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is *dispelled*, the cleric releases it or the cleric is slain.

The aerial servant will always attack by complete surprise when sent on a mission and gains the benefit of a surprise round in combat unless the target creature is able to detect *invisible* creatures, in which case initiative is determined normally.

If summoned to retrieve an object it will attempt to take that object from its holder and, if summoned to retrieve a creature against that creature's will, will attempt to subdue that creature before carrying it back to the summoning cleric.

Affect Normal Fires

Alteration

Level: Magic-User 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Area: 10' radius circle

Duration: 1 turn/caster level

Saving Throw: None

Magic Resistance: No

This spell enables the magic-user to cause non-magical fires - from as small as a torch or lantern to as large as the area of effect - to reduce in size and brightness to become a dim glow or increase in light to twice its normal intensity, which increases the illumination to double the its normal radius. Note that this does not affect either fuel consumption or damage caused by the fire.

The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all non-magical flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

Aid

Enchantment/Charm

Level: Cleric 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

Aid grants the touched target a +1 on attack rolls and saves against fear effects (as a *bless* spell), plus 2d8+4 temporary hit points. These temporary hit points are lost first when an *aided* character is wounded and, once lost, may not be healed. At the end of the spell's duration any remaining temporary hit points are lost.

Air Walk

Alteration

Level: Cleric 4, Druid 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air-walker's normal movement rate.

A strong wind (20+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air-walker 5 feet for each 5 miles per hour of wind speed beyond 15 mph. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of distance fallen. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if an *antimagic shell* negates it.

Airy Water

Alteration

Level: Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area of Effect: 20' radius hemisphere, centered on you

Duration: 3 turns/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The *airy water* spell turns normal liquid such as water or water-based infusions or solutions to a less dense, breathable substance. Thus, if the magic-user wished to enter an underwater place, he would step into the water, cast the spell and sink downwards in a hemisphere of bubbling water that he and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water.

The hemisphere will move with the spellcaster. Note that water-breathing creatures will avoid a hemisphere of *airy water*, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic and the material component of the spell is a small handful of alkaline or bromine salts.

Alarm

Abjuration

Level: Bard 1, Druid 1, Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: 20' radius circle centered on a point in space

Duration: 2 hours/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

Alarm sounds a mental or audible alarm each time any creature larger than a normal rat - anything larger than about ½ cubic foot in volume or more than about three pounds in weight - enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. Ethereal or astral creatures do not trigger the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise

disturb concentration. A *silence 15' radius* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence 15' radius* spell cannot hear the ringing.

Alarm can be made permanent with a *permanency* spell.

Arcane Material Component: A tiny bell and a piece of very fine silver wire. These are not consumed by this spell's casting.

Alter Self

Alteration

Level: Magic-User 2, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/caster level (dismissible)

When this spell is cast, the caster can alter his appearance and form - including clothing and equipment - to appear taller or shorter; thin, fat, or in between; human, demihuman, humanoid or any other generally man-shaped bipedal creature. The new form must be of the same size category as the caster's true form.

If the form selected has wings, the magic-user can actually fly, but at only 1/2 of the movement rate (rounded to the nearest 5' increment) of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the caster can breathe underwater as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form. Likewise he retains whatever sensory powers he had before the spell was cast, and does not gain the sensory powers of his new form.

The caster's hit dice, hit points, attack rolls, armor class and saving throws do not change. The spell does not confer special abilities, attack forms or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back to his natural form at will, though this ends the spell immediately. A caster who is slain automatically returns to his normal form.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item) or melds into the new form and becomes non-functional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry on a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

A creature using *alter self* to impersonate another person gains a +5 bonus *disguise* ability checks. If the creature does not have the *disguise* ability it may make a charisma check, with no level modifier, to affect a *disguise*.

Analyze Dweomer

Divination

Level: Bard 6, Magic-User 6, Illusionist 6

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Targets: One object or creature per caster level

Duration: 1 round/caster level (dismissible)

Saving Throw: See text

Magic Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round you may examine a single creature or object that you can see. In the case of a magic item you learn its functions, how to activate its functions (if appropriate) and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect and its caster level.

A creature examined through this spell may attempt a wisdom save (if the caster is a bard) or intelligence save to resist this effect. If the save

succeeds you learn nothing about the creature except what you can discern by looking at it. A creature that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Arcane Material Component: A tiny lens of ruby or sapphire, worth at least 1,500 gp, set in a small golden loop. It is not expended by the casting of this spell.

Animal Friendship

Enchantment/Charm

Level: Druid 1

Components: V, S, M

Casting Time: 1 hour

Range: 30' (Close)

Target: Up to 2 HD of animals per caster level, no two of which can be more than 30' apart, see text

Duration: Permanent

Saving Throw:

Charisma negates

Magic Resistance: Yes

By means of this spell the caster is able to show any animal of animal intelligence to semi-intelligence (i.e. intelligence 1-4) that he desires friendship. If the animal does not roll a successful charisma saving throw immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster as an animal companion.

The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal three specific tricks or tasks for each point of intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly. Characters with the *profession (animal handler)* skill for the type of animal befriended may teach that animal 2 tricks per week.

The caster can use this spell to attract up to 2 hit dice of animal(s) per caster level to his residence or holy site (typically a druidic grove). This is also the maximum total hit dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level.

No single animal may have hit dice greater than the druid's caster level and no more than 1 hit die's worth of animal companions per caster level may accompany the caster should he leave his holy site, grove or refuge. Aligned animals can only be attracted, befriended and trained by similarly aligned casters.

Material Component: The material components of this spell are a sprig of mistletoe and a piece of food liked by the animal, which is consumed when the spell is cast.

Animal Growth (reversible)

Alteration

Level: Druid 5

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Targets: Up to 1 HD of animals per caster level, no two of which can be more than 30' apart

Duration: 1 round/caster level

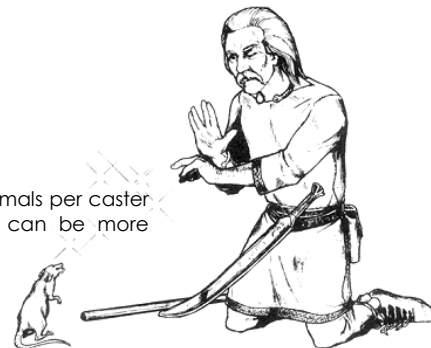
Saving Throw: Wisdom negates

Magic Resistance: Yes

A number of animals, with hit dice totaling no more than the druid's level, grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest (from Small to Medium or from Medium to Large).

The effects of this growth are doubled hit dice (with its consequential improvement in attack rolls and saving throws) and an increase in the damage dealt by the animal's natural attacks (increase the damage by one die type). The spell lasts for one round for each level of experience of the druid casting the spell.

The reverse of this spell, *shrink animal*, causes a number of animals to



shrink to half of their size and one quarter of their normal weight. This alteration changes each animal's size category to the next smallest (from Medium to Small or from Large to Medium).

The effects of this growth are halved hit dice (with the attendant penalties to attack rolls) and a reduction in damage dealt by the animal's natural attacks (decrease the damage by one die type). The spell lasts for one round for each level of experience of the druid casting the spell.

Only natural animals, including giant forms, can be affected by *animal growth* or *shrink animal*.

Material Component: The material components of this spell are a sprig of mistletoe and a pinch of powdered bone, which is expended when the spell is cast.

Animal Messenger

Enchantment/Charm

Level: Bard 2, Druid 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One Small-sized animal

Duration: One day/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

You compel a Small animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Material Component: A morsel of food the animal likes. This is expended when the spell is cast

Animal Summoning I

Conjuration/Summoning

Level: Bard 4, Druid 4

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: One or more creatures, no two of which can be more than 30' apart

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This spell summons up to 8 hit dice of animals, though no single animal may have more than 4 hit dice. They appear where you designate (within 30') and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies or to perform other actions.

Creatures cannot be summoned into an environment that cannot support them. Other than various sorts of giant animals; fantastic animals or monsters cannot be summoned by this spell, i.e. no chimerae, dragons, gorgons, manticores, etc.

Animal Summoning II

Conjuration/Summoning

Level: Bard 5, Druid 5

Effect: One or more creatures, no two of which can be more than 30' apart

This spell functions like *animal summoning I*, except that you can summon up to 10 hit dice of animals, though no single animal may have more than 5 hit dice.

Animal Summoning III

Conjuration/Summoning

Level: Bard 6, Druid 6

Effect: One or more creatures, no two of which can be more than 30' apart

This spell functions like *animal summoning I*, except that you can summon up to 12 hit dice of animals, though no single animal may have more than 6 hit dice.

Animal Trance

Enchantment/Charm

Level: Bard 2, Druid 2

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Targets: 2d6 hit dice of animals

Duration: Concentration (see text)

Saving Throw: Charisma negates

Magic Resistance: Yes

Your swaying motion and music (or singing, or chanting) compels animals to do nothing but watch you. Only animals with animal intelligence to semi-intelligence (i.e., intelligence 1-4) can be *fascinated* by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you *fascinate*. The closest targets are selected first until no more targets within range can be affected.

Fascinated creatures suffer a -4 penalty to their armor class and to all saving throws, and are treated as *surprised* if attacked. Any attack on a *fascinated* creature breaks the effect.

Animate Dead

Necromantic

Level: Cleric 3, Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: One or more corpses

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than your caster level with a single casting of *animate dead*. (*Desecrate* doubles this limit).

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

- **Skeletons:** A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.
- **Zombies:** A zombie can be created only from a mostly intact corpse.

Material Component: You must place a black onyx gem worth at least 25 gp per hit die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells. Clerics must also have their holy symbol at hand when casting this spell.

Animate Object

Alteration

Level: Cleric 6

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Area of Effect: One Small object per 2 caster levels; see text

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: No

You imbue inanimate, non-magical objects with mobility and a semblance of life. Each animated object immediately attacks whomever or whatever you initially designate.

An animated object can be of any non-magical material. The animated objects attack whomever or whatever the cleric first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc.

The speed of movement of the object is dependent upon its means of propulsion and its weight. Thus a large stone pedestal would rock forward at 20' per round while a slithering object could move at 45' per round. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a 60' movement rate. Objects with multiple legs (tables, chairs) have a movement rate of 75' per round. Wheeled objects have a movement rate of 90'. Objects might have additional modes of movement as well. A wooden object can float and has a movement rate on water equal to half its land speed. A rope or similar sinuous object can climb at half of its normal speed. A sheet-like object can fly (Maneuverability Class E) at half its normal movement rate.

The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike at their targets, or possibly wrap around and trip as do light, supple objects. Hard objects can crush or strike, with larger objects dealing more damage.

As a general guideline, assume that all animated objects have an armor class of 15. Small objects will have 15 hit points, Medium objects will have 30 hit points and Large objects will have 45 hit points. All attack as if their hit dice equaled the spellcaster's level. Animated objects deal 1d4 points of damage per size category (Small objects deal 1-4, Medium objects deal 2d4 and Large objects deal 3d4 points of damage).

Stone or hard metal objects take only ½ damage from piercing and slashing weapons, while supple materials (such as rope or cloth) only take ½ damage from bludgeoning and piercing weapons (fractional damage is rounded down).

You may animate one Small or smaller object or an equivalent number of larger objects per 2 caster levels. A Medium object counts as two Small or smaller objects, a Large object as four Small objects. As such, a 12th level cleric may animate either 6 Small objects or its equivalent in larger objects. This spell cannot animate objects carried or worn by a creature.

Animate object can be made permanent with a *permanency* spell.

Animate Plants

Alteration

Level: Druid 7

Components: V

Casting Time: 1 round

Range: 30' (Close)

Targets: One Small plant per 2 caster levels; see text

Duration: 1 round/caster level or 1 hour/caster level; see text

Saving Throw: None

Magic Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an *animated object*. In all other respects this spell functions as the *animate objects* spell.

Animate plants cannot affect plant creatures, nor does it affect non-living vegetable material. Animated plants take only take ½ damage from piercing or blunt weapons (round fractions down).

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle* spell. *Magic resistance* does not keep creatures from being *entangled*. This effect lasts 1 hour per caster level.

Animate Rock

Alteration

Level: Druid 8

Components: V

Casting Time: 1 round

Range: 30' (Close)

Targets: One Small rock per 2 caster levels; see text

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: No

You imbue inanimate, non-magical rocks with mobility and a semblance of life. Each animated rock creature then immediately attacks whomever or whatever you initially designate as though it were an animated object.

Animated rock creatures follow the guidelines for *animated objects* but are stronger than those created through the *animate object* or *plants* spells. Assume that Small animated rocks have 30 hit points, Medium animated rocks will have 45 hit points and Large animated rocks will have 60 hit points. All attack as if their hit dice equaled the spellcaster's level. *Animated rocks* have an armor class of 18 and take only ½ damage from piercing and slashing weapons (round fractions down). In all other respects this spell functions as the *animate object* spell.

Animate rock cannot affect rock creatures such as elementals, galeb duhrs or stone golems. The spell cannot animate rocks carried or worn by a creature.

Animate Rope

Alteration

Level: Magic-User 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Target: One ropelike object, length up to 50' + 5'/caster level; see text

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: No

You can animate a non-living, non-magical ropelike object. The maximum length assumes a rope with a 1 inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round, as if directing an active spell.

A typical 1 inch diameter hempen rope has 10 hit points and an armor class of 15. Piercing and bludgeoning weapons only deal ½ damage to an animated rope (round fractions down).

The rope can attack only a creature or an object within 5 feet of it - it does not snake outward - so it must be thrown at or near the intended target. Immediately following this, the rope springs towards its intended target in an attempt to grapple (it attacks and makes grapple checks as a creature with hit dice equal to the caster level of the spell), gaining a +4 bonus to its grapple checks.

The only spells the character can cast while grappling or pinned are those without somatic components. A grappled caster must also have the required material components at hand in order to cast. Even so, the Dungeon Master will often require a concentration check for the character to cast the spell.

A grappled creature can break the hold by making an opposed strength common ability check against the rope, which gets a +5 bonus to its grapple checks. Unless the creature moves away from the rope, it will attempt to grapple the same creature again.

The rope itself and any knots tied in it are not magical. The spell cannot animate ropes carried or worn by a creature.

Antilife Shell

Abjuration

Level: Druid 6

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 10' radius sphere, centered on you

Duration: 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

You bring into being a mobile, spherical energy field that prevents the entrance of most types of living creatures. The effect hedges out living creatures but not animated creatures, elementals, extraplanar creatures or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Antimagick Shell

Abjuration

Level: Cleric 8, Magic-User 6, Illusionist 6

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 10' radius sphere, centered on you

Duration: 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: See text

An invisible, spherical barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells and spell-like powers. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagick shell* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not *dispel* it. Time spent within an *antimagick shell* counts against the suppressed spell's duration.

Summoned creatures of any type are dispelled if they enter an *antimagick shell*. If you cast *antimagick shell* in an area occupied by a summoned creature that has *magic resistance*, you must make *concentration* check (p. 62) modified by the target's MR rating.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other animated creatures that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead and extraplanar creatures are likewise unaffected unless summoned. These creatures' spell-like powers, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagick shells* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere* and *prismatic wall*, remain unaffected by *antimagick shell* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

Antipathy (reversible)

Enchantment/Charm

Level: Druid 9, Magic-User 8, Illusionist 8

Components: V, S, M

Casting Time: 1 hour

Range: 30' (Close)

Target: One location (up to a 10' cube/caster level) or one object

Duration: 2 hours/caster level (dismissible)

Saving Throw: Charisma partial

Magic Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature (i.e. dwarf, elf, human, troll, zombie) to be affected must be named specifically. Alternately, the specific alignment to be repelled must be named. Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's dexterity modifier to ability checks, ranged and finesse attack rolls, initiative checks, and armor class by 2.

The reverse of the spell, *sympathy*, causes an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy* and vice versa.

Arcane Material Component: A lump of alum soaked in vinegar or, for *sympathy*, a drop of honey. These are expended when the spell is cast.

Antiplant Shell 10' Radius

Abjuration

Level: Druid 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: 10' radius sphere, centered on the target

Duration: 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile sphere that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Arcane Sight

Divination

Level: Bard 3, Magic-User 3, Illusionist 3

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 120' cone

Duration: 1 minute/caster level (dismissible)

This spell makes your eyes glow blue and allows you to see magical auras within a cone that extend to 120 feet (24"). The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell.

If you concentrate on a specific creature within 120 feet of you for 1 round you can determine whether it has any spellcasting or spell-like powers, whether these are arcane or divine (spell-like powers register as arcane) and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a *permanency* spell.

Armor

Abjuration

Level: Magic-User 1, Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 hour/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: No

By means of this spell, the magic-user creates a magical field of force that serves as if it were chainmail armor (+4 bonus to armor class). The spell has no effect on a person already armored and/or employing a shield but is cumulative with the *shield* spell. A *ring* or *cloak of protection* may be used with the *armor* spell, though *bracers of defense* may not.

The *armor* spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance.

The material component is a piece of finely cured leather that has been *blessed* by a cleric.

Astral Spell

Conjuration/Summoning

Level: Cleric 9, Magic-User 9, Illusionist 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You and 1 additional, willing creature per two caster levels

Duration: See text

Saving Throw: None

Magic Resistance: Yes

By freeing your spirit from your physical body this spell allows you to project an astral body onto another plane altogether. You can bring

the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken you are killed, astrally and physically. Luckily very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although *astral* bodies are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form (which ends the spell), the severing of the silver cord (which kills you) or the destruction of your body back on the Material Plane (which also kills you).

Material Component: A silver cord worth 5 gp for each person to be affected. These are not consumed when the spell is cast.

Atonement

Abjuration

Level: Cleric 5, Druid 5

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 5,000 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

- **Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.
- **Restore Class:** A paladin who has lost his class features due to committing an evil act may have his paladinhood restored to him by this spell.
- **Restore Divine Spell Powers:** A cleric, bard, druid, paladin or ranger who has lost the ability to cast spells by incurring the anger of his deity may regain that ability by seeking *atonement* from another cleric of the same deity (or from a druid with a similar ethos).
- **Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its

original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on extraplanar creatures or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic or lawful.

Note: Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his alignment drastically, suddenly and definitively.

Material Component: Burning incense. In addition to your holy symbol, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 5,000 XP per casting (see above).

Audible Glamer

Illusion/Phantasm

Level: Bard 0, Magic-User 0, Illusionist 0

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: Illusory sounds

Duration: 1 round/caster level (dismissible)

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: No

Audible glamer allows you to create a volume of sound that rises, recedes, approaches or remains at a fixed place. You choose what type of sound *audible glamer* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus talking, singing, shouting, walking, marching or running sounds can be created. The noise an *audible glamer* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting, while a roaring lion is equal to the noise from sixteen humans. *Audible glamer* can enhance the effectiveness of a *silent image* spell.

Audible glamer can be made permanent with a *permanency* spell. **Arcane Material Component:** A bit of wool or a small lump of wax.

Augury

Divination

Level: Cleric 2

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

In order to receive a meaningful reply the DM secretly makes a wisdom common ability check, with a -5 penalty, on the caster's behalf. If this check succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*. Furthermore, a question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp, which is consumed when the spell is cast. The spell also uses a set of marked sticks, bones, cards or similar tokens of at least 25 gp value, which are not destroyed when the spell is cast.

Banishment

Abjuration

Level: Cleric 7, Magic-User 7

Components: V, S, M; see text

Casting Time: 1 round

Range: 30' (Close)

Targets: One or more extraplanar creatures, no two of which can be more than 30' apart

Duration: Instantaneous

Saving Throw: Wisdom or intelligence negates

Magic Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 hit dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears or otherwise opposes. For each such object or substance, you gain a +1 bonus to your intelligence (for arcane casters) or wisdom (for divine casters) check when making *magic resistance*-based *concentration* checks (p. 62). Furthermore, the target's saving throw penalty increases by 1 for each item used. Up to three objects can be used to augment this spell. Certain rare items might work twice as well as a normal item for the purpose of these bonuses (DM's discretion).

Barkskin

Alteration

Level: Druid 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

When the druid casts the *barkskin* spell upon a creature, its armor class improves by 2 because the creature's skin becomes as tough as bark. In addition to mistletoe, the caster must have a handful of bark from an oak as the material component of the spell.

Bigby's Clenched Fist

Evocation

Level: Magic-User 8

Components: V, S, M

This spell functions like *Bigby's interposing hand*, except that the hand can interpose itself, push or strike one opponent that you select. The floating hand can move as far as 60' and attack in the same round. Since this hand is directed by you, its ability to notice or attack *invisible* or *concealed* creatures is no better than yours.

The *hand* attacks once per round, always striking its target. The hand deals 2d10 points of damage on each attack, and any creature struck must make a strength save (modified by the spellcaster's caster level) or be stunned for 1 round. Directing the spell to a new target requires the caster to concentrate for 1 round. *Bigby's clenched fist* can also interpose itself as *Bigby's interposing hand* does or can *bull rush* or *push* an opponent as *Bigby's forceful hand* does, but with a +4 bonus on the strength check because of its Large size (assuming its target is Medium-sized). The hand gains the caster's full level bonus to any strength checks it makes.

Arcane Material Component: A leather glove, which is not destroyed when the spell is cast.

Bigby's Crushing Hand

Evocation

Level: Magic-User 9

Components: V, S, M

This spell functions like *Bigby's interposing hand*, except that the hand can interpose itself, push or crush one opponent that you select.

Bigby's crushing hand can grapple an opponent like *Bigby's grasping hand* does. The *hand* attacks once per round and always hits its target. The hand gains the caster's full level bonus to any strength checks it makes. It gets a +4 bonus on strength checks because of its Large size (assuming its target is Medium-sized).

The *hand* deals 3d10 points of damage each round that it holds its grappled target (which is every round past the round it which it successfully grapples its opponent).

Bigby's crushing hand can also interpose itself as *Bigby's interposing hand* does, or it can *bull rush* or *push* an opponent as *Bigby's forceful hand* does, with a +4 bonus (assuming its target is Medium-sized). Directing the spell to a new target requires the caster to concentrate for 1 round.

Material Component: The shell of an egg, which is expended during casting, and a glove of snakeskin.

Bigby's Forceful Hand

Evocation

Level: Magic-User 6

Components: V, S, M

This spell functions like *Bigby's interposing hand*, except that *Bigby's forceful hand* pursues and pushes away the opponent that you designate.

The *hand* attacks once per round and always strikes its target. Treat this attack as a *bull rush* or *push* attack with a +4 bonus on its strength check for being Large (assuming its target is Medium-sized). The hand gains the caster's full level bonus to any strength checks it makes.

Directing the spell to a new target requires the caster to concentrate for 1 round. A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully *bull rushing* it.

Material Component: A sturdy glove made of leather or heavy cloth that is not expended when the spell is cast.

Bigby's Grasping Hand

Evocation

Level: Magic-User 7

Components: V, S, M

This spell functions like *Bigby's interposing hand*, except the hand can also grapple one opponent that you select.

Bigby's grasping hand gets one grapple attack per round and always strikes its target. The hand gains the caster's full level bonus to any strength checks it makes. It gets a +4 to its opposed strength checks for these grapple attempts because it is Large (assuming its target is Medium-sized). The hand holds but does not harm creatures it grapples. Directing the spell to a new target requires the caster to concentrate for 1 round.

Bigby's grasping hand can also *bull rush* or *push* an opponent as *Bigby's forceful hand* does, or interpose itself as *Bigby's interposing hand* does.

Arcane Material Component: A leather glove that is not expended when the spell is cast.

Bigby's Interposing Hand

Evocation

Level: Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: 10' long hand

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

Bigby's interposing hand creates a large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing 50% cover for you against that opponent. Nothing can fool the hand - it sticks with the selected opponent in spite of darkness, *invisibility*, *polymorphing*, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

Bigby's interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points the caster has when undamaged and its armor class is 20. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

It cannot push through a *wall of force* or enter an *antimagic shell* and suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal movement rate. The hand cannot

reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks. Directing the spell to a new target requires 1 round.

Material Component: A soft glove that is not expended when the spell is cast.

Bind Wounds (reversible)

Necromantic

Level: Cleric 0, Bard 0, Druid 0

Upon casting this spell, you target a living creature that has 0 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

The reverse of this spell, *open wounds*, causes a living creature that is at or below 0 hit points but stabilized to resume dying. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Binding

Enchantment/Charm

Level: Magic-User 8

Components: V, S, M

Casting Time: One minute

Range: 30' (Close)

Target: One creature

Duration: See text (dismissible)

Saving Throw: Charisma negates; see text

Magic Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its hit dice equal or exceed 1/2 of your caster level (round fractions down).

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your effective caster level for the casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person* or *dominate monster*, your effective caster level for the casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and *magic resistance* against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial charisma saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

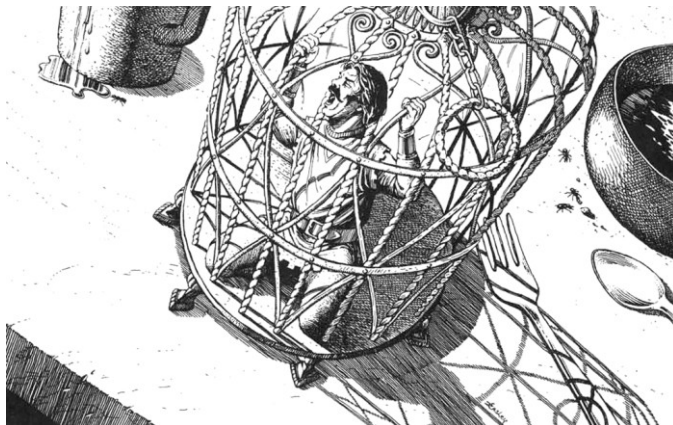
Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, hit dice or hit points don't qualify. Once the spell is cast its triggering conditions cannot be changed. Setting a release condition increases the save's penalty (assuming a saving throw is allowed) by 1.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell. Regardless of which version is chosen the subject does not need to breathe, eat or drink while *bound*, nor does it age.

- **Chaining:** The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.
- **Slumber:** This version causes the subject to become comatose for as long as one year per caster level. This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the target's save penalty by 1.

- **Bound Slumber:** This combination of *chaining* and *slumber* lasts for as long as one month per caster level. Reduce the save's penalty by 1.
- **Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the target's save penalty by 1.
- **Metamorphosis:** The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack or use any of its powers or abilities. The *binding* is permanent. Reduce the save penalty by 2.
- **Minimus Containment:** The subject is shrunk to a height of 1 inch or even less and held within some gem, jar or similar object. The *binding* is permanent. Reduce the save penalty by 2.



You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic shell* or *Mordenkainen's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment* or a similar effect.

Components: The components for a *binding* spell vary according to the version of the spell but always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal and the like.

In addition to the specially made props suited to the specific type of *binding* (costing 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured. These materials are destroyed upon the casting of this spell.

Blade Barrier

Evocation

Level: Cleric 6

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: Wall of whirling blades 20' high and up to 20' long/caster level,

Duration: 1 minute/caster level (dismissible)

Saving Throw: Dexterity half or dexterity negates; see text

Magic Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 10d6 points of damage, with a dexterity save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful dexterity save.

A *blade barrier* provides 50% cover against attacks made through it.

Bless (reversible)

Enchantment/Charm

Level: Cleric 1

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 50' radius circle, centered on the caster

Duration: 1 minute/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

Bless fills the caster and all allies within a 50' radius with courage. Each ally gains a +1 bonus on attack rolls and on saving throws against fear effects.

The reverse of this spell, *bane*, fills all enemies within a 50' radius with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and saving throws against fear effects.

Bane counters and dispels *bless* and vice versa.

Bless Water (reversible)

Alteration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One flask of water

Duration: Instantaneous

Saving Throw: Wisdom negates

Magic Resistance: Yes

This alteration transforms a flask (1 pint) of water into *holy water*. *Holy water* may be used as a grenade-like weapon (see page 56 for more details).

The reverse of this spell, *curse water*, transforms a flask (1 pint) of water into *unholy water*. *Unholy water* may be used as a grenade-like weapon (see page 56 for more details). *Unholy water* damages good extraplanar creatures the way *holy water* damages undead and evil extraplanar creatures.

Material Component: 5 pounds of powdered silver (worth 25 gp) that is expended during the casting of this spell and the cleric's holy symbol.

Blink

Alteration

Level: Magic-User 3, Illusionist 3

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/caster level (dismissible)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows:

Physical attacks against you have a 50% chance of missing, regardless of your opponent's attack roll. If the attacker is capable of striking ethereal creatures, he only suffers a -2 attack penalty due to the partial *invisibility* provided by the spell. Attackers who can both see *invisible* creatures and strike ethereal creatures suffer no attack penalty and have no chance of missing a *blinking* target.

Likewise, your own attacks have a 50% chance of missing their target, since you sometimes go ethereal just as you are about to strike. While *blinking* you strike as an *invisible* creature (with a +2 bonus on attack rolls), unless your opponent can see invisible creatures.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target *invisible*, ethereal creatures. Your own spells have a 50% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking* you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane) and environmental effects (such as cold, fire or falling damage).

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature can't attack material creatures and spells you cast while ethereal affect only other ethereal things.

An ethereal creature is *invisible*, incorporeal and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through (but not see through) solid objects, including living creatures. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur

Illusion/Phantasm

Level: Illusionist 2

Components: V

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject 50% concealment. A *detect invisibility* spell does not counteract the *blur* effect though a *true seeing* spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Break Enchantment

Abjuration

Level: Cleric 5, Bard 4, Magic-User 5, Illusionist 5

Components: V, S

Casting Time: 1 minute

Range: 30' (Close)

Targets: Up to one creature per caster level, all within 30' of each other

Duration: Instantaneous

Saving Throw: See text

Magic Resistance: No

This spell frees victims from enchantments, alterations and curses. *Break enchantment* can reverse even an instantaneous effect such as *polymorphing* or *petrifying* effects. For each such effect you make a caster level check (1d20 + caster level) with a penalty equal to the spellcaster's caster level (or hit dice, for creatures with spell-like powers). Success means that the creature is free of the spell, curse or effect. For a *cursed* magic item, the penalty is equal to the creator's level (or 15 if the creator's level is not known).

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 6th level or lower.

If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Burning Hands

Evocation

Level: Magic-User 1

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 15' cone

Duration: Instantaneous

Saving Throw: Dexterity half

Magic Resistance: Yes

A 120° cone of searing flame shoots from your fingertips, striking all opponents standing directly in front the caster. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum of 5d4). Flammable materials burn if the flames touch them (see *Item Saving Throws* on page 52). Items held by one of the spell's targets need not roll a saving throw unless that target failed his saving throw with a "1".

Call Lightning

Evocation

Level: Druid 3

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: One or more 30' long vertical lines of lightning

Duration: 1 minute/caster level

Saving Throw: Dexterity half

Magic Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a vertical bolt of lightning that deals

3d8 points of electricity damage to those in its path. The bolt of lightning flashes down in a vertical stroke at whatever target you choose within the spell's range. Items held by the spell's target must save versus *lightning* (see *Item Saving Throws* on page 52) if the target failed his saving throw with a "1".

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However each round after the first you may call a bolt by concentrating upon this spell. You may call a total number of bolts equal to your caster level (maximum 9 bolts). This spell functions indoors or under ground but not underwater.



Call Woodland Beings

Conjuration/Summoning

Level: Druid 4

Components: V, S, M

Casting Time: 1 turn

Range: 30' (Close)

Target: One or more summoned woodland creatures

Duration: Special

Saving Throw: None

Magic Resistance: No

By means of this spell the druid is able to summon certain woodland creatures to his location. Naturally this spell will only work outdoors, in an area that could conceivably be a home to such creatures.

The druid begins the incantation and the spell must be continued, uninterrupted, for 1 turn. The verbalization and somatic gesturing are easy so this is not particularly exhausting to the spellcaster, though the spell will be disrupted if the caster loses concentration during this time. Any woodland being answering the call will initially be favorably disposed to the spellcaster and give whatever aid it is capable of, so long as the actions are in keeping with their alignment. If the druid requests that the summoned creatures engage in combat or act in a manner that endangers it, he must win an opposed charisma common ability check.

Only one of the following types of beings can be summoned by the spell, and the type of creature summoned is limited by the caster's alignment:

creature summoned	number summoned	summoner's alignment
brownies	1d8	neutral good, lawful neutral
centaurs	1d4	chaotic neutral, neutral, neutral good
dryads	1d4	lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
pixies	1d8	lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
quicklings	1d4	lawful neutral, neutral, chaotic neutral, neutral evil
satyrs	1d4	lawful neutral, neutral, chaotic neutral, neutral evil, neutral good
sprites	1d8	lawful neutral, neutral, chaotic neutral, neutral good
unicorns	1d2	lawful neutral, neutral, chaotic neutral, neutral good

The material components of this spell are a pinecone and 8 holly berries.

Calm Animals

Enchantment/Charm

Level: Bard 1, Druid 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Targets: Animals within a 30' radius of each other

Duration: 1 minute/caster level

Saving Throw: Charisma negates; see text

Magic Resistance: Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with intelligence scores of 1-4) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The number of hit dice of animals you can affect is equal to 1d4 per 2 caster levels (10d4 maximum). An animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Enchantment/Charm

Level: Bard 2

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: Creatures in a 20' radius circle

Duration: Concentration, up to 1 round/caster level (dismissible)

Saving Throw: Charisma negates

Magic Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions, although they can defend themselves, nor do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses any bonuses granted by spells such as *bless*, *aid* and *prayer* as well as negating a bard's ability to *inspire* or a barbarian's *berserker rage* ability. It also suppresses *fear* effects and *confusion* conditions on all targeted creatures. While the spell lasts a suppressed spell or effect has no effect. When the *calm emotions* spell ends the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Cause Fear

Enchantment/Charm

Level: Cleric 1, Bard 1, Magic-User 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One creature with 5 or fewer HD

Duration: 1d4 rounds

Saving Throw: Charisma negates

Magic Resistance: Yes

The affected creature becomes frightened and flees from the caster as quickly as possible. Creatures unable to flee cower in fear, unable to attack but able to defend themselves. Creatures with 6 or more hit dice are immune to this effect.

Cause fear counters and dispels *remove fear*.

Chain Lightning

Evocation

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Targets: One primary target, plus one secondary target/caster level (each of which must be within 30' of the primary target)

Duration: Instantaneous

Saving Throw: Dexterity half

Magic Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* initially strikes one object or creature and then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

You may choose secondary targets as you like but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Each target can attempt a dexterity saving throw for half damage. Items held by one of the spell's targets must save versus *lightning* (see *Item Saving Throws* on page 52) if that target failed his saving throws with a "1".

Material Component: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels. These are not expended by this spell's casting.

Change Self

Illusion/Phantasm

Level: Bard 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/caster level (dismissible)

You make yourself - including clothing, armor, weapons and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or of medium build. You cannot change your body type (a humanoid caster must retain a humanoid form). Otherwise the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. A creature using *change self* to impersonate another person gains a +5 bonus to their *disguise* ability check, so long as the illusion goes unnoticed (see below). If the creature does not have the *disguise* ability it may make a charisma check, with no level modifier, to affect a *disguise*.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A creature that interacts with the glamer gets an intelligence save to recognize it as an illusion.

Changestaff

Alteration

Level: Druid 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One specially prepared quarterstaff

Duration: 1 hour/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You change a specially prepared quarterstaff into a treant. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points it crumbles to powder and the staff is destroyed. Otherwise the staff returns to its normal form when the spell duration expires (or when the spell is dismissed) and can be used as the material component for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Material Component: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak or yew, then cured, shaped, carved and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos

Enchantment/Charm

Level: Illusionist 5

Components: V,S,M

Casting Time: 1 round

Range: 30' (Close)

Area of Effect: 10' radius circle

Duration: 1 round/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell is similar to the *confusion* spell (q.v.) except that all creatures in the area of effect are *confused*, as per the *confusion* spell, for the duration of the spell. All spellcasters, other than illusionists, and creatures with spell-like powers have a -2 penalty to their wisdom save. Paladins and rangers are always considered spellcasters, even if they do not currently have the ability to cast spells.

The material component for this spell is a small disc of bronze and a small rod of iron. These components are not consumed by this spell's casting.

Chariot of Sustarre

Evocation

Level: Druid 8

Components: V, S, M

Casting Time: 1 turn

Range: 30' (Close)

Area of Effect: Special

Duration: 6 turns + 1 turn/caster level

Saving Throw: None

When this spell is cast by a druid, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 120' (24") on the ground, 240' (48") flying, and can carry the druid and up to 8 other man-sized creatures whom he first touches so as to enable these creatures to be able to ride aboard this burning transport. The druid controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as he desires.

Creatures other than the druid and his designated passengers will sustain damage equal to that of a *wall of fire* spell if they are within 20' of the horses or chariot, voluntarily or involuntarily.

Note that the *Chariot of Sustarre* is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons, water (one quart of which will cause 1 hit point of damage) or cold attacks. The chariot and horses are attacked as one entity, with an armor class of 20 and 120 hit points. Naturally fire has absolutely no effect upon either the vehicle or its steeds and the chariot's passengers are immune to all fire or heat-based attacks.

In addition to mistletoe the druid casting this spell must have a small piece of wood, 2 holly berries and a fire source at least equal to a torch.

Charm Monster

Enchantment/Charm

Level: Bard 3, Magic-User 4, Illusionist 4

Target: One creature

Duration: One day/caster level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Person

Enchantment/Charm

Level: Magic-User 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One humanoid creature

Duration: 1 day/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target as having "goodwill" towards you). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +3 bonus on its saving throw.

The spell does not enable you to control the *charmed* person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed charisma common ability check in order to convince him to do anything he wouldn't ordinarily do (retries are not allowed). An affected creature never obeys suicidal or obviously harmful orders, but he might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Charm Person or Mammal

Enchantment/Charm

Level: Bard 1, Druid 2

Target: One humanoid creature or mammal

This spell functions like *charm person*, except that it affects all mammalian animals as well.

Clairaudience/Clairvoyance

Divination

Level: Bard 3, Magic-User 3, Illusionist 3

Components: V, S, M

Casting Time: 1 turn

Range: Personal

Effect: An invisible, magical sensor up to 400' away

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you or an obvious one. Once you have selected the locale the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark you see nothing. If it is naturally pitch black you can see in a 10' radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Material Component: A small horn (for hearing) or a glass eye (for seeing) that is not consumed by the spell's casting.

Clone

Necromantic

Level: Magic-User 8

Components: V, S, M

Casting Time: 1 turn

Range: Special; see text

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate you must have a piece of flesh (not hair, nails, scales or the like) that was taken from the original creature's living body. The piece of flesh need not be fresh but it must be kept from rotting. Once the spell is cast the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed the original's soul enters it immediately if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of constitution (if the original was a 1st level character). If this constitution adjustment would give the clone a constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken, and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp) that are used up by the spell. In addition, the caster needs to have special laboratory equipment (cost 500 gp) that is necessary for the spell's functioning but is not consumed during its casting.

Cloudkill

Conjuration

Level: Magic-User 5

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 1 minute/caster level

Saving Throw: Constitution partial; see text

Magic Resistance: No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a constitution save (in which case it takes 1 point of constitution damage each round while in the cloud).

A living creature with 6 or more HD takes 1 point of constitution damage each round while in the cloud (a successful constitution save negates this damage). Holding one's breath doesn't help but creatures immune to poison are unaffected by the spell.

The spell also obscures vision, providing concealment to those within the spell's radius. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

Unlike a *fog cloud*, *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down dens or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Color Spray

Illusion/Phantasm

Level: Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 15' cone

Duration: Instantaneous; see text

Saving Throw: Intelligence negates

Magic Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing living creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its hit dice. Sightless creatures are not affected by *color spray*.

- **2 HD or less:** The creature is knocked unconscious for 2d4 rounds and then blinded and stunned for 1d4+1 rounds.
- **3 or 4 HD:** The creature is blinded and stunned for 1d4+1 rounds.
- **5 or more HD:** The creature is stunned for 1 round.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Combine

Evocation

Level: Cleric 1

Components: V, S

Casting Time: 1 round

Range: Touch

Area of Effect: A circle of three to five clerics

Duration: Concentration, up to 3 turns (see below)

Saving Throw: None

Magic Resistance: No

This spell enables three to five clerics to combine their abilities and thereby empower one of their number to cast a spell or *turn undead* with greater efficacy. The highest-level cleric of the group stands, while the other clerics join hands in a surrounding circle. All the participating clerics then cast the *combine* spell together.

The central cleric temporarily functions as if of higher level, gaining one level for each encircling cleric. The maximum gain is four levels and the maximum duration is 3 turns. The increase applies to the cleric's effective level for determining the results of attempts to *turn undead*, and to spell details which vary by the level of the caster (including the penalty to opponents' saving throws).

The encircling clerics must concentrate in order to maintain the *combine* effect and must maintain their circle around the central caster. While linked by their hands they gain no armor class bonuses from shield or dexterity, and their attackers gain a +4 bonus on all "to hit" rolls. The central cleric gains no additional spells, but may cast any previously memorized spell.

Command

Enchantment/Charm
 Level: Cleric 1
 Components: V
 Casting Time: 1 round
 Range: 30' (Close)
 Target: One creature
 Duration: 1 round
 Saving Throw: Charisma negates
 Magic Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options:

- *Approach*: On its turn the subject moves directly toward you at its normal movement rate for 1 round. The creature may do nothing but move during its turn.
- *Drop*: On its turn the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
- *Fall*: On its turn the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
- *Flee*: On its turn the subject moves away from you as quickly as possible for 1 round. It may do nothing but run away during its turn.
- *Halt*: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails. Any creature under the effects of a *command* spell gains no shield or dexterity bonus until its next round's action.

Command Plants

Enchantment/Charm
 Level: Druid 4
 Components: V
 Casting Time: 1 round
 Range: 30' (Close)
 Targets: Up to 2 HD/caster level of plant creatures, no two of which can be more than 30' apart
 Duration: One day/caster level
 Saving Throw: Charisma negates
 Magic Resistance: Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you and they perceive your words and actions in the most favorable way (treat them as if they had "goodwill" towards you). They will not attack you while the spell lasts.

You can try to give a subject orders, but you must win an opposed charisma common ability check to convince it to do anything it wouldn't ordinarily do (retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Commune

Divination
 Level: Cleric 5
 Components: V, S, M, XP
 Casting Time: 1 turn
 Range: Personal
 Target: You
 Duration: 1 round/caster level

You contact your deity - or agents thereof - and ask questions that can be answered by a simple "yes" or "no." You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient.

In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own

purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense, which is consumed during the spell's casting.

XP Cost: 1,000 XP.

Commune with Nature

Divination
 Level: Druid 5
 Components: V, S
 Casting Time: 1 turn
 Range: Personal
 Target: You
 Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures or even the general state of the natural setting.

In outdoor settings the spell operates in a radius of 1 mile per caster level. In natural subterranean settings - caves, caverns and the like - the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Comprehend Languages (reversible)

Divination
 Level: Cleric 1, Bard 1, Magic-User 1, Illusionist 1
 Components: V, S, M
 Casting Time: 1 round
 Range: Personal or, for the reverse of the spell, touch
 Target: You

Duration: 1 turn/caster level
 Saving Throw: Wisdom (intelligence for the arcane version) negates
 Magic Resistance: Yes

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusionary script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text. *Comprehend languages* can be made permanent with a *permanency* spell.

The reverse of this spell, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible, for the same duration as above.

Arcane Material Component: A pinch of soot and a few grains of salt.

Cone of Cold

Evocation
 Level: Magic-User 5
 Components: V, S, M
 Casting Time: 1 round
 Range: Personal
 Area: 60' cone
 Duration: Instantaneous
 Saving Throw: Dexterity half
 Magic Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It deals 1d6 points of cold damage per caster level (maximum 15d6). Items held by one of the spell's targets must save versus *frost* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".

Arcane Material Component: A very small crystal or glass cone that may be re-used by the caster.

Confusion

Enchantment/Charm
 Level: Bard 3, Druid 6, Magic-User 4, Illusionist 4
 Components: V, S, M
 Casting Time: 1 round
 Range: 100' (Medium)

Area of Effect: 2d4 creatures in a 10' radius circle

Duration: 1 round/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell causes the 2d4 targets within the spells area of effect to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d20 roll	behavior
1-2	attack caster
3-4	act normally
5-10	do nothing but babble incoherently
11-14	flee from caster at top possible speed
15-20	attack nearest creature

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.

Arcane Material Component: A set of three nut shells that are not expended during this spell's casting.

Conjure Elemental

Conjuration/Summoning

Level: Cleric 6, Druid 6, Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One summoned elemental

Duration: 1 round/caster level; see text

Saving Throw: No

Magic Resistance: None

The caster of this spell is able to conjure an air, earth, fire or water elemental with this spell - assuming he has the material component for the particular elemental. Conjured elementals are very strong - see the *MONSTER MANUAL* for more details - typically having 12 hit dice (12d8). A caster may only have one such creature in his service at any given time.

The type of elemental to be conjured must be decided upon before memorizing or praying for the spell. The elemental conjured up must be controlled by the caster, i.e. the spellcaster must concentrate on the elemental doing his commands, or it will turn on the magic-user and attack. The elemental, however, will not cease a combat to do so, but it will avoid creatures when seeking its conjurer. If the magic-user is wounded or grappled, he must make a *concentration* check or lose control of the elemental.

The elemental can be controlled up to 10' distance per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or the spell's duration expires. The material component of this spell is a small amount of:

elemental conjured	material components
air elemental	burning incense
earth elemental	soft clay
fire elemental	sulfur and phosphorus
water elemental	water and sand

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

Consecrate (reversible)

Evocation

Level: Cleric 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: 20' radius circle

Duration: 2 hours/caster level

Saving Throw: None

Magic Resistance: No

This spell blesses an area with positive energy. Every check made to *turn undead* within this area gains a +2 bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a -1 penalty to attack and damage rolls, and a -1 penalty to all saving throws. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine or other permanent fixture dedicated to your deity, pantheon or aligned higher power, the modifiers given above are doubled (+4 bonus on *turning* checks, -2 penalties for undead in the area). You cannot *consecrate* an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine or other permanent fixture of a deity, pantheon or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

The reverse of this spell, *desecration*, imbues an area with negative energy. Each check made to *turn undead* within this area takes a -2 penalty, and every undead creature entering a *desecrated* area gains a +1 bonus to attack and damage rolls, and a +1 bonus to all saving throws.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-4 penalty on *turning* checks, +2 bonus for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 2 HD per caster level rather than 1 HD per caster level).

If the area contains an altar, shrine or other permanent fixture of a deity, pantheon or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*, while *consecrate* counters and dispels *desecrate*.

Material Component: A vial of holy water (unholy water for *desecrate*) and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area. They are consumed during this spell's casting.



Contact Other Plane

Divination

Level: Magic-User 5

Components: V

Casting Time: 1 turn

Range: Personal

Target: You

Duration: Concentration, up to 1 round /2 caster levels

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to your intelligence, but also increases the chance of the power knowing the answer to your question. The probability of the entity answering correctly is likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Intelligence Decrease: You must succeed on an intelligence save with the listed penalty (penalties range from ±0 to -10) or suffer a decrease in intelligence. If the save fails, your intelligence score falls to

8 for 1 week per -2 check penalty (so a -2 penalty equates to intelligence loss for 1 week, while a -10 means that intelligence loss lasts for 5 weeks) and you become unable to cast arcane spells. If you lose intelligence the effect strikes as soon as the first question is asked and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

plane contacted	check penalty	truth	unknown	lie	random answer
elemental plane	±0	01–34	35–62	63–83	84–100
(appropriate)	±0	(01–68)	(69–75)	(76–98)	(99–100)
positive/negative energy plane	-2	01–39	40–65	66–86	87–100
astral plane	-2	01–44	45–67	68–88	89–100
outer plane, demigod	-4	01–49	50–70	71–91	92–100
outer plane, lesser god	-6	01–60	61–75	76–95	96–100
outer plane, intermediate god	-8	01–73	74–81	82–98	99–100
outer plane, greater god	-10	01–88	89–90	91–99	100

Results of a Successful Contact: d% is rolled for the result shown on the table:

Truth: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Unknown: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Contingency

Evocation

Level: Magic-User 6, Illusionist 6

Components: V, S, M

Casting Time: At least 1 turn; see text

Range: Personal

Target: You

Duration: One day/caster level (dismissible) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 1 turn casting time is the minimum total for both castings; if the companion spell has a casting time longer than 1 turn, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it or not.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature. These components are expended during this spell's casting. In addition the use of this spell requires the caster to carry a likeness of himself, carved out of ivory and decorated with gems (worth at least 1,500 gp). This is not consumed by the casting of this spell.

Continual Light (reversible)

Evocation

Level: Cleric 3, Magic-User 3, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One object

Effect: 30' radius sphere of light

Duration: Permanent

Saving Throw: Wisdom (or intelligence for the arcane version) negates

Magic Resistance: Yes

A globe of light, equivalent in brightness to a torch, springs forth from an object that you touch. An object bearing *continual light* can be covered and hidden but not smothered or quenched. If the object upon which this spell is cast is held by another creature that creature may save against this spell's effect.

The reverse of this spell, *continual darkness*, creates a 30' radius globe of total, impenetrable darkness. Darkvision and twilight vision are useless. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are *light* spells of lower level.

An object bearing *continual darkness* can be covered and hidden but not smothered or quenched. If the object upon which this spell is cast is held by another creature that creature may save against this spell's effect.

Light spells counter and dispel *darkness* spells of an equal or lower level and vice versa.

Material Component: You sprinkle ruby dust (or onyx dust for *continual darkness*) worth 50 gp on the item that is to carry the light. This dust is consumed by the spell's casting.

Control Plants

Enchantment/Charm

Level: Druid 8

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Targets: Up to 2 HD/caster level of plant creatures, no two of which can be more than 30' apart

Duration: 1 minute/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Suicidal or self-destructive commands are simply ignored. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell the subjects revert to their normal behavior.

Control Water

Alteration

Level: Cleric 4, Druid 4, Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: See below

Duration: 1 turn/caster level (dismissible)

Saving Throw: None; see text

Magic Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (wisdom or intelligence negates, depending on the type of caster - divine or arcane). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

Control Weather

Alteration

Level: Cleric 7, Druid 7, Magic-User 7

Components: V, S

Casting Time: 1 turn; see text

Range: Personal

Area: 2 mile radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Magic Resistance: No

You change the weather in the local area. It takes 1 turn to cast the spell and an additional turn for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

season	possible weather
spring	tornado, thunderstorm, sleet storm, or hot weather
summer	torrential rain, heat wave, or hailstorm
autumn	hot or cold weather, fog, or sleet
winter	frigid cold, blizzard, or thaw
late winter	hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather - where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 1 turn later (changing gradually, not abruptly). The weather continues as you left it for the duration or until you spend 1 round concentrating in order to designate a new kind of weather (which fully manifests itself 1 turn later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Control Winds

Alteration

Level: Druid 5

Components: V, S

Casting Time: 1 round

Range: 400' (Long)

Area: 40'/caster level radius cylinder, 40' in height

Duration: 1 turn/caster level

Saving Throw: None, see text

Magic Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or in a circular pattern, increase its strength or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 40 feet in radius at the center of the area, if you so desire, and may choose to limit the area to any cylindrical area less than your full limit.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level.

- **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on *perception* checks.
- **Severe Wind:** In addition to automatically extinguishing any unprotected flames there is a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and *perception* checks are at a -4 penalty. Creatures in the area must make a strength saving throw or be knocked prone. Flying creatures take 1d4 points of non-lethal damage.
- **Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. *Perception* checks are at a -8 penalty. Creatures in the area must make a strength saving throw, with a -5 penalty, or be knocked prone. Flying creatures take 1d4 points of damage.
- **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). *Perception* checks are impossible. Creatures in the area succeed at a strength saving throw, with a -10 penalty, or be knocked prone. Those failing by 5 or more take 1d4 non-lethal damage. Flying creatures take 2d4 points of damage.
- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are *perception* checks. Characters within 60' of the 40' radius tornado funnel must make

a strength saving throw, with a -15 penalty, or be knocked prone and sucked towards the tornado. Characters failing their strength saving throw are moved 30' closer + 5' for every 5 points by which they failed their strength saving throw. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of damage per round, before being violently expelled (falling damage may apply).

While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 450' or 90" per round). A tornado uproots trees, destroys buildings and causes other similar forms of major destruction. Items held by one of the spell's targets must save versus *crushing* (see *Item Saving Throws* on page 52) if that target failed his save with a "1".

Create Food and Water

Conjuration/Summoning

Level: Cleric 3

Components: V, S

Casting Time: 1 turn

Range: 30' (Close)

Effect: Food & water to sustain 3 humans or 1 horse/caster level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Magic Resistance: No

The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rainwater and doesn't go bad as the food does.

Create Water

Conjuration/Summoning

Level: Cleric 0, Druid 0

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Effect: Up to 2 gallons of water/caster level

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles.

Note: Conjuration/Summoning spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom

Conjuration/Summoning

Level: Druid 7

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: One 10' radius swarm of insects, arachnids and myriapods

Duration: 1 minute/caster level

Saving Throw: None

Magic Resistance: No

When the druid utters the spell of *creeping doom*, he calls forth a mass of from 700 to 1,000 (1d4+6 x 1000) venomous, biting and stinging arachnids, insects and myriapods. This carpet-like mass swarms in a 10' radius circle, appears within 30' of the caster and can move up to 20' per round.

You may summon the swarm so that it shares the area of other creatures. The swarm remains stationary, attacking any creatures in their area, unless you command the *creeping doom* to move (which requires the caster's full concentration each round).

You can command the swarm to move toward any prey within 100 feet of you. You cannot command the swarm to move more than 100 feet away from you and, if you move more than 100 feet from the

swarm, that swarm remains stationary, attacking any creatures in its area. It can be commanded again if you move within 100 feet.

The *creeping doom* will attack any creature subject to normal attacks, each of the small horrors inflicting 1 hit point of damage (each then dies after their attack), so that up to 1,000 hit points of damage can be inflicted on creatures within the path of the *creeping doom*. The damage is divided equally between all within the swarm's radius and no creature can be attacked by more than 50 insects per round (limiting damage to 50 points per round).

The swarm cannot be harmed by weapons or most direct attacks but is subject to damage from area effect spells or grenade-like attacks (such as acid flasks or flaming oil). Damage done to the swarm reduces its number by 10 times the amount of damage done.

Crystalbrittle

Alteration

Level: Magic-User 9

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One object or creature

Duration: Permanent

Saving Throw: See below

Magic Resistance: No

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a *wish* spell; a *dispel magic* will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa.

All magical items may make a saving throw with a bonus equal to their creator's level (assume 9th level plus 1 level for each point of magical bonus). Artifacts and relics constructed of metal may be affected, at the discretion of the DM, but gain a +20 bonus to their saving throw. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Cure Blindness/Deafness (reversible)

Alteration

Level: Cleric 3, Druid 3, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution negates

Magic Resistance: Yes

Cure blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost but repairs them if they are damaged.

The reverse of this spell, *cause blindness/deafness*, calls upon the powers of the Plane of Shadow to render the subject permanently blinded or deafened, as you choose.

Cure blindness/deafness counters and dispels *blindness/deafness*.

Cure Critical Wounds (reversible)

Necromantic

Level: Cleric 5, Bard 4, Druid 5

This spell functions like *cure light wounds*, except that it cures 4d8+8 points of damage.

The reverse of this spell, *cause critical wounds*, deals 4d8+8 points of damage to the target and a constitution save by the target halves the resulting damage.

Cure Disease (reversible)

Necromantic

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution negates

Magic Resistance: Yes

Cure disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of this spell, *cause disease*, causes the touched subject to contract a disease selected from the table below, which strikes immediately (no incubation period).

disease	damage
red ache	1d4 strength
mindfire	1d4 intelligence
cackle fever	1d4 wisdom
shakes	1d4 dexterity
slimy doom	1d4 constitution
creeping malaise	1d4 charisma

Cure Light Wounds (reversible)

Necromantic

Level: Cleric 1, Bard 1, Druid 1

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution half; see text

Magic Resistance: Yes; see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8+2 points of damage.

Since undead are powered by negative energy this spell deals damage to them instead of curing their wounds. An undead creature can apply *magic resistance* and can attempt a constitution save to take half damage.

The reverse of this spell, *cause light wounds*, deals 1d8+2 points of damage to the target. A constitution save by the target halves the resulting damage. Undead are cured by all *cause wounds* spells.

Cure Moderate Wounds (reversible)

Necromantic

Level: Cleric 2, Bard 2, Druid 3

This spell functions like *cure light wounds*, except that it cures 2d8+4 points of damage.

The reverse of this spell, *cause moderate wounds*, deals 2d8+4 points of damage to the target and a constitution save by the target halves the resulting damage.

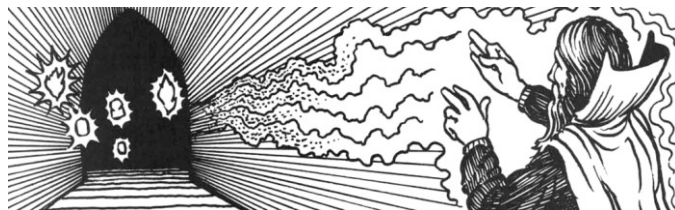
Cure Serious Wounds (reversible)

Necromantic

Level: Cleric 3, Bard 3, Druid 4

This spell functions like *cure light wounds*, except that it cures 3d8+6 points of damage.

The reverse of this spell, *cause serious wounds*, deals 3d8+6 points of damage to the target and a constitution save by the target halves the resulting damage.



Dancing Lights

Evocation

Level: Bard 0, Magic-User 0, Illusionist 0

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Up to four lights, all within a 10' radius area

Duration: 1 minute (dismissible)

Saving Throw: None

Magic Resistance: No

Depending on the version selected you create up to four lights that

resemble lanterns or torches, four glowing spheres of light (which look like will-o'-wisp) or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10' radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 60' (12") per round. A light winks out if the distance between you and it exceeds the spell's range. *Dancing lights* can be made permanent with a *permanency* spell.

Arcane Material Component: a bit of phosphorus or wychwood, or a glowworm.

Darkness 15' Radius

Evocation

Level: Cleric 2, Magic-User 2, Illusionist 2

Components: V, M

Casting Time: 1 round

Range: Touch

Target: 15' radius sphere of darkness

Duration: 1 turn/caster level (dismissible)

Saving Throw: Wisdom (or intelligence for the arcane version) negates

Magic Resistance: Yes

This spell causes total, impenetrable darkness to emanate from the touched object. Darkvision or twilight vision is useless. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are *light* spells of lower level. Higher level *light* spells are not affected by *darkness 15' radius* though *darkness 15' radius* counters or dispels any *light* spell of equal or lower spell level.

If *darkness 15' radius* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. If the object upon which this spell is cast is held by another creature that creature may save against this spell's effect.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Darkvision

Alteration

Level: Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 hour/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject gains the ability to see 60' even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness. *Darkvision* can be made permanent with a *permanency* spell. *Material Component:* Either a pinch of dried carrot or an agate.

Death Fog

Conjuration/Summoning

Level: Illusionist 6

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 1 round/caster level

Saving Throw: Constitution half

Magic Resistance: No

Death fog creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors, drawn from the Plane of Shadow, are lethal to both living and undead creatures. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of damage to each creature within it, though a constitution save halves the damage taken.

The spell also obscures vision, providing concealment to those with the spell's radius. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Death Spell

Necromantic

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: Several living creatures within a 40' radius circle

Duration: Instantaneous

Saving Throw: Charisma negates

Magic Resistance: Yes

A *death spell* snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 18d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the sphere's point of origin are affected first. No creature of 9 or more HD can be affected, and hit dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Deep Slumber

Enchantment/Charm

Level: Bard 3, Magic-User 3, Illusionist 3

Range: 30' (Close)

This spell functions like *sleep*; except that it affects 5d4 hit dice of creatures and affects creatures of up to 10 hit dice.

Delayed Blast Fireball

Evocation

Level: Magic-User 7

Duration: 6 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 6 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 6 rounds.

You select the amount of delay upon completing the spell, and that time cannot change once it has been set. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (10' range increment). It explodes upon impact when thrown.

Demand

Enchantment/Charm

Level: Bard 6, Magic-User 8, Illusionist 8

Saving Throw: Charisma partial

Magic Resistance: Yes

This spell functions like *sending* but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful charisma save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective. The *demand's* message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give a short reply immediately.

Arcane Material Component: A short piece of copper wire and some small part of the subject - a hair, a bit of nail, or the like.

Destruction

Necromantic

Level: Cleric 7

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: Instantaneous

Saving Throw: Charisma partial

Magic Resistance: Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's charisma saving throw succeeds it takes 7d6 points of damage instead. The only way to restore life to a character who has failed to save against this spell is

to use a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Material Component: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Divination

Level: Druid 1

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 400' cone

Duration: Concentration, up to 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

- **1st Round:** Presence or absence of that kind of animal or plant in the area.
- **2nd Round:** Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.
- **3rd Round:** The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

For purposes of this spell, the categories of condition are as follows:

- **Normal:** Has at least 75% of full normal hit points, free of disease.
- **Fair:** 25% to 75% of full normal hit points remaining.
- **Poor:** Less than 25% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- **Weak:** 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect Evil (reversible)

Divination

Level: Cleric 1, Bard 1, Druid 1, Magic-User 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** Presence or absence of evil.
- **2nd Round:** Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If any aura detected in the area is overwhelming (see *aura power* below) you are stunned for 1 round and the spell ends.
- **3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Animals, traps, poisons and other potential perils are not evil. As such this spell does not detect them. Each round, you can turn to *detect evil* in a new area. The spell can penetrate barriers, but 1' of stone, an

inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

creature or object	aura power			
	faint	moderate	strong	overwhelming
creature (hit dice): excluding those below	¼ - 3	4 - 8	9 - 15	16+
extraplanar creature (hit dice)	¼ - 1	2 - 4	5 - 8	9+
cleric, paladin or undead (hit dice)	¼ - 2	3 - 6	7 - 12	13+
magic item or spell (caster level)	1 - 4	5 - 8	9 - 16	17+

The reverse of this spell, *detect good*, functions just as *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items. Healing potions, antidotes, and similar beneficial items are not good.

Divine Material Component: The cleric's holy symbol.

Detect Invisibility

Divination

Level: Magic-User 2, Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: Special (see text)

Duration: 1 turn/caster level (dismissible)

You can see any objects or beings that are *invisible* within your range of vision, as well as any that are *ethereal*, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, *invisible* and *ethereal* creatures.

The spell does not reveal the method used to obtain *invisibility*. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed or otherwise hard to see.

Detect invisibility can be made permanent with a *permanency* spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Detect Lie (reversible)

Divination

Level: Cleric 4, Bard 3, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 60' cone (does not apply to the reverse of the spell)

Duration: Concentration, up to 1 minute/caster level; see text

Saving Throw: Wisdom negates

Magic Resistance: No

Each round you concentrate on one subject within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies or necessarily reveal evasions. Each round you may concentrate on a different subject.

The reverse of this spell, *undetectable lie*, makes bald-face untruths seem reasonable, or simply counters the *detect lie* spell. Characters attempting to deceive others with the aid of this spell add +10 to their *bluff* check when doing so. *Undetectable lie* does not require concentration on the caster's behalf and lasts for 1 minute/caster level of the caster.

The material component of this spell is brass dust.

Detect Life

Divination

Level: Cleric 1

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

Each round you can concentrate on one creature, object or area within the range of this spell in order to determine whether it is alive. The magic will detect life in the recipient of a *feign death* spell or someone in a coma, deathlike trance or state of suspended animation. If cast upon the body of a creature that is engaged in

astral travel, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals.

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect Magic

Divination

Level: Cleric 0, Bard 0, Druid 0, Magic-User 0, Illusionist 0

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

- *1st Round:* Presence or absence of magical auras.
- *2nd Round:* Number of different magical auras and the power of the most potent aura. If any aura detected in the area is overwhelming (see *aura power* below) you are stunned for 1 round and the spell ends.
- *3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make *knowledge: arcana* skill checks to determine the school of magic involved in each. (Make one check per aura with a check penalty equal to the caster level for that spell or, for spell-like powers, the hit dice of the creature.)

Magical areas, multiple types of magic or strong local magical emanations may distort or conceal weaker auras.

spell or object	aura power			
	faint	moderate	strong	overwhelming
functioning spell (spell level)	0 - 2	3 - 4	5 - 8	9+ (deific)
magic item (caster level)	1 - 4	5 - 8	9 - 16	17 - 20+ (artifact)

Aura Power: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Extraplanar creatures and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Magical traps are often concealed through *Nystul's Magic Aura* so that they cannot be detected through use of *detect magic*.

Each round you can turn to *detect magic* in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Detect Poison

Divination

Level: Cleric 0, Druid 0, Magic-User 0

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

Each round you can concentrate on one creature, object or area within the range of this spell in order to determine whether it has been poisoned or is poisonous. You can determine the exact type of poison with a *profession (alchemist)* skill check or a *poisons* class ability check.

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect Scrying

Divination

Level: Bard 4, Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 40' radius circle centered on you

Duration: 24 hours

Saving Throw: None

Magic Resistance: No

You immediately become aware of any attempt to observe you by means of a *scrying* spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area you also know its location; otherwise you and the scrier immediately must make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Arcane Material Component: A small piece of mirror and a miniature brass hearing trumpet. These are not expended by the spell's casting.

Detect Secret Doors

Divination

Level: Illusionist 1

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You can detect secret doors, compartments, caches and so forth. Only passages, doors or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

- *1st Round:* Presence or absence of secret doors.
- *2nd Round:* Number of secret doors and the location of each. If a secret door is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect Snares and Pits

Divination

Level: Druid 1

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You can detect simple pits, deadfalls and snares, as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

The *detect snares and pits* spell detects certain natural hazards - quicksand (a snare), a sinkhole (a pit) or unsafe walls of natural rock (a deadfall). However it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

- *1st Round:* Presence or absence of hazards.
- *2nd Round:* Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each round you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Detect Undead

Divination

Level: Cleric 1

Components: V, S, M

Casting Time: 1 round

Range: Personal
 Area: 60' cone
 Duration: Concentration, up to 1 minute/caster level (dismissible)
 Saving Throw: None
 Magic Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

- *1st Round:* Presence or absence of undead auras.
- *2nd Round:* Number of undead auras in the area and the strength of the strongest undead aura present. If any aura detected in the area is overwhelming (see *aura power* below) you are stunned for 1 round and the spell ends.
- *3rd Round:* The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table.

hit dice	aura power
¼ - 2	faint
3 - 6	moderate
7 - 12	strong
13+	overwhelming

Each round, you can turn to *detect undead* in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead or 3' of wood or dirt blocks it.

Material Component: A bit of earth from a grave.

Dimensional Anchor

Abjuration
 Level: Cleric 4, Magic-User 4
 Components: V, S
 Casting Time: 1 round
 Range: 100' (Medium)
 Target: One creature
 Duration: 1 minute/caster level
 Saving Throw: Dexterity negates
 Magic Resistance: Yes

A green ray springs from your outstretched hand and strikes your target, unless it makes a successful dexterity save. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a *dimensional anchor* include *astral spell*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport* and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in *ethereal* or *astral* form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock

Abjuration
 Level: Cleric 8, Magic-User 8
 Components: V, S
 Casting Time: 1 round
 Range: 100' (Medium)
 Area: 20' radius sphere centered on a point in space
 Duration: 24 hours/caster level
 Saving Throw: None
 Magic Resistance: Yes

You create a shimmering emerald barrier that completely blocks extra-dimensional travel. Forms of movement barred include *astral spell*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport* and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extra-dimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in *ethereal* or *astral* form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimension Door

Conjuration/Summoning
 Level: Bard 4, Druid 4, Magic-User 4, Illusionist 4
 Components: V
 Casting Time: 1 round
 Range: Touch
 Target: You and one willing creature/3 caster levels
 Duration: Instantaneous
 Saving Throw: None
 Magic Resistance: Yes

You instantly transfer yourself from your current location to any other spot within 400 feet. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional, willing creature (carrying no more than its maximum load) per three caster levels. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100' you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000'. If there is no free space within 1,000' you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

Discern Location

Divination
 Level: Cleric 8, Magic-User 8
 Components: V, S, M
 Casting Time: 1 turn
 Range: Personal
 Target: One creature or object
 Duration: Instantaneous
 Saving Throw: None
 Magic Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name or the like), community, county (or similar political division), country, continent and the plane of existence where the target lies.

To find a creature with the spell you must have seen the creature or have some item that once belonged to it. To find an object you must have touched it at least once.

Divine Material Component: The cleric's holy symbol.

Disintegrate

Alteration
 Level: Magic-User 6
 Components: V, S, M
 Casting Time: 1 round
 Range: 100' (Medium)
 Effect: One creature or object
 Duration: Instantaneous
 Saving Throw: Dexterity partial
 Magic Resistance: Yes

A thin, green ray springs from your pointing finger. Any creature struck by the ray takes 24d6 points of damage. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust.

A creature or object that makes a successful dexterity save is partially affected, taking only 6d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

A disintegrated creature's equipment must also save versus *disintegration* (see *Item Saving Throws* on page 52) or be destroyed if that target failed his saving throw with a roll of "1". When used against an object, the ray simply disintegrates up to 30 cubic feet of non-living matter. Thus, the spell disintegrates only part of any very large object

or structure targeted. The ray affects even objects constructed entirely of force, such as *Bigby's forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic shell*.

Material Component: A lodestone, which is not expended by the spell's casting, and a pinch of dust.



Dismissal

Abjuration

Level: Cleric 4, Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails its save. If the spell is successful the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Divine Material Component: The cleric's holy symbol.

Dispel Evil (reversible)

Abjuration

Level: Cleric 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target or Targets: See text

Duration: 1 round/caster level or until discharged, whichever comes first

Saving Throw: See text

Magic Resistance: See text

Shimmering, white, holy energy surrounds you. This power has three effects.

- First, you gain a +4 bonus to AC against attacks by evil creatures. This bonus may not be combined with that given by spells or items of *protection* (i.e. *protection from evil* or *ring of protection*).
- Second, on making a successful melee attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the

effects with a successful wisdom save (*magic resistance* applies). This use discharges and ends the spell.

- Third, with a touch you can automatically *dispel* any one enchantment/charm spell cast by an evil creature. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and *magic resistance* do not apply to this effect. This use discharges and ends the spell.

The reverse of this spell, *dispel good*, functions as *dispel evil* except that it affects good creatures and spells rather than evil ones. This use of the spell surrounds the caster with dark, wavering, unholy energy.

Dispel Magic

Abjuration

Level: Cleric 3, Bard 3, Druid 4, Magic-User 3, Illusionist 3

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another caster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of two ways: a targeted dispel or a counterspell:

- **Targeted Dispel:** One object, creature or spell is the target of the *dispel magic* spell. You make a *caster level check* (1d20 + caster level) against each ongoing spell currently in effect on the object or creature. This roll is opposed by a *caster level check* (1d20 + caster level) for each targeted spell. If your check result is greater than or equal to that of the targeted spell, it is dispelled. If not, the spell remains in effect.

If you target a magic item you make a *caster level check* opposed by the item creator's *caster level check*. If unknown assume the item's creator is level 10, for charged items, or 15, for permanent items. If your check result equals or exceeds the item's then all of the item's magical properties are suppressed for 1 minute (6 rounds), after which the item recovers on its own. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: a suppressed magic sword is still a sword. Artifacts and deities are unaffected by mortal magic such as this. You automatically win a *caster level check* against any spell that you have cast yourself.

- **Counterspell:** When using *dispel magic* to counterspell, you may hold your initiative in order to attempt to disrupt another caster's spell. When counterspelling, you make a *caster level check* opposed by that of the targeted spellcaster. If your *caster level check* result is greater than or equal to that of the targeted caster, his spell is *dispelled*. If not, his spell is successfully cast.

Divination

Divination

Level: Cleric 4

Components: V, S, M

Casting Time: 1 turn

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event or activity that is to occur within one week. The advice can be as simple as a short phrase or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level,

to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same die result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp. They are consumed by the spell's casting.

Dominate Animal

Enchantment/Charm

Level: Druid 3

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One animal

Duration: 1 round/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

You can enchant an animal and direct it with simple commands such as "attack," "run," and "fetch." Suicidal or self-destructive commands (including an order to attack a creature larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature but know what it is experiencing. Because you are directing the animal with your own intelligence it may be able to undertake actions normally beyond its own comprehension.

You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a *dominated* creature a new command takes 1 round of concentration.

By concentrating fully on the spell, you can receive full sensory input as interpreted by the mind of the subject, though it can't communicate with you.

Dominate Monster

Enchantment/Charm

Level: Magic-User 9, Illusionist 9

Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Enchantment/Charm

Level: Bard 4, Magic-User 5, Illusionist 5

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One humanoid creature

Duration: One day/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "come here," "go there," "fight," and "stand still." You know what the subject is experiencing but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating and so forth). Because of this limited range of activity, a *sense motive* check can determine that the subject's behavior is being influenced by an enchantment effect.

Changing your instructions or giving a *dominated* creature a new command takes 1 round of concentration.

By concentrating fully on the spell, you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus.

Obviously self-destructive orders are not carried out. Once control is established the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of *domination* nor dispels it.

Drawmij's Instant Summons

Conjuration/Summoning

Level: Magic-User 7, Illusionist 7

Components: V, S, M

Casting Time: 1 round

Range: See text

Target: One object weighing 10 lbs or less, with a longest dimension of 6' or less

Duration: Permanent until discharged

Saving Throw: None

Magic Resistance: No

You call some non-living item from virtually any location directly to your hand.

First, you must place your *wizard mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way. The inscription on the gem is *invisible*. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

If the item is in the possession of another creature the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp, which must be crushed when the item is summoned.

Dream

Illusion/Phantasm

Level: Bard 5, Illusionist 5

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One creature

Duration: See text

Saving Throw: None

Magic Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell you must name the recipient or identify him by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream and delivers the message. The message can be of any length and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (it always fails any saving throw) while in the trance. A messenger that is disturbed during the trance awakens, ending the spell.

Creatures who don't sleep cannot be contacted by this spell.

Earthquake

Evocation

Level: Cleric 8, Druid 8

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: 80' radius circle

Duration: 1 round

Saving Throw: See text

Magic Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a *concentration* check (the penalty is equal to the caster level of the cleric or druid who cast *earthquake*) or lose any spell he tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

- *Cave, Cavern, or Tunnel*: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (dexterity save for half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.
- *Cliffs*: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (dexterity save for half) and is pinned beneath the rubble (see below).
- *Open Ground*: Each creature standing in the area must make a dexterity save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (unless they make a dexterity save with a -5 penalty). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.
- *Structure*: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 8d6 points of damage (dexterity save for half) and is pinned beneath the rubble (see below).
- *River, Lake, or Marsh*: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a dexterity save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.
- *Pinned beneath Rubble*: Any creature pinned beneath rubble takes 1d6 points of non-lethal damage per minute while pinned. If a pinned character falls unconscious, he must make a constitution save or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Items held by one of the spell's targets must save versus *crushing* (see *Item Saving Throws* on page 52) if that target failed his saving throw against a damaging effect of an *earthquake* spell with a roll of "1". Those falling into *open ground* and perishing lose all items (their items get no saving throws).

Elemental Swarm

Conjuration/Summoning

Level: Druid 9

Components: V, S

Casting Time: 1 turn

Range: 100' (Medium)

Effect: Multiple summoned creatures, no two of which can be more than 30' apart

Duration: 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. When the spell is complete, six 8 HD elementals appear. One turn later, three 12 HD elementals appear. In the turn after that, one 16 HD elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

Enchanted Weapon

Alteration

Level: Cleric 1, Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One weapon

Duration: 1 minute/caster level

Saving Throw: None

Magic Resistance: No

Enchanted weapon gives a weapon a +1 bonus on attack and damage rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*).

Endure Elements

Abjuration

Level: Cleric 1, Druid 1

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 24 hours

Saving Throw: Wisdom negates

Magic Resistance: Yes

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without taking nonlethal damage (see *Environmental Hazards* on page 59 for more). The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air and so forth.

Energy Drain

Necromantic

Level: Cleric 9, Magic-User 9

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One living or undead creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Constitution negates or partial; (see text)

Magic Resistance: Yes

The creature touched by the caster of this spell struck loses 4 levels of experience. There is no saving throw to avoid this level drain, but 24 hours later, the subject must make a constitution saving throw for each level lost. If the save succeeds, that lost level is regained. If it fails one of the subject's character levels is permanently drained. A creature slain by this spell rises the next night as a juju zombie.

An undead creature affected by this spell gains 20 temporary hit points for 1 hour.

Enlarge Animal (reversible)

Alteration

Level: Druid 2

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One animal

Duration: 1 hour/caster level (dismissible)

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell functions like *enlarge person*, except that it affects an animal. Increase the damage dealt by the animal's natural attacks by one die type (for example, from a d4 to a d6).

The reverse of this spell, *reduce animal*, functions like *reduce person*, except that it affects an animal. Reduce the damage dealt by the animal's natural attacks by one die type (for example, from a d6 to a d4).

Only natural animals, including giant forms, can be affected by either version of this spell.

Enlarge Person (reversible)

Alteration

Level: Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One humanoid creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

This spell causes the instant growth of a Small or Medium demihuman or humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +1 bonus to strength checks and damage rolls, a -1 penalty to all dexterity checks, and a -1 penalty to initiative rolls. This spell does not change the target's movement rate.

If insufficient room is available for the desired growth, the spell fails. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage, their damage die improves by 1 type (for example, from a d4 to a d6 or from 2d6 to 2d8). Projectile or missile weapons are not affected because, upon leaving the spell recipient's possession, they revert to their normal size. Other magical properties are not affected by this spell. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size may not be combined.

The reverse of this spell, *reduce person*, causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +1 bonus to dexterity checks and initiative rolls, and a -1 penalty to strength checks and damage rolls. This spell doesn't change the target's movement rate. All equipment worn or carried by a creature is reduced by the spell.

Melee weapons affected by this spell deal less damage, their damage die decreases by 1 type (for example, from a d6 to a d4 or from 2d8 to 2d6). Other magical properties are not affected by this spell. Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person* and vice versa. *Enlarge* or *reduce person* can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Entangle

Alteration

Level: Druid 1

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: Plants in a 40' radius circle

Duration: 1 minute/caster level (dismissible)

Saving Throw: Dexterity partial; see text

Magic Resistance: No

Grasses, weeds, bushes and even trees wrap, twist and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled.

Creatures who fail their initial dexterity save versus this spell are *entangled*. While entangled, a creature loses its dexterity and shield bonus to armor class. Entangled creatures can attempt to break free by making an *escape artist* check with a -5 penalty. This attempt, whether it succeeds or fails, takes a full round.

A creature that succeeds on the initial saving throw or who later breaks free is not entangled and can move 5' per round through the area.

Each round, on the caster's initiative, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement, requiring all in the spell's radius to roll another saving throw.

All creatures within the *entangle* spell's radius are afforded cover. A creature 5 feet away has 50% cover. Creatures up to 10 feet away have 75% cover while those further away have 100% cover and cannot be attacked or targeted by sight by spellcasters.

Enthrall

Enchantment/Charm

Level: Cleric 2, Bard 2

Components: V, S

Casting Time: 2 rounds

Range: Personal

Targets: Any number of creatures within 100' radius (see text)

Duration: 1 hour or less

Saving Throw: Wisdom negates; see text

Magic Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound with your voice. To cast the spell, you must speak or sing without interruption for 1 round. Thereafter, those within range must make a saving throw or give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of "goodwill" towards you while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +5 bonus on the saving throw.

A creature with 4 or more HD or with a wisdom score of 16 or higher remains aware of its surroundings and has an attitude of "neutral". It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not *enthralled* have an attitude of "Antipathy" or "Hatred" toward you, they can collectively make a charisma common ability check to try to end the spell by jeering and heckling. For this check, roll for the creature with highest charisma check bonus of the group; who gains a +1 bonus per 3 people who join him in heckling the caster. The heckling ends the spell if this check result beats your charisma common ability check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly, greeting the caster with "Antipathy". Each creature with 4 or more HD or with a wisdom score of 16 or higher feels "Hatred" towards the caster.

Erase

Alteration

Level: Bard 1, Magic-User 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One scroll or two pages of text

Duration: Instantaneous

Saving Throw: See text

Magic Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment or similar surfaces. With this spell you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil* or a *wizard mark*, but not an *illusory script* or *symbol* spell. Non-magical writing is automatically erased if touched.

Magic writing must be touched to be erased and you also must succeed on an opposed *caster level check* against the scribe's *caster level check* in order to erase and dispel it. If you fail to erase *explosive runes*, a *glyph of warding* or a *sepia snake sigil*, you accidentally activate that writing instead.

ESP

Divination

Level: Bard 2, Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/caster level (dismissible)

Saving Throw: Wisdom (intelligence for arcane version) partial; see text

Magic Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** Presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher).
- **2nd Round:** Number of thinking minds and the intelligence score of each. If the highest intelligence is 20 or higher (and at least 5 points higher than your own intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
- **3rd Round:** Surface thoughts of any mind in the area. A target's successful save prevents you from reading its thoughts, and you must cast *ESP* again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that you can pick up.

Each round, you can turn to *ESP* in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Material Component: A copper piece.

Ethereal Jaunt

Conjuration/Summoning

Level: Cleric 7, Magic-User 7, Illusionist 7

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/caster level (dismissible)

You, along with your equipment, become ethereal. For the duration of the spell you are in a place called the Ethereal Plane which overlaps the normal, physical, Material Plane. When the spell expires you return to material existence.

An ethereal creature is *invisible*, insubstantial and capable of moving in any direction, even up or down, albeit at half their normal movement rate. As an insubstantial creature you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as *magic missiles*) and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall) you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you travel.

Etherealness

Conjuration/Summoning

Level: Cleric 9, Magic-User 9, Illusionist 9

Range: Touch

Targets: You and one willing creature/3 caster levels

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

This spell functions like *ethereal jaunt* except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal the subjects need not stay together. When the spell expires all affected creatures on the Ethereal Plane return to material existence.

Evard's Black Tentacles

Conjuration/Summoning

Level: Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: 20' radius circle

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor,

or whatever surface is underfoot - including water. They grapple creatures that enter the area (see page 58 for more information on *grappling*), holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a strength common ability check, opposed by that of the tentacles. Treat the tentacles as a Large creature with hit dice equal to the spell's caster level. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make an opposed strength check each round on your turn to deal 2d4 points of crushing damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappled by the tentacles may move only 5' per round through the area.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Exorcise

Abjuration

Level: Cleric 4

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: See text

Magic Resistance: No

The spell of exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by *magic jar* spell, demonic possession, cursed item, and even *charm* spells and abilities.

For each such effect you make a caster level check (1d20 + caster level) with a penalty equal to the spellcaster's caster level (or hit dice, for creatures with spell-like powers). Success means that the creature is free of the spell, curse or effect. For a *cursed* magic item, the penalty is equal to the creator's level (or 15 if the creator's level is not known).

If the effect comes from some permanent magic item *exorcise* does not remove the curse from the item, but it does free the victim from the item's effects.

Explosive Runes

Abjuration

Level: Magic-User 3, Illusionist 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One object weighing no more than 10 lbs

Duration: Permanent until discharged (dismissible)

Saving Throw: See text

Magic Resistance: Yes

You trace these mystic runes upon a book, map, scroll or similar object bearing written information. The *runes* detonate when read, dealing 5d6 points of force damage. Anyone next to the *runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10' of the *runes* is entitled to a dexterity save for half damage. The object on which the *runes* were written must make an *Item Saving Throw* versus *crushing* (see page 52) or be destroyed. Items held by one of the spell's targets must save versus *crushing* if that target failed his saving throw with a "1" or was denied a saving throw.

You and any characters you specifically instruct can read the protected writing without triggering the *runes*. Likewise you can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *runes* and failing to do so triggers the explosion.

Note: An assassin or thief can use the *find traps* ability to find *explosive runes* and thwart them. The check penalty is equal to the level of the spell's caster.

Eyebite

Enchantment/Charm

Level: Magic-User 6, Illusionist 7

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: 1 round per three caster levels; see text

Saving Throw: See below

Magic Resistance: Yes

An *eyebite* spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the caster. The caster selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th level caster who chose *fear* would have four opportunities to make gaze attacks causing *fear*, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw versus the appropriate effect. The four effects of the spell are as follows:

- *Charm*: The caster can *charm* a single person or monster by gaze and by uttering a single word. The effect is the same as a *charm monster* spell. All creatures other than humans, demihumans and humanoids make their charisma saves with a +2 bonus.
- *Fear*: The caster can cause *fear* by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers (unable to attack but able to defend themselves) or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter *fear*. This effect is negated by a successful charisma save.
- *Sicken*: This power enables the caster to merely gaze, speak a word and cause sudden pain and fever to sweep over the subject's body. Sickened creatures suffer a -2 penalty to strength and dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their armor class. Movement is reduced to ½ its normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return after 6 turns (1 hour) of complete rest. The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. Creatures other than humans, demihumans and humanoids make their constitution save with +2 bonuses versus this attack.
- *Sleep*: The caster can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully makes their intelligence saving throw. An affected creature must be shaken or otherwise shocked back to consciousness.

This spell does not affect undead of any type or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected *charm* gaze, the caster is paralyzed until it wears off or is countered.

Fabricate

Alteration

Level: Magic-User 5, Illusionist 5

Components: V, S, M

Casting Time: See text

Range: 30' (Close)

Target: Up to 10 cubic feet/caster level; see text

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate *craft* skill check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round

per 10 cubic feet of material to be affected by the spell (or 1 cubic foot in the case of minerals).

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

Faerie Fire

Evocation

Level: Druid 1, Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: Creatures and objects within a 5' radius circle

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd level or higher magical *darkness* effect functions normally), *blur*, *displacement*, *invisibility* or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light.

The *faerie fire* can be blue, green or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Arcane Material Component: The thorax of a firefly.

False Vision

Illusion/Phantasm

Level: Illusionist 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: 40' radius circle

Duration: 1 hour/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

Any *srying* spell or item used to view anything within the area of this spell instead receives a false image (as the *improved phantasmal force* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating the image remains static.

Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Fear

Enchantment/Charm

Level: Bard 3, Magic-User 4, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 30' cone

Duration: 1 round/caster level; see text

Saving Throw: Charisma negates

Magic Resistance: Yes

An invisible cone of terror instantaneously bursts forth from your hands, forcing living creatures in the area to make a charisma saving throw or run in fear for the spell's duration. If cornered, a panicked creature cowers, unable to attack but able to defend itself.

Arcane Material Component: Either the heart of a hen or a white feather.

Feather Fall

Alteration

Level: Magic-User 1

Components: V

Casting Time: Instantaneous

Range: 30' (Close)

Targets: One creature/caster level, no two of which may be more than 20' apart; see text

Duration: Until landing or 1 round/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 120 feet per round (equivalent to the end of a fall from a few feet) and the subjects take no damage upon landing while the spell is in effect.

Should the target of the spell fail to land by the end of *feather fall's* duration, the normal rate of falling resumes.

The spell affects one or more creatures (including gear and carried objects up to each creature's maximum load) or objects.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is instantaneous and it may even be cast when it isn't your turn, or if you've already acted that round.

The spell also works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a projectile or thrown weapon (but not siege ammunition or giant-hurled boulders).

Feeblemind

Enchantment/Charm

Level: Druid 6, Magic-User 5, Illusionist 6

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Target: One creature

Duration: Instantaneous

Saving Throw: Wisdom (or intelligence for the arcane version) negates; see text

Magic Resistance: Yes

If the target creature fails a wisdom save (or intelligence save for the arcane version of this spell), its intelligence, wisdom and charisma scores each drop to 3 (scores less than 3 are not raised). The affected creature is unable cast spells and can barely understand language or communicate coherently. It still knows who its friends are and can follow them and even protect them.

The subject remains in this state until a *heal*, *limited wish*, *miracle* or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as an illusionist or a magic-user, takes a -2 penalty on its saving throw.

Arcane Material Component: A handful of clay, crystal, glass, or mineral spheres.

Feign Death

Necromantic

Level: Cleric 3, Druid 2, Magic-User 3, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One willing creature

Duration: 1 hour/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

By means of this spell, the caster or any other willing creature whose levels of experience/hit dice do not exceed the caster's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the creature affected by the *feign death* spell can smell, hear and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal.

In addition, paralysis, poison, ability score drain or *energy drain* will not affect the individual creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted.

Note that only a willing individual can be affected by *feign death*. The spellcaster is able to end the spell effects at any time desired, but it requires 1 round for bodily functions to begin again.

The material components are a pinch of graveyard dirt and, if cast by a cleric, the cleric's holy symbol.

Find Familiar

Conjuration/Summoning

Level: Magic-User 1, Illusionist 1

Components: V, S, M

Casting Time: 8 hours

Range: 30' (Close)

Target: One summoned familiar

Duration: Permanent

Saving Throw: None

Magic Resistance: No

A familiar is of certain benefit to a caster, as the creature adds to the spellcaster's hit points, conveys its sensory powers to its master and can converse with its master. The caster has little control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year.

At such time as the caster determines to find a familiar, he must stoke up a brass brazier with charcoal and, when this is burning well, add 100 gold pieces worth of incense, herbs (basil, savory and catnip for sure) and fat. When these items are burning the spellcaster begins his incantation and it must be continued for at least 8 hours.

Your referee will secretly determine all results. The caster has very little control over what sort of a creature appears to become his familiar.

Normal familiars have 6 hit points, an armor class of 15 (due to size, speed, etc.) and make saving throws as its master does. Each is abnormally intelligent, with an intelligence of 8 + their master's intelligence modifier and totally faithful to the caster whose familiar it becomes. The familiar's hit points are added to the hit point total of the caster when it is within 60' of its master but, if the familiar should ever be killed, the master will lose those bonus hit points and a like amount of hit points from their hit point total for a period of 1 year.

The familiar summoned is determined by rolling a d20 and consulting the following table:

d20 roll*	familiar	sensory powers
1-4	no familiar	no familiar is available within spell range
5-8	cat	twilight vision
9-10	crow	+2 bonus to <i>perception</i> checks
11-12	hawk	all range penalties to attack rolls are halved due to superior distance vision
13-14	owl	twilight vision
15-16	rat	+2 bonus to <i>perception</i> checks
17-18	toad	wide-angle vision negates foes' flanking bonus to hit you
19-20	weasel	+2 bonus to <i>perception</i> checks
21+	caster's choice	

*Add 1 to the die roll per 5 caster levels.

Find the Path (reversible)

Divination

Level: Cleric 6, Bard 6, Druid 6, Illusionist 8

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom (intelligence for the arcane version) negates

Magic Resistance: Yes

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, under ground or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

The reverse of this spell, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell. It can be led by others.

Material Component: A set of divination counters of the sort you favor.

Find Traps

Divination

Level: Cleric 2

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/caster level

You gain intuitive insight into the workings of traps. You can use the *find traps* ability to detect traps just as a thief can, by making a *perception* check. In addition, you gain a +5 bonus on *perception* checks made to find traps while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

Finger of Death

Necromantic

Level: Druid 8

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: Instantaneous

Saving Throw: Charisma partial

Magic Resistance: Yes

You can slay a single living creature within range. The target is entitled to a charisma saving throw to survive the attack. If the save is successful, the creature instead takes 8d6 points of damage.

The subject might die from damage even if it succeeds on its saving throw.

Fireball

Evocation

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: 20' radius circle

Duration: Instantaneous

Saving Throw: Dexterity half

Magic Resistance: Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 9d6) to every creature within the area. Items held or worn by one of the spell's targets must save *versus fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area unless they make *Item Saving Throws*. It can melt metals with low melting points, such as lead, gold, copper, silver and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Fire Seeds

Conjuration/Summoning

Level: Druid 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: Up to four acorns or eight holly berries

Duration: 1 turn/caster level or until used

Saving Throw: None or dexterity half; see text

Magic Resistance: No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw or turn holly berries into bombs that you can detonate on command.

- *Acorn Grenades:* As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster

level (maximum 18d6), divided up among the acorns as you wish. A creature struck directly is not allowed a saving throw.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die and ignites any combustible materials within 5 feet. A creature within the splash area that makes a successful dexterity saving throw takes only half of the splash damage. Creatures struck directly by an *acorn grenade* do not take splash damage.

- *Holly Berry Bombs:* You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command each berry instantly bursts into flame, causing 1d8 points of fire damage, +1 point per caster level, to every creature in a 5-foot radius sphere and igniting any combustible materials within 5 feet. A creature in the area that makes a successful dexterity saving throw takes only half damage.

Items held by one of the spell's targets must save *versus fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1" or was struck directly by an *acorn grenade*. Other items in the spell area must save as well.

Material Component: The acorns or holly berries.

Fire Shield

Evocation

Level: Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/caster level (dismissible)

Magic Resistance: Yes

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a melee weapon deals normal damage but, at the same time, the attacker takes 1d6 points of damage, +1 point per caster level (maximum +15). This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks). If the attacker has *magic resistance*, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to the illumination of a normal torch (30' radius). The color of the flames is blue-green if the *chill shield* is cast, violet-blue if the *warm shield* is employed. The special powers of each version are as follows.

- *Chill Shield:* The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a dexterity save for half damage, you take no damage on a successful save.
- *Warm Shield:* The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a dexterity save for half damage, you take no damage on a successful save.

Material Component: A bit of phosphorus for the *warm shield*; a live firefly or glowworm or the tail portions of four dead ones for the *chill shield*.

Fire Storm

Evocation

Level: Druid 7

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Area: 30' radius circle

Duration: Instantaneous

Saving Throw: Dexterity half

Magic Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover and any plant creatures in the area that

you wish to exclude from damage. Any other creature within the area takes 10d6 points of fire damage + 1 additional point per caster level. Items held by one of the spell's targets must save versus *fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

Fire Trap

Abjuration

Level: Druid 2, Magic-User 4

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One object

Duration: Permanent until discharged (dismissible)

Saving Throw: Dexterity half; see text

Magic Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5' radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20).

The item protected by the trap is not harmed by this explosion. Items held by one of the spell's targets must save versus *fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".

A *fire trapped* item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

Note: An assassin or thief can use the *find traps* ability to find a *fire trap* and thwart it. The check penalty is equal to the level of the spell's caster.

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object. This is expended when the spell is cast.

Flame Arrow

Alteration

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 1 turn/caster level

Saving Throw: None

Magic Resistance: No

You turn ammunition (such as arrows, bolts, shuriken and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure but won't ignite a creature it strikes (see *Item Saving Throws* on page 52).

Material Component: A drop of oil and a small piece of flint.

Flame Blade

Evocation

Level: Druid 2

Components: V, S, M

Casting Time: 1 round

Range: Personal

Effect: Sword-like beam

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks and cloth items (see *Item Saving Throws* on page 52). An item

held or worn by an opponent need not save unless it is directly targeted by the *flame blade*'s wielder.

The spell does not function underwater.

Flame Strike

Evocation

Level: Cleric 5

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: 10' radius by 40' high cylinder of divine fire

Duration: Instantaneous

Saving Throw: Dexterity half

Magic Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 12d6). Half the damage is fire damage but the other half results directly from divine power and is not subject to being reduced by resistance to fire-based attacks. Items held by one of the spell's targets must save versus *fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

Flaming Sphere

Evocation

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: 5' diameter sphere

Duration: 1 round/caster level

Saving Throw: Dexterity negates

Magic Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 60 feet per round so long as the caster concentrates upon its movement. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

If it enters a space with a creature it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful dexterity save negates that damage. Items held by one of the spell's targets must save versus *fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

The sphere moves as long as you actively direct it (it may only attack 1 target per round); otherwise it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of tallow, a pinch of brimstone and a dusting of powdered iron.

Flesh to Stone (reversible)

Alteration

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Target: One creature (see text)

Duration: Instantaneous

Saving Throw: Wisdom negates; see text

Magic Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged the subject, if ever returned to its original state, has similar damage or deformities. The creature is not dead but does not seem to be alive either. Only creatures made of flesh are affected by this spell.

The reverse of this spell, *stone to flesh*, restores a petrified creature to its normal state, restoring life and goods. The creature must make a constitution save to survive the process. Any petrified creature, regardless of size, can be restored.

This spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone

golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Fly

Alteration

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject can fly at a movement rate of 120' (24") per round, 90' (18") if wearing medium or heavy armor or if carrying a medium to heavy load. It can ascend at half speed and descend at double speed, and its maneuverability class is B. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can make charge attacks but cannot carry aloft more weight than its maximum load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic shell*.

Arcane Material component: A wing feather from any bird.

Fog Cloud

Conjuration/Summoning

Level: Druid 2, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 1 turn/caster level

Saving Throw: None

Magic Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Forbiddance

Abjuration

Level: Cleric 6

Components: V, S, M

Casting Time: 1 minute

Range: 400' (Long)

Area: 100' radius cylinder, 50' in height

Duration: Permanent

Saving Throw: See text

Magic Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel and all summoning spells. Such effects simply fail.

In addition it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

- *Alignments identical:* No effect. The creature may enter the area freely (although not by planar travel).
- *Alignments different with respect to either law/chaos or good/evil:* The creature takes 5d6 points of damage. A successful wisdom save halves the damage and *magic resistance* applies.

- *Alignments different with respect to both law/chaos and good/evil:* The creature takes 9d6 points of damage. A successful wisdom save halves the damage and *magic resistance* applies.

At your option the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 25,000 gp. If a password is desired, this requires the burning of additional rare incenses worth at least 12,500 gp. These are expended when the spell is cast.

Forcecage

Evocation

Level: Magic-User 7

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: Barred cage (20' cube) or windowless cell (10' cube)

Duration: 2 hours/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic* but is vulnerable to a *disintegrate* spell and can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

- *Barred Cage:* This version of the spell produces a 20' cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks) a creature in the barred cage has 50% cover. All spells and breath weapons can pass through the gaps in the bars.
- *Windowless Cell:* This version of the spell produces a 10' cube with no way in and no way out. Solid walls of force form its six sides.

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

Foresight

Divination

Level: Druid 9, Magic-User 9, Illusionist 9

Components: V, S, M

Casting Time: 1 round

Range: Personal and touch

Target: See text

Duration: 1 turn/caster level

Saving Throw: Wisdom (intelligence for the arcane version) negates

Magic Resistance: Yes

This spell grants you a powerful sixth sense in relation to yourself and one other creature. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to yourself and the spell's other subject.

While you receive warnings about danger to yourself and the other subject, you must communicate what you learn to the other creature for the warning to be useful. As such the other creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking the person back and telepathically communicating

can all be accomplished before some danger befalls the subject, provided you act on the warning without delay.

While protected by *foresight* you are never surprised and are immune to all *sneak attacks* and the *death attacks* of assassins. In addition the spell gives you a general idea of what action you might take to best protect yourself, giving you a +3 bonus to armor class, initiative rolls and dexterity saves. The other subject of this spell, however, does not gain the bonuses or immunities that the personal use of this spell grants.

Arcane Material Component: A hummingbird's feather.

Forget

Enchantment/Charm

Level: Magic-User 2, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Area of Effect: 1-4 creatures in a 10' radius circle

Duration: Permanent

Saving Throw: Intelligence negates

Magic Resistance: Yes

By means of this dweomer the spellcaster causes creatures within the area of effect to forget the events of the previous minute (6 rounds of time previous to the utterance of the spell). For every 3 caster levels of the spellcaster another minute of past time is forgotten.

Forget in no way negates any *charm*, *suggestion*, *geas*, *quest* or similar spell, though it is possible for the caster to place such magic upon a victim and, later, be forgotten through the use of *forget*.

From 1-4 individual creatures can be affected by the spell, at the discretion of the caster. If only 1 is to be affected the recipient's intelligence save suffers a -2 penalty; if 2 are affected, both targets suffer a -1 penalty; and if 3 or 4 are to be targeted by this dweomer they save normally.

A clerical *heal* or *restoration* spell, specially cast for this purpose, will restore the lost memories, as will a *wish*, but other means will not serve to do so.

Freedom

Abjuration

Level: Magic-User 9

Components: V, S

Casting Time: 1 round

Range: 30' (Close) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *sleep*, *slow*, *stunning*, *time stop* and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background and you cast this spell at the spot where it was entombed or banished into the *maze*.

Freedom of Movement

Abjuration

Level: Cleric 4, Bard 4, Druid 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as *paralysis*, *solid fog*, *slow* and *web*. The subject automatically succeeds on any *escape artist* checks.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage. This thong is not consumed by the spell's casting.

Friends

Enchantment/Charm

Level: Bard 1, Magic-User 1, Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 turn

Saving Throw: Charisma partial; see text

Magic Resistance: Yes

A *friends* spell causes the caster to gain a +3 bonus to all charisma ability checks, excluding saving throws, for the spell's duration.

In addition *friends* offers limited protection to the caster. Hostile living creatures of animal or greater intelligence must succeed at a charisma save in order to attack the caster. Any creature attacked by the caster is immune to this effect of the spell, as are creatures with 6 or more hit dice.

The components for this spell are chalk (or white flour), lampblack (or soot) and vermilion applied to the face before casting the spell.

Gaseous Form

Alteration

Level: Magic-User 3

Components: S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 2 minutes/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: No

The subject and all its gear become insubstantial, misty and translucent. He cannot be harmed except by magical fire, cold or lightning, in which case damage is normal. The creature is subject to the effects of wind and can't enter water or other liquids. A *gust of wind* spell or even normal strong air currents will blow the *gaseous form* backwards 10' per 5 mph of winds each round. A *whirlwind* spell will inflict double damage upon any creature in *gaseous form*.

A *gaseous* creature can't run, but it can fly at a movement rate of 30' per round (maneuverability class A). When in *gaseous form* the individual is able to enter any space which is not airtight, i.e., a small crack or hole which allows air to penetrate also allows entry by a creature in *gaseous form*.

He can't attack or cast spells while in *gaseous form*. The subject also loses its spell-like abilities while in *gaseous form*. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect. He also can't manipulate objects or activate items, even those carried along with its *gaseous form*. Continuously active items remain active, though in some cases their effects may be moot.



Gate

Conjuration/Summoning

Level: Cleric 9, Magic-User 9

Components: V, S, XP; see text

Casting Time: 1 round; see text

Range: 100' (Medium)

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/caster level +3 rounds); see text

Saving Throw: None

Magic Resistance: No

Casting a *gate* spell has two effects. First, it creates an inter-dimensional connection between your plane of existence and a

plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell and anyone or anything that moves through is shunted instantly to the other side. A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

- **Planar Travel:** As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell except that the *gate* opens precisely at the point you desire. Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you - anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for inter-planar travel. You may hold the *gate* open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or else the inter-planar connection is severed 3 rounds after you stop concentrating upon the *gate*.
- **Calling Creatures:** The second effect of the *gate* spell is to call an extraplanar creature to your aid. By naming a particular being or kind of being as you cast the spell you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD. Note that payment need not be made directly to the *gated* creature and can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals.

A non-hazardous task requires only half the indicated payment while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

Regardless, this payment must be made before the creature agrees to perform any services. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Immediately upon completion of the service the being is transported to your vicinity and you must then and there turn over the promised reward. After this is done the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst the creature or its kin may attack you. **XP Cost:** 10,000 XP (only for the *calling creatures* function).

Geas/Quest

Enchantment/Charm

Level: Cleric 6, Bard 6, Druid 6, Magic-User 6

Casting Time: 1 turn

Target: One creature

Saving Throw: Charisma negates

Magic Resistance: Yes

A *geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

If the subject fails to obey the *geas* for 24 hours it takes 2d4 points of damage. This is repeated each day it does not attempt to follow the *geas/quest*. Neither natural nor magical healing by any means short of a *heal* or *regenerate* spell can cure this damage.

In addition the subject becomes sickened should it fail to follow its *geas*. Sickened creatures suffer a -2 penalty to strength and dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their armor class. Movement is reduced to ½ its normal rate, rounded to the nearest 5' increment. These effects end 24 hours after the creature attempts to resume the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest* but *limited wish*, *miracle* and *wish* do.

Bards, druids and magic-users usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Glasse

Alteration

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area of Effect: Special, see text

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: None

By means of this spell the magic-user is able to make a 2' radius section of non-magical metal, stone or wood as transparent as glass. Normally, up to four inches of metal can be seen through, stone up to 1' thick can be made transparent, or 3' of wood can be affected by the *glasse* spell. The spell will not work on lead, gold or platinum.

The magic-user can opt to make the *glasse* work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected.

The material component of the spell is a small piece of crystal or glass.

Glassteel

Alteration

Level: Magic-User 8

Components: V, S, M

Casting Time: 8 segments

Range: Touch

Area of Effect: Up to 10 lbs of crystal or glass/caster level

Duration: Permanent

Saving Throw: None

Magic Resistance: No

The *glassteel* spell turns non-magical crystal or glass into a transparent substance which has the tensile strength and malleability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of experience of the spellcaster, and it must form one whole object. The cost of the glass or crystal item to be transformed depends upon its volume and

craftsmanship, though each pound of glass would cost at least 1 gold piece.

The material component of this spell is a small piece of steel.

Globe of Invulnerability

Abjuration

Level: Magic-User 6, Illusionist 6

This spell functions like *minor globe of invulnerability*, except that it also excludes 4th level spells and spell-like powers.

Glyph of Warding

Abjuration

Level: Cleric 3

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target or Area: One object of up to 5 sq. ft./caster level

Duration: Permanent until discharged (dismissible)

Saving Throw: See text

Magic Resistance: No and Yes; see text

This powerful inscription harms those who enter, pass or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively, or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. *Glyphs* can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, hit dice, or level. *Glyphs* respond to *invisible* creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be *dispelled*. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a *glyph*, though non-magical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a *knowledge: arcana* skill check. Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

Note: Note: An assassin or thief can use the *find traps* ability to find *glyphs of warding* and thwart them. The check penalty is equal to the level of the spell's caster.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

- *Blast Glyph:* A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a dexterity save to take half damage. Magic resistance applies against this effect. Items held by one of the spell's targets must save versus the relevant effect (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".
- *Spell Glyph:* You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the *glyph*. If the spell has a target, it targets the intruder. If the spell has an area of effect it is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and *magic resistance* operate as normal.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200 gp. Both incense and powdered diamond are expended when the spell is cast.

Goodberry

Alteration

Level: Druid 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: 2d4 fresh berries

Duration: One day/caster level

Saving Throw: None

Magic Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid or ranger) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Grease

Conjuration/Summoning

Level: Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target or Area: One object or a 10' radius circle

Duration: 1 round/caster level (dismissible)

Saving Throw: Dexterity partial; see text

Magic Resistance: No

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast, or who enters the area while the spell is in effect, must make a successful dexterity save or fall prone. This save must be made each round, on the caster's initiative, by those who remain within the spell's area of effect. Those who make their save may move within or through the area of grease at 1/2 of their normal movement rate, rounded to the nearest 5' increment.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a dexterity saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 bonus on *escape artist* checks made to escape from restraints or bounds and to avoid being grappled.

Material Component: A bit of pork rind or butter.

Guards and Wards

Abjuration

Level: Magic-User 6

Components: V, S, M

Casting Time: 3 turns

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./caster level

Duration: 2 hours/caster level (dismissible)

Saving Throw: See text

Magic Resistance: See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you 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 darkvision, beyond 5 feet. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment. Saving Throw: None. Magic Resistance: No.
- *Wizard Locks:* All doors in the warded area are *wizard locked*. Saving Throw: None. Magic Resistance: No.
- *Webs:* Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 1 turn if they are burned or torn away while the *guards and wards* spell lasts. Saving Throw: Dexterity negates; see text for *web*. Magic Resistance: No.

- *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. Saving Throw: None. Magic Resistance: Yes.
- *Lost Doors*: One door per caster level is covered by a *silent image* to appear as if it were a plain wall. Saving Throw: Intelligence disbelief (if interacted with). Magic Resistance: No.

In addition, you can place your choice of one of the following five magical effects:

- *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Saving Throw: None. Magic Resistance: No.
- A *magic mouth* in two places. Saving Throw: None. Magic Resistance: No.
- A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 1 turn if dispersed by wind while the *guards and wards* spell lasts. Saving Throw: constitution negates; see text for *stinking cloud*. Magic Resistance: No.
- A *gust of wind* in one corridor or room. Saving Throw: strength negates. Magic Resistance: Yes.
- A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Saving Throw: charisma negates. Magic Resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mordenkainen's disjunction* destroys the entire *guards and wards* effect.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood are expended in when this spell is cast. A small silver rod must be held by the caster at the time of casting, though this is not expended when the spell is completed.

Gust of Wind

Evocation

Level: Druid 2, Magic-User 2

Components: V, S

Casting Time: 1 round

Range: Personal

Effect: 60' long by 5' wide gust of severe wind emanating from you

Duration: 1 round

Saving Throw: Strength negates

Magic Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

- Small creatures are knocked prone by the force of the wind and take 1d6 of non-lethal damage or, if flying, are blown back 1d6x10 feet and takes 2d6 points of non-lethal damage due to battering and buffeting.
- Medium creatures are unable to move forward against the force of the wind or, if flying, are blown back 1d6x5 feet and take 1d6 points of non-lethal damage.
- Large creatures may move normally within a *gust of wind* effect. A *gust of wind* can't move a creature beyond the limit of its range.
- Any creature, regardless of size, takes a -4 penalty on ranged attacks and any *perception* checks in the area of a *gust of wind*.

The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.

Hallucinatory Terrain

Illusion/Phantasm

Level: Bard 4, Druid 4, Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 turn

Range: 400' (Long)

Area: One 30' cube/caster level

Duration: 2 hours/caster level (dismissible)

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A stone, a twig and a bit of green plant.

Haste (reversible)

Alteration

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Targets: One creature/caster level, no two of which can be more than 30' apart

Duration: 1 round/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The transmuted creatures move and act more quickly than normal. *Hasted* characters may make an extra attack each round and double their usual movement rate. When *hasted* a spellcaster may still only cast one spell per round.

In addition, a *hasted* creature gains a +1 bonus on attack rolls, initiative rolls, armor class and dexterity saves.

The reverse of this spell, *slow*, causes affected creatures to move and attack at a drastically slowed rate. A *slowed* creature may only attack once every other round if it normally makes 1 attack each round. Creatures that make multiple attacks per round lose one attack each round. Spells cast by *slowed* casters take twice their usual time to cast.

Additionally, *slowed* creatures suffer a -1 penalty to attack rolls, initiative rolls, armor class and dexterity saves. A *slowed* creature moves at half of its normal movement rate.

Multiple *haste* or *slow* effects don't stack. *Slow* counters and dispels *haste* and vice versa.

Material Component: A shaving of licorice root for *haste*. A drop of molasses for *slow*.

Heal (reversible)

Conjuration/Summoning

Level: Cleric 6, Druid 7

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution negates

Magic Resistance: Yes

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, *confused*, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, sickened, stunned, and poisoned. It also cures up to 100 hit points of damage.

Heal does not restore permanently drained levels, or restore permanently drained ability score points.

The reverse of this spell, *harm*, charges a subject with negative energy that deals 100 points of damage. If the creature successfully saves, *harm* deals 50 points of damage. *Harm* cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*. If used against an undead creature, *heal* instead acts like *harm*.

Heat Metal (reversible)

Alteration

Level: Druid 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature per two caster levels, no two of which can be more than 30' apart

Duration: 7 rounds

Saving Throw: Wisdom negates

Magic Resistance: Yes

Heat metal makes metal extremely warm. A creature takes fire damage if its equipment is heated. It takes full damage if wearing metal armor or carrying metallic items weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table below) if it's not wearing metal armor or carrying metallic items weighing less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

round	metal temperature	damage
1	warm	none
2	hot	1d4 points
3-5	searing	2d4 points
6	hot	1d4 points
7	warm	none

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and warms the surrounding water.

The reverse of this spell, *chill metal*, makes metal extremely cold. It affects the targeted creature just as *heat metal* does, excepting that the damage inflicted is from biting cold rather than searing heat. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal* and vice versa.

Heroes' Feast

Conjuration/Summoning

Level: Cleric 6, Druid 7

Components: V, S, M

Casting Time: 1 turn; see text

Range: 30' (Close)

Effect: Feast for one creature/caster level

Duration: 2 hours; see text

Saving Throw: None

Magic Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, food and drink. The feast takes 1 hour to consume and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea. They also become immune to poison for 12 hours and gain 4d8+8 temporary hit points after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 bonus on attack rolls and constitution saves, as well as immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Hold Animal

Enchantment/Charm

Level: Druid 2

Components: V, S

Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Monster

Enchantment/Charm

Level: Bard 4, Magic-User 5, Illusionist 5

Components: V, S, M

Target: One creature

This spell functions like *hold person*, except that it affects any living creature that fails its strength save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Person

Enchantment/Charm

Level: Cleric 2, Bard 2, Magic-User 3, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Target: One humanoid creature

Duration: 1 round/caster level (dismissible); see text

Saving Throw: Strength negates; see text

Magic Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. *Held* creatures are considered to be *incapacitated opponents* (see page 57 for more details).

A *held* creature may attempt another saving throw on its turn each round to break free of the spell's effect. Once this save is made the spell is negated.

Arcane Material Component: A small, straight piece of iron.

Hold Plant

Enchantment/Charm

Level: Druid 4

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Target: One plant creature

Duration: 1 round/caster level

Saving Throw: Wisdom negates; see text

Magic Resistance: Yes

The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. Other than the type of creatures it affects, this spell functions like *hold person*.

Hold Portal

Abjuration

Level: Magic-User 1

Component: V

Casting Time: 1 round

Range: 100' (Medium)

Target: One portal with an area of up to 20 sq. ft./caster level

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This spell magically holds shut a door, portcullis, gate, window or shutter of wood, metal or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Add 5 to the normal penalty for forcing open a *held* portal and reduce all damage done to the portal by 50%.

Holy Aura (reversible)

Abjuration

Level: Cleric 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Targets: One creature/caster level in a 20' radius sphere centered on you

Duration: 1 round/caster level (dismissible)

Saving Throw: See text

Magic Resistance: Yes

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects:

- First, each warded creature gains a +4 bonus to AC and +4 bonus to its saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

These bonuses may not be combined with those gained from spells or items of *protection* (i.e. *ring of protection* or *protection from evil* spell).

- Second, each warded creature gains a *magic resistance* rating equal to $\frac{1}{2}$ of the casting cleric's level (round fractions down) against spells and spell-like abilities employed by evil creatures.
- Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.
- Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (constitution save negates, as *blindness/deafness*).

The reverse of this spell, *unholy aura*, surrounds the subjects in malevolent darkness, protecting them from attacks, granting them resistance to spells cast by good creatures, and blinding good creatures when they strike the subjects. The effects mirror those of *holy aura* except that they work against good-aligned creatures.

Material Component: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp and is not consumed by this spell's casting.

Holy Word (reversible)

Evocation

Level: Cleric 7

Components: V

Casting Time: 1 round

Range: Personal

Area: Evil creatures in a 40' radius circle centered on you

Duration: Instantaneous

Saving Throw: None or Wisdom negates; see text

Magic Resistance: Yes

Any evil creature within the area that hears the *holy word* suffers the following ill effects.

hit dice	effect
equal to caster level	stunned
up to caster level -1	blinded, stunned
up to caster level -5	paralyzed, blinded & stunned
up to caster level -10	killed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

- *Stunned:* The creature is stunned for 1d4 rounds.
- *Blinded:* The creature is blinded for 2d4 rounds.
- *Paralyzed:* The creature is paralyzed and helpless for 1d10 minutes.
- *Killed:* Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-good extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word*. The banishment effect allows a wisdom save (at a -2 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

The reverse of this spell, *unholy word*, affects good creature within the area just as *holy word* affects evil creatures.

Hypnotic Pattern

Illusion/Phantasm

Level: Bard 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Area: 2d4 hit dice of creatures +1 additional hit die/2 caster levels, no two of which may be more than 30' apart

Duration: 2d4 rounds (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible.

Roll 2d4 to see how many total hit dice of creatures you affect, adding 1 additional HD for every 2 caster levels you have achieved. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If used in combat, the subjects gain a +2 bonus to their saving throws.

While the subject is *fascinated* by this spell it reacts as though it were two steps more friendly in attitude, so long as you do not attack or threaten it. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

Ice Storm

Evocation

Level: Druid 5, Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: 30' radius by 40' high cylinder

Duration: 1 round

Saving Throw: Dexterity half

Magic Resistance: Yes

Great magical hailstones pound down for 1 round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.

A -4 penalty applies to all *perception* checks made within the *ice storm*'s effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Items held by one of the spell's targets must save versus either *frost* or *crushing* (see *Item Saving Throws* on page 52), depending on what effect dealt more damage, if that target failed his saving throw with a "1".

Arcane Material Component: A pinch of dust and a few drops of water.

Identify

Divination

Level: Bard 1, Magic-User 1, Illusionist 1

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Targets: One object

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

The spell determines up to four magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any). *Identify* does not function when used on an artifact.

Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Illusionary Script

Illusion/Phantasm

Level: Bard 3, Illusionist 2

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One object weighing no more than 10 lbs

Duration: One day/caster level (dismissible)

Saving Throw: Intelligence negates; see text

Magic Resistance: Yes

You write instructions or other information on parchment, paper or any suitable writing material. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Illusionary script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as *illusionary script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild

sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical *suggestions* include "Close the book and leave," "Forget the existence of the book," and so forth.

If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell along with the *read magic* or *comprehend languages* spell.

Material Component: A lead-based ink (cost of not less than 50 gp).

Illusory Wall

Illusion/Phantasm

Level: Illusionist 4

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Effect: Image with dimensions no greater than 1' by 10' by 10'

Duration: Permanent

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: No

This spell creates the illusion of a wall, floor, ceiling or similar surface. It appears absolutely real when viewed but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue with Spell Ability

Evocation

Level: Cleric 4

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One creature; see text

Duration: Permanent until discharged (dismissible)

Saving Throw: Wisdom negates

Magic Resistance: Yes

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an intelligence score of at least 6 and a wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination and conjuration/summoning can be transferred. The number and level of spells that the subject can be granted depends on its hit dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

recipient's HD	spells imbued
2 or lower	one 1 st level spell
3-4	one or two 1 st level spells
5 or higher	one or two 1 st level spells & one 2 nd level spell

The transferred spell's variable characteristics (range, duration, area, saving throws and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity for the use to which the spell is put. If the number of 4th level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component, it must have the material component on-hand.

Imprisonment

Abjuration

Level: Magic-User 9

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Intelligence negates; see text

Magic Resistance: Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place.

Magical search by a *crystal ball*, a *locate object* spell or some other similar divination does not reveal the fact that a creature is imprisoned but *discern location* does. A *wish* or *miracle* spell will not free the recipient but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -2 penalty on its save.

Improved Arcane Sight

Divination

Level: Magic-User 7, Illusionist 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Improved arcane sight doesn't let you identify magic items. Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Improved Dispel Magic

Abjuration

Level: Cleric 6, Bard 5, Druid 6, Magic-User 6, Illusionist 6

This spell functions like *dispel magic*, except that you gain an additional +5 bonus on your *caster level* check.

Additionally, *improved dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Improved Enchanted Weapon

Alteration

Level: Cleric 4, Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/caster level

Saving Throw: None

Magic Resistance: Yes

This spell functions like *enchanted weapon*, except that it gives a weapon a bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts or bullets. The projectiles must be of the same kind and have to be together (in the same quiver or other container). Projectiles lose their enchantment when used.

Arcane Material Component: Powdered lime and carbon.

Improved Glyph of Warding

Abjuration

Level: Cleric 6

This spell functions like *glyph of warding*, except that an *improved blast glyph* deals up to 10d8 points of damage, and an *improved spell glyph* can store a spell of 6th level or lower.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Improved Invisibility

Illusion/Phantasm

Level: Magic-User 4, Illusionist 4

Components: V, S

Duration: 1 round/caster level (dismissible)

Saving Throw: Intelligence negates

This spell functions like *invisibility* except that it doesn't end if the subject attacks.

Improved Magic Fang

Alteration

Level: Druid 3

Range: 30' (Close)

Target: One creature

Duration: 1 hour/caster level

This spell functions like *magic fang* except that the bonus on attack and damage rolls is +1 per four caster levels (maximum +5). Alternatively you may imbue all of the creature's natural weapons with a +1 bonus (regardless of your caster level). *Improved magic fang* can be made permanent with a *permanency* spell.

Improved Phantasmal Force

Illusion/Phantasm

Level: Illusionist 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Improved Planar Binding

Conjuration/Summoning

Level: Magic-User 8

Components: V, S

Targets: Up to three elementals or extraplanar creatures, totaling no more than 15 HD, no two of which can be more than 30' apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of 15 HD or less, or up to three creatures of the same kind whose hit dice total no more than 15. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Improved Prying Eyes

Divination

Level: Magic-User 8, Illusionist 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120'. They can navigate darkened areas at their normal movement rate.

Improved Restoration

Conjuration/Summoning

Level: Cleric 7

Components: V, S, XP

Casting Time: 1 turn

This spell functions like *lesser restoration*, except that it also restores 1d4 drained levels. Drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Improved restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion* and similar mental effects. *Improved restoration* does not restore levels or constitution points lost due to death.

XP Cost: 5,000 XP.

Improved Scrying

Divination

Level: Cleric 7, Bard 6, Druid 7, Magic-User 7, Illusionist 7

Components: V, S

Casting Time: 1 round

Duration: 1 hour/caster level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect evil*, *detect invisibility*, *detect magic*, *message*, *read magic*, and *tongues*.

Improved Shadow Conjuration

Illusion/Phantasm

Level: Illusionist 7

This spell functions like *shadow conjuration*, except that it can duplicate any magic-user conjuration spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to non-believers, and non-damaging effects are 60% likely to work against non-believers.

Improved Shadow Evocation

Illusion/Phantasm

Level: Illusionist 8

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of magic-user evocation spells of 7th level or lower. If recognized as an *improved shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

Improved Spell Immunity

Abjuration

Level: Cleric 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower. A creature can have only one *spell immunity* or *improved spell immunity* spell in effect on it at a time.

Incendiary Cloud

Conjuration/Summoning

Level: Magic-User 8

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 1 round/caster level

Saving Throw: Dexterity half; see text

Magic Resistance: No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 3d6 points of fire damage to everything within the cloud each round. All targets can make dexterity saves each round to take half damage. Items held by one of the spell's targets must save versus *fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell.

The spell also obscures vision, providing concealment to those with the spell's radius. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

Insanity

Enchantment/Charm

Level: Magic-User 7, Illusionist 7

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Target: One creature

Duration: Instantaneous

Saving Throw: Charisma negates

Magic Resistance: Yes

The affected creature suffers from a permanent *confusion* effect, as the spell. *Remove curse* does not remove *insanity*. *Improved restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.



Insect Plague

Conjuration/Summoning

Level: Cleric 5, Druid 5

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Effect: 20' radius cylinder, 20' in height

Duration: 1 minute/caster level

Saving Throw: None

Magic Resistance: No

When this spell is cast, a horde of creeping, hopping and flying insects swarm in a thick cloud. These insects obscure vision, granting concealment to those within the cloud and limit all vision within or into the cloud to 15 feet.

A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

Creatures within the insect plague sustain 2d6 hit point of damage each round they remain in it due to the bites and stings of the insects, regardless of armor class.

Heavy smoke will drive off insects within its bounds. Fire, lightning or extreme cold will also drive away insects within its area of effect (torches clear a 5' square of insects, if the torchbearer spends one round clearing that square, while a *fireball* cast into the center of the insect swarm destroys it).

The insect plague does not move after it is summoned into existence. The material components of this spell, other than a holy symbol or mistletoe, are a few grains of sugar, some kernels of grain and a smear of fat.

Spellcasting within the confines of an *insect plague* spell requires a *concentration* check with a penalty equal to the damage the caster suffered that round.

Invisibility

Illusion/Phantasm

Level: Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: A creature or object weighing no more than 100 lb./caster level

Duration: 1 minute/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

The creature or object touched becomes *invisible*, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see *invisible* things or you employ magic to do so. *Invisible* creatures have 100% concealment.

Items dropped or put down by an *invisible* creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes *invisible*, although a source of light can become so (thus, the effect is that of a light with no visible source).

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe.

Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an *invisible* being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Material Component: An eyelash encased in a bit of gum arabic.

Invisibility to Animals

Abjuration

Level: Druid 1

Components: S, M

Casting Time: 1 round

Range: Touch

Targets: One creature/caster level

Duration: 1 turn/caster level (dismissible)

Saving Throw: Wisdom negates

Magic Resistance: Yes

Animals cannot see, hear or smell the warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for that character.

Invisibility to Undead

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: One creature/caster level

Duration: 1 turn/caster level (dismissible)

Saving Throw: Wisdom negates; see text

Magic Resistance: Yes

Undead cannot see, hear or smell the warded creatures. Non-intelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single wisdom saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for that creature.

Invisibility Purge

Evocation

Level: Illusionist 3

Components: V, S

Casting Time: 1 round

Range: Personal

Effect: 50' radius circle

Duration: 1 minute/caster level (dismissible)

You surround yourself with a sphere of power with a radius of 50' that negates all forms of *invisibility*. Anything *invisible* becomes visible while in the area.

Invisibility 10' Radius

Illusion/Phantasm

Level: Magic-User 3, Illusionist 3

Components: V, S, M

Area: 10' radius sphere around the targeted creature or object

This spell functions like *invisibility*, except that this spell confers *invisibility* upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become *invisible*. Affected creatures (other than the recipient) that attack negate the *invisibility* only for themselves. If the spell recipient attacks, the *invisibility 10' radius* ends.

Invisible Stalker

Conjuration/Summoning

Level: Magic-User, Illusionist 6

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: One summoned creature

Duration: 1 day/caster level (dismissible)

Magic Resistance: No

This spell summons an *invisible stalker* from the Elemental Plane of Air. This 8 hit die monster will obey and serve the spellcaster in performance of whatever tasks are set before it. Though the creature is bound to serve; it does not do so from loyalty or desire.

Therefore it will resent prolonged missions or complex tasks and will attempt to pervert instructions accordingly (see the *MONSTER MANUAL* for complete details on *invisible stalkers*). The *invisible stalker* follows instructions even at hundreds or thousands of miles distance. It is a faultless tracker within one day of a given quarry's passing.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape. They are expended upon the casting of this spell.

Iron Body

Alteration

Level: Magic-User 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/caster level (dismissible)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You are immune to ability score damage, blindness, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this

spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments. You take only half damage from acid and fire of all kinds. You do not take additional damage from *backstab* and *sneak attacks*, and subtract 10 points of damage from all attacks or spells that strike you.

You gain a +3 bonus to all strength checks but your movement rate is reduced to half normal. You may not cast arcane spells while affected by the *iron body* spell and suffer a -3 penalty to all dexterity checks. Your unarmed attacks deal 1d6 damage. Your weight increases by a factor of ten, causing you to sink in water like a stone. Luckily you can survive the crushing pressure and lack of air at the bottom of the ocean - until the spell duration expires. Unfortunately, you become vulnerable to all special attacks that affect iron golems. *Material Component:* A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Jump

Alteration

Level: Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject gets a +10 bonus on all strength checks made in order to jump. The bonus increases to +15 at caster level 6, +20 at caster level 11 and +25 at caster level 16 and beyond.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Knock

Alteration

Level: Magic-User 2

Components: V

Casting Time: 1 round

Range: 100' (Medium)

Target: One door, box or chest with an area of up to 10 sq. ft./caster level

Duration: Instantaneous; see text

Saving Throw: None

Magic Resistance: No

The *knock* spell opens stuck, barred, locked, *held* or *wizard locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles or chains (provided they serve to hold closures shut). If used to open a *wizard locked* door, the spell does not remove the *wizard lock* but simply suspends its functioning for 1 turn. In all other cases, the door does not relock itself or become stuck again on its own.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Know Alignment (reversible)

Divination

Level: Cleric 2, Bard 2, Druid 2, Magic-User 2, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: Personal or close

Target: Your or one creature

Duration: Concentration, up to 1 turn/caster level; see text (dismissible)

Saving Throw: None; see text

Magic Resistance: Yes

A *know alignment* spell enables the caster to know the exact alignment of a creature within 30' of him by concentrating upon that creature. The caster may concentrate upon another creature each round in order to learn its alignment.

Certain magical devices or spells (such as *undetected alignment* or *misdirection*) will negate the ability to *know alignment*.

The reverse of this spell, *undetected alignment*, conceals the alignment of one object or willing creature within 30' from all forms of divination. This use of the spell does not require the caster to maintain concentration upon the target, nor does it require that the target remain within 30' of the caster once the spell is cast.

Know Direction

Divination

Level: Bard 0, Druid 0

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Magic Resistance: Yes

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Legend Lore

Divination

Level: Bard 4, Magic-User 6, Illusionist 6

Components: V, S, M

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 turns. If you have only detailed information on the person, place or thing, the casting time is 1d10 days and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting you cannot engage in other than routine activities: eating, sleeping and so forth. When completed, the divination brings legends (if any) about the person, place or things to your mind. These may be legends that are still current, legends that have been forgotten or even information that has never been generally known. If the person, place or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 9th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield and the places where they perform their key deeds.

Arcane Material Component: Incense worth at least 250 gp must be burned when this spell is cast. Four strips of ivory (worth 50 gp each) that are formed into a rectangle are not consumed by this spell.

Leomund's Lamentable Belaborment

Enchantment

Level: Magic-User 5

Components: V

Casting Time: 1 round

Range: 30' (Close)

Target: One or more creatures in a 10' radius

Duration: Special

Saving Throw: Intelligence negates (see below)

Magic Resistance: Yes

This devious spell distracts creatures in a 10' radius circle by drawing them into an absorbing discussion on topics of interest to them. The targeted creatures must be able to understand the spellcaster's language.

Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely, for four rounds.

As long as the spellcaster chooses, he can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice. The wizard can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the caster maintains the spell for more than four rounds, each affected creature can make another saving throw at the beginning of the 5th round. Those failing to save wander off in *confusion* for 1d10+2 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk during rounds 5-8.

If the spell is maintained for more than eight rounds, each subject must make a successful saving throw to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 4 rounds, from rounds 9-12. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 4 rounds unless attacked or otherwise disturbed.

Leomund's Secret Chest

Conjuration/Summoning

Level: Magic-User 5

Components: V, S, M

Casting Time: 1 turn

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: Sixty days or until discharged

Saving Throw: None

Magic Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden you can retrieve it by concentrating for 1 round, and it appears next to you.

The chest must be exceptionally well-crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.)

You can have but one pair of these chests at any given time - even a *wish* spell does not allow more. The chests are non-magical and can be fitted with locks, wards and so on, just as any normal chest can be. To hide the chest you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it. Living things in the chest eat, sleep and age normally, and they die if they run out of food, air, water or whatever they need to survive.

Material Component: The chest and its replica.

Leomund's Secure Shelter

Conjuration/Summoning

Level: Magic-User 4

Components: V, S, M; see text

Casting Time: 1 turn

Range: 30' (Close)

Effect: 20' square structure

Duration: 2 hours/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters and chimney are secure against intrusion, the former two being *wizard locked* and the latter secured by an iron grate at the top and a narrow flue. In addition these three areas are protected by an *alarm* spell. Finally an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings - eight bunks, a trestle table, eight stools and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Optional Material Component: The material component of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included. These are not expended.

Leomund's Tiny Hut

Evocation

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Effect: 20' radius sphere centered on your location

Duration: 2 hours/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. They can only be attacked if they are attacking or otherwise detected somehow (typically through a *perception* check to hear them). They always cause their attacker to attack at a -4 on "to hit" rolls because their location cannot be accurately pinpointed, effectively granting those within 100% concealment.

Material Component: A small crystal bead that shatters when the spell duration expires or the *hut* is dispelled.

Leomund's Trap

Illusion/Phantasm

Level: Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One object

Duration: Permanent (dismissible)

Saving Throw: None

Magic Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *Leomund's trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare. The iron pyrite is not expended by this spell's casting.

Lesser Planar Binding

Conjuration/Summoning

Level: Magic-User 5

Components: V, S

Casting Time: 1 turn

Range: 30' (Close); see text

Target: One elemental or extraplanar creature with 6 HD or less

Duration: Instantaneous

Saving Throw: Intelligence negates

Magic Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed an intelligence saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (*magic resistance* does not keep it from being called). The creature can escape from the trap with by successfully pitting its magic resistance against your *concentration* check (see page 63), by dimensional travel, or with a successful charisma save with a penalty equal to your caster level. It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *protection from evil/good 10' radius*) to make the trap more secure. If the creature does not break free of the trap, you can keep it bound for as long as you dare.

You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You must win an opposed charisma common ability check against the creature.

If the creature wins the opposed check, it refuses service. New offers, bribes and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a natural "1" on the opposed charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Lesser Restoration

Conjuration/Summoning

Level: Cleric 2, Druid 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Wisdom negates

Magic Resistance: Yes

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue or exhaustion suffered by the character. It does not restore permanent ability drain or drained levels, nor does it negate ability check penalties due to the sickened condition, discomfort (as with the *antipathy* spell), illness, etc.

Levitate

Alteration

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature or object (total weight up to 100 lb./caster level)

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 40 feet each round by concentration upon the recipient. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A round spent stabilizing allows the creature to begin again at -1.

Material Component: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end. The casting of this spell does not expend the material component.

Light

Evocation

Level: Cleric 0, Bard 0, Druid 0, Magic-User 0, Illusionist 0

Components: V, M

Casting Time: 1 round

Range: Touch

Target: One object

Duration: 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This spell causes an object to glow like a torch, shedding light in a 30' foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magical *darkness* does not function.

A *light* spell counters and dispels a *darkness* spell of an equal or lower level and vice versa.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Lightning Bolt

Evocation

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 100' (Special)

Area: 100' long bolt of electricity

Duration: Instantaneous

Saving Throw: Dexterity half

Magic Resistance: Yes

You release a powerful stroke of electrical energy from your fingertips that deals 1d6 points of electricity damage per caster level (maximum 9d6) to each creature within its 100' line of effect. Items held by one of the spell's targets must save versus *lightning* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and an amber, crystal, or glass rod. These materials are not expended by the spell's casting.

Limited Wish

Conjuration/Summoning

Level: Magic-User 7, Illusionist 7

Components: V, S, XP

Casting Time: 1 round

Range: See text

Effect: See text

Duration: See text

Saving Throw: None; see text

Magic Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any illusionist/magic-user spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.

- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and *magic resistance* as normal. When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 3,000 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component. XP Cost: 3,000 XP or more (see above).

Liveoak

Alteration
 Level: Druid 6
 Components: V, S
 Casting Time: 1 turn
 Range: Touch
 Target: One tree
 Duration: One day/caster level (dismissible)
 Saving Throw: None
 Magic Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect. *Liveoak* must be cast on a healthy oak tree. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant. If *liveoak* is *dispelled*, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature

Divination
 Level: Bard 4, Magic-User 4
 Components: V, S, M
 Duration: 1 turn/caster level

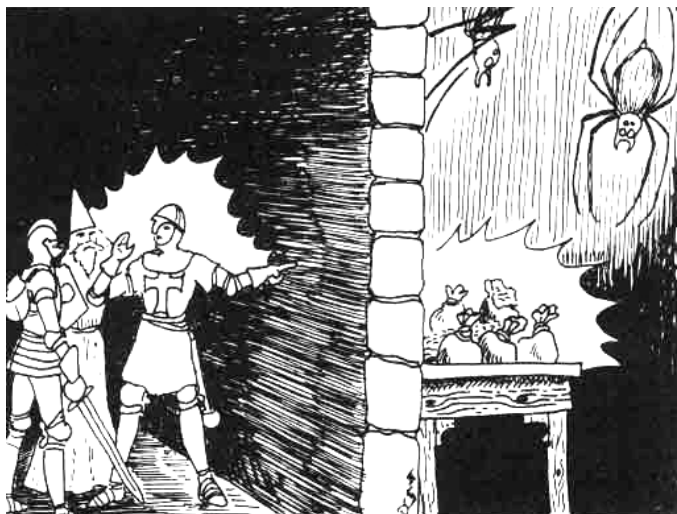
This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.



Locate Object

Divination
 Level: Cleric 3, Bard 2, Magic-User 2
 Components: V, S, M

Casting Time: 1 round
 Range: Personal
 Area: Circle, centered on you, with a radius of 400' + 40'/caster level
 Duration: 1 minute/caster level
 Saving Throw: None
 Magic Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it. *Arcane Material component:* A forked twig that is not consumed by the casting of this spell.

Magic Fang

Alteration
 Level: Druid 1
 Components: V, S, M
 Casting Time: 1 round
 Range: Touch
 Target: One creature
 Duration: 1 minute/caster level
 Saving Throw: Wisdom negates
 Magic Resistance: Yes

Magic fang gives one natural weapon of the subject a +1 bonus on attack and damage rolls. The spell can affect an unarmed attack or other natural weapon. (The spell does not change an unarmed strike's damage from non-lethal damage to lethal damage.) *Magic fang* can be made permanent with a *permanency* spell.

Magic Jar

Necromantic
 Level: Magic-User 5
 Components: V, S, M
 Casting Time: 1 round
 Range: 100' (Medium)
 Target: One creature
 Duration: 1 hour/caster level or until you return to your body
 Saving Throw: Charisma negates; see text
 Magic Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 3 or more hit dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body takes 1 round. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a charisma save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your intelligence, wisdom, charisma, level, class, bonus to hit (BtH),

alignment, and mental abilities. The body retains its strength, dexterity, constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's spell-like powers because the creature's spell-like powers do not stay with the body.

Each round, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.



If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be *dispelled* at either the *magic jar* or at the host's location.

Material Component: A gem or crystal worth at least 100 gp.

Magic Missile

Evocation

Level: Magic-User 1

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Targets: Up to five creatures

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target unerringly, dealing 1d4+1 points of force damage.

For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th or higher level. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for *magic resistance* or roll damage.

Magic Mouth

Illusion/Phantasm

Level: Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Intelligence negates

Magic Resistance: Yes

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 1 turn. The mouth cannot utter verbal components, use command words or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, hit dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp. They are expended when this spell is cast.

Magic Stone

Alteration

Level: Cleric 1, Druid 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: Up to three pebbles

Duration: 1 turn/caster level or until discharged

Saving Throw: Wisdom negates

Magic Resistance: Yes

You transmute as many as three pebbles, no larger than sling bullets, into +1 weapons that strike with great force when thrown or slung.

If thrown, they have a range increment of 20 feet. If slung, they have a range increment 50 feet. Thrown or slung stones deal 1d6+1 points of damage or 2d6+2 points against undead.

Major Creation

Conjuration/Summoning

Level: Illusionist 5

Casting Time: 1 turn

Range: 30' (Close)

Duration: See text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like.

The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

<i>hardness & rarity examples</i>	<i>duration</i>
vegetable matter	2 hours/caster level
stone, crystal, base metals	1 hour/caster level
precious metals	2 turns/caster level
gems	1 turn/caster level
rare metal ¹	1 round/caster level

¹ includes *adamantite* and *mithral*.

Mass Charm

Enchantment/Charm

Level: Bard 6, Magic-User 8, Illusionist 8

Components: V

Targets: One or more creatures, no two of which can be more than 30' apart

Duration: One day/caster level

This spell functions like *charm monster*, except that *mass charm* affects a number of creatures whose combined HD do not exceed twice your caster level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Massmorph

Illusion/Phantasm

Level: Bard 3, Magic-User 4, Illusionist 3

Components: V, S, M

Casting Time: 1 minute

Range: 30' (Close)

Target: 10, Medium-sized, creatures /caster level within 30' of the caster

Duration: Special

Saving Throw: None

Magic Resistance: Yes

When this spell is cast upon willing creatures of Medium size or smaller, up to 10 such creatures per level of experience of the caster can be made to appear as normal trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these *massmorphed* creatures can be passed through - and even touched - by other creatures without revealing the illusion. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen. *Massmorphed* creatures must be within 30' of the caster.



Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a *dispel magic* is successfully cast upon the creatures. The material component of this spell is a handful of bark chips.

Mass Invisibility

Illusion/Phantasm
 Level: Magic-User 7, Illusionist 7
 Components: V, S, M
 Range: 400' (Long)
 Targets: Any number of creatures, no two of which can be more than 180' apart
 This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its *invisibility*. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)
 Material Component: An eyelash encased in a bit of gum arabic.

Mass Suggestion

Enchantment/Charm
 Level: Bard 5, Illusionist 6
 Range: 100' (Medium)
 Targets: One creature/caster level, no two of which can be more than 30' apart
 This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Maze

Conjuration/Summoning
 Level: Magic-User 8, Illusionist 8
 Components: V, S
 Casting Time: 1 round
 Range: 30' (Close)
 Target: One creature
 Duration: See text
 Saving Throw: See below
 Magic Resistance: Yes
 You banish the subject into an extra-dimensional labyrinth of force planes. Each round, on its turn, it may attempt an intelligence save, with a penalty equal to your caster level, to escape the labyrinth. If the subject doesn't escape the maze disappears after 1 turn, forcing the subject to leave.
 On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid

object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Meld into Stone

Alteration
 Level: Cleric 3, Druid 3
 Components: V, S, M
 Casting Time: 1 round
 Range: Personal
 Target: You
 Duration: 1 turn/caster level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete you merge with the stone. You may not carry more weight than your maximum encumbrance permits.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you.

Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals 5d6 points of damage to you. The stone's complete destruction expels you and slays you instantly unless you make a constitution save with a -5 penalty.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is *dispelled* before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying:

- *Passwall*: Expels you without damage.
- *Stone shape*: Deals 2d6 points of damage but does not expel you.
- *Stone to flesh*: Expels you and deals 4d6 points of damage.
- *Transmute rock to mud*: Expels you and then slays you instantly unless you make a constitution save with a -5 penalty, in which case you are merely expelled.

Melf's Acid Arrow

Conjuration/Summoning
 Level: Magic-User 2
 Components: V, S, M
 Casting Time: 1 round
 Range: 400' (Long)
 Effect: One arrow of acid
 Duration: 1 round + 1 round per three caster levels
 Saving Throw: None
 Magic Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged attack to hit your target. The arrow deals 2d4 points of acid damage. For every three caster levels the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component: Powdered rhubarb leaf and an adder's stomach, which are expended, and a dart, which is not.

Mending

Alteration
 Level: Magic-User 0
 Components: V, S
 Casting Time: 1 round
 Range: Touch
 Target: One object of up to 1 lb.
 Duration: Instantaneous
 Saving Throw: Wisdom negates
 Magic Resistance: Yes

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including animated creatures).

Message

Alteration

Level: Bard 0, Magic-User 0, Illusionist 0

Components: V, S, M

Casting Time: 1 round

Range: Personal

Targets: One creature/caster level within 100'

Duration: 1 turn/caster level

Saving Throw: None

Magic Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1' of stone, an inch of common metal (or a thin sheet of lead), or 3' of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Material Component: A short piece of copper wire, which is not consumed by the spell's casting.

Meteor Swarm

Evocation

Level: Magic-User 9

Components: V, S

Casting Time: 1 round

Range: 400' (Long)

Area: Four, 40' radius circles; see text

Duration: Instantaneous

Saving Throw: None or dexterity half; see text

Magic Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2' diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). You may aim more than one meteor at the same target.

Regardless of whether it strikes or misses its target, each sphere explodes in a 40' radius circle when it reaches its destination, dealing 5d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.) Items held by one of the spell's targets must save versus *magical fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

Mind Blank

Abjuration

Level: Cleric 9, Magic-User 8, Illusionist 8

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: 24 hours

Saving Throw: Wisdom (or intelligence for the arcane version) negates

Magic Resistance: Yes

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all enchantment/charm spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of

scrying that scans an area the creature is in, such as *arcane sight*, the spell works but the creature simply isn't detected. *Scrying* attempts that specifically target the subject do not work at all.

Mind Fog

Enchantment/Charm

Level: Bard 5, Illusionist 5

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 3 turns plus 2d6 rounds; see text

Saving Throw: Wisdom (intelligence for the arcane version) negates

Magic Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a -5 penalty to all wisdom and intelligence checks. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog. The fog is stationary and lasts for 3 turns (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Minor Creation

Conjuration/Summoning

Level: Illusionist 4

Components: V, S, M

Casting Time: 1 minute

Range: 30' (Close)

Effect: One non-magical object of non-living plant matter of up to 1 cubic foot/caster level

Duration: 1 hour/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You create a non-magical object of non-living, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Material Component: A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

Minor Globe of Invulnerability

Abjuration

Level: Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 10' radius sphere, centered on you

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area of effect of any such spells does not include the area of the *minor globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like powers, spells and spell-like effects from items. However, any type of spell can be cast through or out of the magical globe.

Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. You can leave and return to the globe without penalty. Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not *dispelled*.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *minor globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Miracle

Evocation

Level: Cleric 9

Components: V, S, XP; see text

Casting Time: 1 round

Range: See text

Effect: See text

Duration: See text

Saving Throw: See text

Magic Resistance: Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- Duplicate any cleric spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost. Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 50,000 XP because of the powerful divine energies involved. Examples of especially powerful *miracles* of this sort could include the following.

- Swinging the tide of a battle in your favor by *raising* fallen allies to continue fighting.
- Moving you and your allies, with all of your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

A duplicated spell allows saving throws and *magic resistance* as normal. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component. In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

XP Cost: 50,000 XP (for some uses of the *miracle* spell; see above).

Mirage Arcana

Illusion/Phantasm

Level: Illusionist 5

Components: V, S

Casting Time: 1 round

Area: One 20' cube/caster level

Duration: Concentration +1 hour/caster level (dismissible)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Illusion/Phantasm

Level: Magic-User 2, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: Personal

Effect: 1d4 or more illusory doubles of you appear within 5'

Duration: 1 minute/caster level (dismissible)

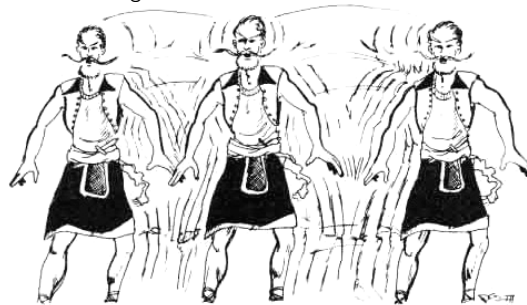
Saving Throw: None

Magic Resistance: No

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from

you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image*. When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other.



The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your dexterity modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are *invisible* or an attacker shuts his eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Misdirection

Illusion/Phantasm

Level: Bard 2, Magic-User 2, Illusionist 2

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One creature or object, up to a 10' cube in size

Duration: 1 hour/caster level

Saving Throw: None or intelligence negates; see text

Magic Resistance: No

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *detect lies*, and the like). On casting the spell, you choose another creature or object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other creature or object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on an intelligence save.

For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *clairaudience/clairvoyance*, *ESP*, etc.).

Mislead

Illusion/Phantasm

Level: Illusionist 6

Components: S

Casting Time: 1 round

Range: Personal

Effect: You & one illusory double of you

Duration: 1 round/caster level & concentration + 3 rounds (dismissible); see text

Saving Throw: None or intelligence disbelief (if interacted with); see text

Magic Resistance: No

You become *invisible* (as *improved invisibility*), and at the same time, an illusory double of you (as per *improved phantasmal force*) appears. You are then free to go elsewhere while your double moves away. The double appears exactly where you stand, superimposed perfectly over your own body, but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting).

You and the figment can then move in different directions. The double moves at your movement rate and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *improved invisibility* lasts for 1 round per level, regardless of concentration.

Monster Summoning I

Conjuration/Summoning

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: One or more summoned creatures, no two of which can be more than 30' apart

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

This spell summons creatures to fight on the caster's behalf. They appear in the area you designate on your next turn and act immediately. They attack your opponents to the best of their ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures 1d6 creatures of the same kind from the accompanying *monster summoning I* table. You randomly determine which kind of creature is summoned each time you cast the spell by rolling 2d6 and consulting the following table.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

2d6 roll	creature encountered
2	webbird
3	bullywug
4	centipede, giant
5	goblin
6	men, bandit
7	stirge
8	orc
9	rat, giant
10	kobold
11	norker
12	gnome

Arcane Material Component: A tiny bag and a small (not necessarily lit) candle that are not consumed when the spell is cast.

Monster Summoning II

Conjuration/Summoning

Level: Magic-User 4

Effect: One or more summoned creatures, no two of which can be more than 30' apart

This spell functions like *monster summoning I*, except that you conjure 1d4 creatures of the same kind from the accompanying *monster summoning II* table.

2d6 roll	creature encountered
2	duergar
3	lizard man
4	gnoll
5	land lamprey
6	centipede, giant
7	troglydte
8	grimlock
9	mongrelman
10	quaggoth
11	frog, killer
12	hobgoblin

Monster Summoning III

Conjuration/Summoning

Level: Magic-User 5

Effect: One or more summoned creatures, no two of which can be more than 30' apart

This spell functions like *monster summoning I*, except that you conjure 1d3 creatures of the same kind from the accompanying *monster summoning III* table.

2d6 roll	creature encountered
2	mephit, fire or smoke
3	ahkheg, (5 hit die)
4	ogre
5	beetle, giant boring
6	spider, large
7	scorpion, large
8	bugbear
9	ustilagor
10	shocker
11	weasel, giant
12	thoquaa

Monster Summoning IV

Conjuration/Summoning

Level: Magic-User 6

Effect: One or more summoned creatures, no two of which can be more than 30' apart

This spell functions like *monster summoning I*, except that you conjure 1d3 creatures of the same kind from the accompanying *monster summoning IV* table.

2d6 roll	creature encountered
2	lava children
3	meenlock
4	hook horror
5	owlbear
6	pseudo-undead, ghastr
7	scorpion, huge
8	toad, poisonous
9	gargoyle
10	ghast
11	solifugid, giant
12	githyanki

Monster Summoning V

Conjuration/Summoning

Level: Magic-User 7

Effect: One or more summoned creatures, no two of which can be more than 30' apart

This spell functions like *monster summoning I*, except that you conjure 1-2 creatures of the same kind from the accompanying *monster summoning V* table.

2d6 roll	creature encountered
2	algoid
3	phycomid
4	minotaur
5	snake, giant poisonous
6	lizard, subterranean
7	cockatrice
8	spider, giant
9	giant, verbeeg
10	margoyl
11	rock reptile
12	solifugid, giant

Monster Summoning VI

Conjuration/Summoning

Level: Magic-User 8

Effect: One or more summoned creatures, no two of which can be more than 30' apart

This spell functions like *monster summoning I*, except that you conjure 1-2 creatures of the same kind from the accompanying *monster summoning VI* table.

2d6 roll	creature encountered
2	drider
3	basilisk
4	otyugh
5	wraith
6	wight
7	pseudowraith
8	carrion crawler
9	scorpion, giant
10	troll
11	ogre mage
12	yuan-Ti

Monster Summoning VII

Conjuration/Summoning

Level: Magic-User 9

Effect: One or more summoned creatures, no two of which can be more than 30' apart

This spell functions like *monster summoning I*, except that you conjure 1-2 creatures of the same kind from the accompanying *monster summoning VII* table.

2d6 roll	creature encountered
2	dao
3	basilisk, greater
4	umber hulk
5	mummy
6	chimera
7	giant, frost or fire
8	slug, giant
9	will-o-wisp
10	spectre
11	invisible stalker
12	daemon, mezzo-

Mordenkainen's Disjunction

Abjuration

Level: Magic-User 9

Components: V

Casting Time: 1 round

Range: 100' (Medium)

Area: All magical effects and magic items within a 40' radius sphere

Duration: Instantaneous

Saving Throw: Intelligence negates

Magic Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must win an opposed *dispel* check (see *dispel magic*) or be turned into a normal item. You also have a 1% chance per caster level of destroying an *antimagic shell*. If the *antimagic shell* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make an intelligence save with a -10 penalty or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.) Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mordenkainen's Faithful Hound

Conjuration/Summoning

Level: Magic-User 5, Illusionist 5

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: Phantom watchdog

Duration: See text (dismissible)

Saving Throw: None

Magic Resistance: No

You conjure up a phantom watchdog that is *invisible* to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees *invisible* and ethereal creatures. It does not react to illusions other than semi-real shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 1d6+5 points of damage) once per round. The dog also gets the bonuses appropriate to an *invisible* creature. Its bite is the equivalent of a +2 magic weapon. The hound cannot be attacked, but it can be *dispelled*.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread. These are not expended by the spell's casting.

Mordenkainen's Lucubration

Alteration

Level: Magic-User 6, Illusionist 6

Components: V, S

Casting Time: 1 round

Range: Personal

Effect: Recall any one spell of 5th level or lower

Duration: Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Mordenkainen's Magnificent Mansion

Conjuration/Summoning

Level: Magic-User 7

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: Extra-dimensional mansion, up to three 10' cubes/caster level

Duration: 2 hours/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You conjure up an extra-dimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion and the portal is shut and made *invisible* behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The air within is clean, fresh and warm. You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Material Component: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp). These items are not expended when the spell is cast.

Mordenkainen's Sword

Evocation

Level: Magic-User 7

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: One sword

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

This spell brings into being a shimmering, sword of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once per round on the caster's turn, requiring his concentration in order to strike. Its attack bonus is equal to your caster level + your intelligence bonus, with an additional +3 bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 5d4 points of force damage and strikes as a +3 weapon.

The sword always strikes from your direction. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it through concentration, the sword returns to you and hovers. Each round after the first, you can automatically switch the sword to a new target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

If an attacked creature has *magic resistance*, the resistance is checked the first time *Mordenkainen's sword* strikes it. If the sword is

successfully resisted, the spell is *dispelled*. If not, the sword has its normal full effect on that creature for the duration of the spell.

Material Component: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct and is not expended by the spell's casting.

Mount

Conjuration/Summoning

Level: Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: One summoned mount

Duration: 2 hours/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You summon a riding horse (use the *horse, wild* statistics from the *MONSTER MANUAL*) or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit, bridle and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Alteration

Level: Druid 6, Magic-User 6

Components: V, S, M

Casting Time: See text

Range: 400' (Long)

Area: Dirt in an area up to 750' square and up to 10' deep

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. In no event, however, can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 1 turn. The maximum area, 750 feet by 750 feet, takes 4 hours and 1 turn to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade. The blade is not expended when the spell is cast.

Negative Plane Protection

Necromantic

Level: Cleric 4, Druid 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

The subject is immune to the *finger of death*, *slay living* and *symbol of death* spells, magical death effects and energy drains.

This spell doesn't restore the subject's drained levels nor does it affect the saving throw(s) that must be made 24 hours after having levels drained.

Negative plane protection does not protect against other sorts of attacks even if those attacks might be lethal.

Neutralize Poison (reversible)

Conjuration/Summoning

Level: Cleric 4, Druid 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature or object of up to 1 cu. ft./caster level

Duration: 1 hour/caster level; instantaneous for *poison* (see text)

Saving Throw: Constitution negates, see text

Magic Resistance: Yes

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison and any temporary effects are ended. The spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to for the spell's duration. Unlike with *slow poison*, such effects aren't postponed until after the duration - the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

The reverse of this spell, *poison*, calls upon the venomous powers of natural predators to infect the touched subject with a horrible poison. The poison deals 2d6 points of temporary constitution damage. This constitution damage is repeated 1 minute later. Each instance of damage can be negated by a constitution save.

Nightmare

Illusion/Phantasm

Level: Bard 5, Illusionist 5

Components: V, S

Casting Time: 1 turn

Range: Unlimited

Target: One creature

Duration: Instantaneous

Saving Throw: Wisdom (intelligence for arcane version) negates; see text

Magic Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued (-1 to strength and dexterity checks, as well as attack and damage rolls, and -25% to movement rate) and unable to regain spells for the next 24 hours.

knowledge	save modifier
none ¹	+5
secondhand (you have heard of the subject)	+2
firsthand (you have met the subject)	+0
familiar (you know the subject well)	-2
¹ you must have some sort of connection to a creature you have no knowledge of.	
connection	save modifier
likeness or picture	-1
possession or garment	-2
body part, lock of hair, bit of nail, etc.	-5

The difficulty of the save depends on how well you know the subject and what sort of physical connection you have to that creature.

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 1 turn per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a *concentration* check as if you were in the midst of casting a spell or the spell ends.

While in the trance, you are not aware of your surroundings or the activities around you. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures that don't sleep are immune to this spell.

Nondetection

Abjuration

Level: Bard 3, Magic-User 3, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature or object

Duration: 1 hour/caster level

Saving Throw: Wisdom (intelligence for the arcane version) negates

Magic Resistance: Yes

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic

items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) with a check penalty equal to the caster level of the *nondetection* spell.

If cast on a creature *nondetection* wards both the creature and its gear.

Material Component: A pinch of diamond dust worth 50 gp.

Nystul's Magic Aura

Illusion/Phantasm

Level: Bard 1, Magic-User 1, Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One object weighing up to 5 lb./caster level

Duration: One day/caster level (dismissible)

Saving Throw: None; see text

Magic Resistance: No

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were non-magical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *Nystul's magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on an intelligence save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's true aura is exceptionally powerful (such as that of an artifact), *Nystul's magic aura* doesn't work.

Material Component: A small square of silk that must be passed over the object that receives the aura. The silk is not consumed by the spell's casting.

Obscure Object

Abjuration

Level: Cleric 3, Bard 1, Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One object of up to 100 lb./caster level

Duration: 8 hours (dismissible)

Saving Throw: Wisdom (intelligence for the arcane version) negates

Magic Resistance: Yes

This spell hides an object from location by divination effects, such as the *screying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Arcane Material Component: A piece of chameleon skin.

Obscurement

Conjuration/Summoning

Level: Bard 1, Druid 1, Illusionist 1

Components: V, S

Casting Time: 1 round

Range: Personal

Effect: 20' radius cylinder, 20' in height

Duration: 1 minute/caster level

Saving Throw: None

Magic Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage. This spell does not function underwater.

Otiluke's Freezing Sphere

Evocation

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Effect: See text

Duration: Up to 1 round/caster level; see text

Saving Throw: Dexterity half; see text

Magic Resistance: Yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10' radius sphere, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8). Items held by one of the spell's targets must save versus *frost* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1". Other items in the spell area must save as well.

You can refrain from firing the globe after completing the spell if you wish. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10' foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 minute per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free takes 1 round. A trapped creature must make strength common ability check with a -10 penalty to do so.

Material Component: A small crystal sphere that is consumed by the casting of the spell.

Otiluke's Resilient Sphere

Evocation

Level: Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: 1' diameter/caster level sphere, centered on a creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Dexterity negates

Magic Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic. These are not expended when the spell is cast.

Otiluke's Telekinetic Sphere

Evocation

Level: Magic-User 8

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close); see text

Effect: 1' diameter/caster level sphere, centered on the target

Duration: 1 minute/caster level (dismissible)

Saving Throw: Dexterity negates

Magic Resistance: Yes

This spell functions like *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift and move anything in the sphere that normally weighs 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so you can move the sphere as much as 60 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a *concentration* check), you can resume concentrating on your next

turn or any later turn during the spell's duration. The sphere falls at a rate of only 120 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

The telekinetic control extends from you out to medium range (100 feet) once the sphere has succeeded in encapsulating its contents.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Otto's Irresistible Dance

Enchantment/Charm
 Level: Bard 6, Magic-User 8, Illusionist 8
 Components: V
 Casting Time: 1 round
 Range: Touch
 Target: One creature
 Duration: 1d4+1 rounds
 Saving Throw: None
 Magic Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to armor class, negates any armor class bonus granted by the target's shield and imposes a -5 penalty to the target's dexterity saves.



Passwall

Alteration
 Level: Magic-User 5
 Components: V, S, M
 Casting Time: 1 round
 Range: Touch
 Effect: 10' x 5' x 10' opening, + 5' deep per 3 levels above 9th
 Duration: 1 hour/caster level (dismissible)
 Saving Throw: None
 Magic Resistance: No

You create a 10' high by 5' wide passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level).

If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone *dispels* the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Pass without Trace

Alteration
 Level: Druid 1
 Components: V, S, M
 Casting Time: 1 round
 Range: Touch
 Targets: One creature/caster level
 Duration: 1 hour/caster level (dismissible)
 Saving Throw: Wisdom negates
 Magic Resistance: Yes

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by non-magical means.

Penetrate Disguise

Divination
 Level: Cleric 1, Bard 1, Illusionist 1
 Components: V, S
 Casting Time: 1 round
 Range: 30' (Close)
 Targets: One creature
 Duration: Instantaneous
 Saving Throw: None
 Magic Resistance: Yes

By means of this spell, the caster is empowered to see through a disguise composed solely of makeup or altered clothing (i.e., non-magical in nature). The caster cannot identify the actual class, profession, or the true appearance of the disguised figure; the spell merely points out that the target is posing as someone or something else.

The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a *friends* spell. The spell cannot detect any deception involving alignment.

Permanency

Alteration
 Level: Magic-User 5
 Components: V, S, XP
 Casting Time: 1 round
 Range: See text
 Target, Effect, or Area: See text
 Duration: Permanent; see text
 Saving Throw: None
 Magic Resistance: No

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells permanent in regard to yourself. You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

spell	xp cost
arcane sight	15,000 XP
comprehend languages	5,000 XP
darkvision	10,000 XP
detect invisibility	10,000 XP
detect magic	5,000 XP
read magic	5,000 XP
tongues	15,000 XP

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself or another creature (as appropriate).

spell	xp cost
enlarge person	5,000 XP
magic fang	5,000 XP
improved magic fang	15,000 XP
reduce person	5,000 XP

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

spell	minimum caster level	xp cost
alarm	9 th	5,000 XP
animate object	15 th	37,500 XP
audible glamer	9 th	5,000 XP
dancing lights	9 th	5,000 XP
gust of wind	9 th	5,000 XP
invisibility	9 th	5,000 XP
magic mouth	9 th	5,000 XP
phase door	15 th	37,500 XP
prismatic sphere	18 th	50,000 XP
prismatic wall	15 th	37,500 XP
shrink item	12 th	25,000 XP
solid fog	12 th	25,000 XP
stinking cloud	12 th	25,000 XP
symbol of death	15 th	37,500 XP
symbol of fear	15 th	37,500 XP
symbol of insanity	15 th	37,500 XP
symbol of pain	12 th	25,000 XP

<i>symbol of persuasion</i>	15 th	37,500 XP
<i>symbol of sleep</i>	15 th	37,500 XP
<i>symbol of stunning</i>	15 th	37,500 XP
<i>symbol of weakness</i>	15 th	37,500 XP
<i>wall of fire</i>	12 th	25,000 XP
<i>wall of force</i>	12 th	25,000 XP
<i>web</i>	9 th	5,000 XP

Spells cast on other creatures, objects or locations (not on you) are vulnerable to *dispel magic* as normal.

XP Cost: See tables above.

Permanent Image

Illusion/Phantasm

Level: Illusionist 6

Effect: Figment that cannot extend beyond a 20' cube + one 10' cube/caster level

Duration: Permanent (dismissible)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

Illusion/Phantasm

Level: Illusionist 5

Duration: 1 minute/caster level (dismissible)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Phantasmal Force

Illusion/Phantasm

Level: Illusionist 2

Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *phantasmal force* includes some minor sounds but not understandable speech.

Phantasmal Killer

Illusion/Phantasm

Level: Illusionist 4

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Target: One creature

Duration: Instantaneous

Saving Throw: Intelligence disbelief (if interacted with), then charisma partial; see text

Magic Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer* clearly. You see only a vague shape.

The target first gets an intelligence save to recognize the image as unreal. If that save fails the phantasm touches the subject, who must succeed on a charisma save or die of fright. Even if the charisma save is successful, the subject takes 4d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed

Conjuration/Summoning

Level: Illusionist 3

Components: V, S

Casting Time: 1 turn

Range: 30' (Close)

Effect: One quasi-real, horse

Duration: 1 hour/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You conjure a quasi-real horse into existence. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seem to be a saddle, bit and bridle. It does not fight but animals shun it and refuse to attack it.

The mount has an AC of 18 and 7 hit points +1 hit point per caster level. If reduced to 0 hit points the phantom steed disappears. A phantom steed has a movement rate of 15' per caster level, to a maximum of 180' (36") at level 12 and beyond. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

6th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

9th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 turn per hour, after which it floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fallen.

15th Level: The mount can fly at its speed (maneuverability class C).

Phase Door

Conjuration/Summoning

Level: Magic-User 7, Illusionist 7

Components: V

Casting Time: 1 round

Range: 30' (Close)

Effect: Ethereal 10' x 5' x 10' opening, + 5' deep per 3 levels

Duration: One usage per two levels

Saving Throw: None

Magic Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals a *phase door's* presence but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity or alignment, but otherwise must be based upon observable actions or qualities. Intangibles such as level, class, hit dice and hit points don't qualify.

Phase door can be made permanent with a *permanency* spell.

Planar Binding

Conjuration/Summoning

Level: Magic-User 6

Components: V, S

Targets: Up to three elementals or extraplanar creatures, totaling no more than 12 HD, no two of which can be more than 30' apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose hit dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.



Plane Shift

Conjuration/Summoning

Level: Cleric 5, Magic-User 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: You and up to 7 willing creatures

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Material Component: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. It is not consumed by the casting of this spell.

Plant Door

Conjuration/Summoning

Level: Druid 5

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/caster level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

tree type	transport range
deciduous	2,000 feet
coniferous	1,000 feet

You may move into one tree per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you expend all of your passes through trees. Each transport takes 1 round.

You can, at your option, remain within a tree without transporting yourself but are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Plant Growth (reversible)

Alteration

Level: Druid 3

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long); see text

Effect: See text

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

Plant growth has different effects depending on the version chosen.

- *Overgrowth:* This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement rates in such overgrown areas are reduced to 1/3 (½ for Large creatures). The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

- *Enrichment:* This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

This reverse of this spell, *diminish plants*, has two versions as well:

- *Prune Growth:* This version causes normal vegetation within long range (400') to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. At your option, the area can be a 100' radius circle, a 150' radius semicircle, or a 200' radius quarter-circle. You may also designate portions of the area that are not affected.
- *Stunt Growth:* This version targets normal plants within a range of ½ mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters *plant growth* and vice versa. This spell has no effect on plant creatures.

Polymorph

Alteration

Level: Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell functions like *alter self*, except that you change the subject into another form of living creature of any size. The new form may not be that of an undead, elemental, extraplanar or animated creature. The assumed form can't have more hit dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume an incorporeal or gaseous form.

Upon changing the subject regains lost hit points as if it had rested for a night. All equipment worn or carried by the *polymorphed* creature melds with their new form and becomes non-functional. If slain the subject reverts to its original form, though it remains dead.

The subject gains the physical attributes (including natural weapons and sensory abilities) of the new form but retains its own intelligence, wisdom and charisma scores. It uses the armor class of its new form but keeps its own hit points and BH bonuses. The *polymorphed* creature may use their class abilities, special attacks or special defenses, so long as their new form would allow for their use. It does not gain the special attacks or defenses possessed by their new form (including spell-like abilities and *magic resistance*).

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a shapechanging creature can revert to its natural form in 1 round. If the new form would prove fatal to the creature (for example, if you *polymorphed* a landbound target into a fish or an airborne target into a toad), the subject gets a +4 bonus on the save.

Material Component: An empty cocoon.

Polymorph Any Object

Alteration

Level: Magic-User 8, Illusionist 9

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature, or one non-magical object of up to 100 cu. ft./caster level

Duration: See text

Saving Throw: Wisdom negates; see text

Magic Resistance: Yes

This spell functions like *polymorph*, except that it can change both objects and creatures into other objects or creatures and the form assumed has a 20 HD hit die maximum. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines. The base Duration Factor is 0.

<i>changed subject is:</i>	<i>duration factor</i> ¹
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

¹ add all that apply. Look up the total on the next table.

<i>duration factor</i>	<i>duration</i>	<i>example</i>
0	20 minutes	pebble to human
2	1 hour	marionette to human
4	3 hours	human to marionette
5	12 hours	lizard to mantichore
6	2 days	sheep to wool coat
7	1 week	shrew to mantichore
9+	permanent	mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the intelligence score of its new form. If the original form didn't have a wisdom or charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the *polymorphed* creature. In general, damage occurs when the new form is changed through physical force. If the new form would prove fatal to the creature (for example, if you *polymorphed* a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

A non-magical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell. Items held by a creature use that creature's wisdom save to resist the *polymorph* spell. This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral or adamantite. This spell can also be used to duplicate the effects of *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

Arcane Material Component: Mercury, gum arabic, and smoke.

Portent

Divination

Level: Cleric 1, Magic-User 1

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One willing creature

Duration: See text

Saving Throw: None

Magic Resistance: No

This spell enables the caster to tell something of a willing recipient's future "luck." Only willing individuals are subject to this spell. This "luck" takes the form of a modifier to a "to hit" or saving throw roll at some unknown point in the future. After this spell is cast, the Dungeon Master makes two die rolls in secret:

- First, 1d12 is rolled to determine at what point in the future the portent takes effect. The result of the d12 roll represents the number of d20 die rolls, such as "to hit" or saving throws rolls, that the target character must make before the roll to be affected by the *portent* occurs.
- Second, 1d6 is rolled to determine the exact effect upon that roll. A "1" imposes a -4 penalty to the indicated die roll, while a "2" imposes a -2 penalty, a "3" or "4" results in no modifier, a "5" grants a +2 bonus and a "6" grants a +4 bonus to the indicated die roll. When the d20 roll designated by the *portent* is made, the result will be adjusted upward or downward as indicated by the result of the d6. Based upon the result of the 1d6 roll, the DM should indicate to the caster whether the portent is "good", "fair" or "poor".

Arcane Material Component: A numbered wheel, a deck of cards or tea leaves.

Power Word Blind

Enchantment/Charm

Level: Magic-User 7, Illusionist 7

Components: V

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: See text

Saving Throw: None

Magic Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word blind*. Blindness can be removed by *cure blindness* or a successful *dispel magic*.

<i>hit points</i>	<i>duration</i>
50 or less	permanent
51-100	1d4+1 minutes
101-150	1d4+1 rounds

Power Word Kill

Enchantment/Charm

Level: Magic-User 9, Illusionist 9

Components: V

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 76 or more hit points is unaffected by *power word kill*.

Power Word Stun

Enchantment/Charm

Level: Magic-User 8, Illusionist 8

Components: V

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: See text

Saving Throw: None

Magic Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 101 or more hit points is unaffected by *power word stun*.

<i>hit points</i>	<i>duration</i>
50 or less	1d4 minutes
51-75	4d4 rounds
76-100	1d4 rounds

Prayer

Enchantment/Charm

Level: Cleric 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: All allies and foes within a 50' radius circle centered on you

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your allies gain a +1 bonus on attack rolls, weapon damage rolls and ability checks (including saves), while your foes takes a -1 penalty on such rolls.

Prestdigitation

Illusion/Phantasm

Level: Bard 0, Magic-User 0, Illusionist 0

Components: V, S

Casting Time: 1 round

Range: 30' (Close)
 Effect: See text
 Duration: 1 hour
 Saving Throw: See text
 Magic Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. *Prestidigitation* can slowly lift 1 pound of material. It can color, clean or soil items in a 1' cube each round. It can chill, warm or flavor 1 pound of non-living material.

It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile and cannot be used as tools, weapons or spell components.

Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prismatic Sphere

Abjuration
 Level: Magic-User 9, Illusionist 9
 Components: V
 Range: Personal

Effect: 10' radius sphere centered on you
 This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4 turns.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

Prismatic sphere can be made permanent with a *permanency* spell.

Prismatic Spray

Evocation
 Level: Magic-User 7, Illusionist 7
 Components: V, S
 Casting Time: 1 round

Range: Personal
 Area: 60' cone
 Duration: Instantaneous
 Saving Throw: See text
 Magic Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power.

d8 roll	color	effect (relevant save, effect if successful)
1	red	20 points fire damage (dexterity for half)
2	orange	40 points acid damage (dexterity for half)
3	yellow	80 points electricity damage (dexterity half)
4	green	poison (see the reverse of <i>neutralize poison</i>)
5	blue	turned to stone (wisdom negates)
6	indigo	insane, as <i>insanity</i> spell (charisma negates)
7	violet	sent to another plane (intelligence negates)
8	struck by two rays; roll twice more, ignoring any "8" results.	

Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

Items held by the target of the red, orange or yellow beam must save versus the relevant effect (see *Item Saving Throws* on page 52) if he failed his saving throw with a "1".

Prismatic Wall

Abjuration
 Level: Magic-User 8, Illusionist 8
 Components: V, S
 Casting Time: 1 round

Range: 30' (Close)
 Effect: Wall up to 5'/caster level wide by 2½'/caster level high
 Duration: 1 turn/caster level (dismissible)
 Saving Throw: See text
 Magic Resistance: See text

Prismatic wall creates a vertical, opaque wall - a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile though the caster can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20' of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 5 feet wide per caster level and 2½ feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

color	order	effect of color	negated by
red	1 st	stops non-magical ranged weapons & deals 16 points of fire damage (dexterity half).	cone of cold
orange	2 nd	stops magical ranged weapons & deals 32 points of acid damage (dexterity half).	gust of wind
yellow	3 rd	stops poisons, gases and petrification & deals 64 points of electricity damage (dexterity half).	disintegrate
green	4 th	stops breath weapons & poisons (see the reverse of <i>neutralize poison</i>)	passwall
blue	5 th	stops divination and mental attacks & turns to stone (wisdom negates).	magic missile
indigo	6 th	stops all spells & causes insanity, as per the <i>insanity</i> spell (charisma negates)	continual light
violet	7 th	energy field destroys all objects and effects, plus creatures are sent to another plane (intelligence negates). ¹	dispel magic

¹ the violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and magic resistance might render some colors ineffective (see above).

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you in melee or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a mage's *disjunction* spell destroys a *prismatic wall*, but an *antimagic shell* fails to penetrate it. *Dispel magic* and *improved dispel magic* cannot dispel the wall or anything beyond it. *Magic resistance* is effective against a *prismatic wall*, but the *concentration* check to overcome MR must be made for each color present.

Items held by a creature who comes into contact with the red, orange or yellow wall must save versus the relevant effect (see *Item Saving Throws* on page 52) if that creature failed his saving throw with a "1".

Prismatic wall can be made permanent with a *permanency* spell.

Produce Fire (reversible)

Alteration
 Level: Druid 4
 Components: V, S, M
 Casting Time: 1 round
 Range: 100' (Medium)
 Area of Effect: 60' radius circle
 Duration: Instantaneous
 Saving Throw: Dexterity half
 Magic Resistance: No

By means of this spell the druid causes a natural fire of up to a 60' radius to spring into existence. While it lasts but a single round, the

intense fire produced by the spell inflicts 3d6 hit points of damage to all creatures within its area and ignites unattended, combustible materials such as cloth, oil, paper, parchment, wood and the like so as to cause continued burning (see *Item Saving Throws* on page 52). The reverse of this spell, *quench fire*, enables the druid to extinguish all fires within the spell's area of effect. Non-permanent magical fires are extinguished, and fire-based creatures in the area of effect take 1d6 points of damage per caster level (maximum 12d6). Permanent magical fires are suppressed for 1 round. This spell counters, and is countered by, the *produce fire* spell.

Produce Flame

Evocation

Level: Druid 1

Components: V, S

Casting Time: 1 round

Range: Personal

Effect: Flame in your palm

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee attack that deals 1d6 points of fire damage +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120' (24") as a thrown weapon. When doing so, you attack with a ranged attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand.

Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Image

Illusion/Phantasm

Level: Illusionist 6

Effect: Visual figment that cannot extend beyond a 20' cube + one 10' cube/caster level

Duration: Permanent until triggered, then 1 round/caster level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Material Component: A bit of fleece and jade dust worth 25 gp.

Project Image

Illusion/Phantasm

Level: Illusionist 7

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: One shadow duplicate

Duration: 1 round/caster level (dismissible)

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which takes 1 round of concentration).

You can see through its eyes and hear through its ears as if you were standing where it is and, during your turn, can switch from using its senses to using your own, or back again, at will. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells.

The spells affect other targets normally, despite originating from the projected image. Objects are unaffected by the projected image but are affected normally by spells cast through the image.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll), which costs 5 gp to create and is not consumed by this spell's casting.

Protection from Energy

Abjuration

Level: Druid 3, Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level or until discharged

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 10 points per caster level of energy damage (to a maximum of 100 points at 10th level) it is discharged. This spell may be used in conjunction with the *resist energy* spell. The damage absorbed by *protection from energy* would first be reduced by *resist energy*.

Arcane Material Component: A snail shell that is not consumed by the casting of this spell.

Protection from Evil (reversible)

Abjuration

Level: Cleric 1, Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level (dismissible)

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: No; see text

This spell wards a creature from attacks by evil creatures, from mental control and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment/charm effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. *Magic resistance* can allow a creature to overcome this protection and touch the warded creature.

The reverse of this spell, *protection from good* spell functions like *protection from evil*, except that the armor class and saving throw bonuses apply to attacks from good creatures, and good-to-neutral summoned creatures cannot touch the subject.

Material Component: A little powdered silver (or bone, for the reverse of this spell) with which you trace a 3' diameter circle on the floor (or ground) around the creature to be warded.



A PALADIN IN HELL

SUTHERLAND

Protection from Evil 10' Radius (reversible)

Abjuration

Level: Cleric 3, Magic-User 3

Components: V, S, M

Casting Time: 1 round; see text

Range: Touch

Area: 10' radius sphere

Duration: 1 turn/caster level; see text

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no non-good summoned creatures can enter the area either. You must overcome a creature's *magic resistance* in order to keep it at bay (as in the third function of *protection from evil*), but the armor class and saving throw bonuses and the protection from mental control apply regardless of enemies' *magic resistance*.

This spell has an alternative version that you may choose when casting it. *Protection from evil 10' radius* can be focused inward rather than outward. When focused inward, the spell binds a non-good called creature (such as those called by the *lesser planar binding*, *planar binding*, and *improved planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

This spell leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly but other creatures can. If the called creature has *magic resistance*, it can test the trap once per day. If you fail to overcome its *magic resistance* the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral spell*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *teleport* and similar abilities) can simply leave the circle through that means. You can prevent the creature's extra-dimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *protection from evil 10' radius* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *protection from evil 10' radius* more secure. Drawing the diagram by hand takes 1 turn and requires a *knowledge: arcana* skill check with a -5 penalty. You do not know the result of this check. If the check fails, the diagram is ineffective. A successful diagram allows you to cast a *dimensional anchor* spell on the *protection from evil 10' radius* on the round before casting any summoning spell. The *dimensional anchor* holds any called creatures in the *protection from evil 10' radius* for the duration of the *dimensional anchor* spell (24 hours/caster level).

A creature cannot use its *magic resistance* against a *protection from evil 10' radius* prepared with a diagram, and none of its abilities or attacks can cross the diagram. The creature can escape from the diagram with a successful charisma save, with a penalty equal to your caster level+5. It can attempt this once per day. If it breaks loose, it can flee or attack you. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

The reverse of this spell, *protection from good 10' radius*, functions like *protection from evil*, except that the armor class and saving throw bonuses apply to attacks from good creatures, and non-evil summoned creatures cannot touch the subject.

Material Component: A little powdered silver (or bone, for the reverse of this spell) with which you trace a 10' diameter circle on the floor (or ground) around the creature to be warded.

Protection from Normal Missiles

Abjuration

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The warded creature gains total invulnerability to hurled and projectile missiles such as arrows, axes, bolts, small stones and spears. Furthermore, it reduces each die of damage inflicted by large missiles, such as ballista missiles, catapult stones and giant-hurled boulders, by 1.

Note, however, that this spell does not convey any protection from such magical attacks as *fireballs*, *lightning bolts* and *magic missiles* nor from magical thrown weapons or projectiles.

Material Component: A piece of shell from a tortoise or a turtle. It is not consumed by the casting of this spell.

Prying Eyes

Divination

Level: Magic-User 5, Illusionist 5

Components: V, S, M

Casting Time: 1 minute

Range: 400' (Long); see text

Effect: Ten or more levitating eyes

Duration: 1 hour/caster level; see text (dismissible)

Saving Throw: None

Magic Resistance: No

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes initially appear within 400' of the caster but, from there, may move out, scout around and return as you direct them. Each eye can see 120' (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is about the size of a small apple and has 1 hit point, AC 18, a movement rate of 60' (12") and maneuverability class A.

It may make *perception* checks with the caster's level bonus and is subject to illusions, darkness, fog and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an *area dispel*.

Material Component: A handful of crystal marbles that disappear after the spell duration ends or when destroyed (see text above).

Purify Food and Drink (reversible)

Alteration

Level: Cleric 0, Druid 0

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: 1 cu. ft./caster level of contaminated food and water

Duration: Instantaneous

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell makes spoiled, rotten, poisonous or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type or upon magic potions.

The reverse of this spell, *putrify food and drink*, contaminates food or potable liquids and spoils holy water.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pyrotechnics

Alteration

Level: Druid 3, Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Target: One fire source, up to a 20' radius

Duration: 1d4+1 rounds; see text

Saving Throw: Wisdom or constitution negates; see text

Magic Resistance: No

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

- *Fireworks*: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120' (24") of the fire source to become blinded for 1d4+1 rounds (wisdom negates). These creatures must have line of sight to the fire to be affected.
- *Smoke Cloud*: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud, blinding all creatures within the cloud and giving those within the cloud 100% concealment. In addition, all within the cloud are sickened (constitution negates). Sickened creatures suffer a -2 penalty to strength and dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their armor class. Movement is reduced to ½ its normal rate, rounded to the nearest 5' increment. These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. *Magic resistance* does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20' radius is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Rainbow Pattern

Illusion/Phantasm

Level: Illusionist 4

Components: S, M; see text

Casting Time: 1 round

Range: 100' (Medium)

Effect: Colorful lights with a 20' radius circle

Duration: Concentration +1 round/caster level (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors *fascinates* those within it. While *fascinated*, the creature is distracted, suffering a -4 penalty to all saving throws and armor class. If attacked they are considered *surprised*.

Rainbow pattern fascinates a maximum of 24 hit dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is *fascinated* by the pattern.

By concentrating upon the spell, you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All *fascinated* creatures follow the moving rainbow of light, trying to get or remain within the effect. *Fascinated* creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each *fascinated* creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected. The spell does not affect sightless creatures.

Material component: A crystal prism. This is not consumed during casting.

Raise Dead

Conjuration/Summoning

Level: Cleric 5

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One corpse

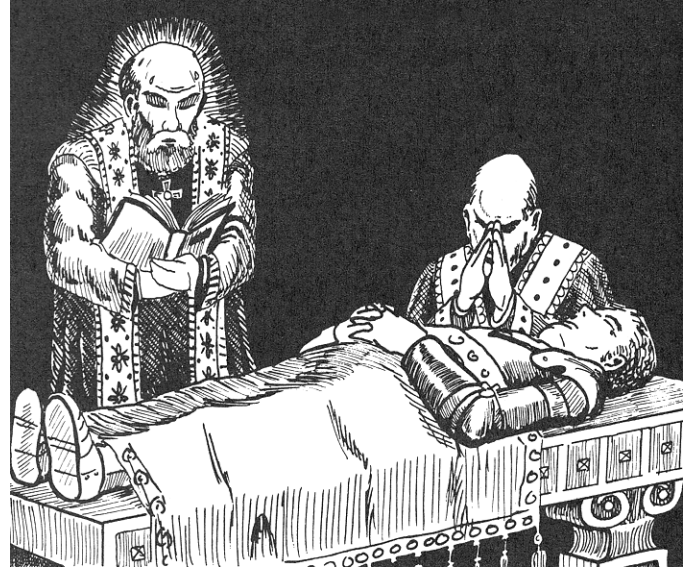
Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 hit die) when it is raised, just as if it had lost a level or a hit die to an energy-draining creature. If the subject is 1st level, it loses 2 points of constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or constitution loss cannot be repaired by any means.



A raised creature has a number of hit points equal to its current hit dice. Any ability scores damaged to 0 are raised to 1. Normal poisons and normal diseases are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Animated creatures, elementals, extraplanar creatures and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of at least 5,000 gp. They are consumed upon this spell's completion.

Rary's Mnemonic Enhancer

Alteration

Level: Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 turn

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

- *Prepare*: You prepare up to three additional levels of spells. A cantrip counts as a ½ level spell for this purpose. You prepare and cast these spells normally.
- *Retain*: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

Material Components: A piece of string and ink consisting of squid secretion with black dragon's blood or giant slug digestive juice. These are expended when the spell is cast.

The spell requires the caster to have an ivory plaque of at least 50 gp value on-hand as well, though this is not consumed upon the spell's completion.

Ray of Enfeeblement

Necromantic

Level: Magic-User 2

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Effect: One creature

Duration: 1 minute/caster level

Saving Throw: Constitution negates

Magic Resistance: Yes

A coruscating ray springs from your hand, draining the target's strength unless he succeeds at his saving throw.

The subject suffers a -3 penalty to all strength checks, including attack and damage rolls, and has their carrying capacity halved, for the duration of the spell.

Read Magic

Divination

Level: Cleric 0, Bard 0, Magic-User 0, Illusionist 0

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/caster level

By means of *read magic*, you can decipher magical inscriptions on objects - books, scrolls, weapons and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a *cursed scroll*. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*.

You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding*, an *improved glyph of warding* or any *symbol* spell with a *knowledge: arcana* skill check, with the caster level of the glyph or symbol's creator serving as the check penalty.

Read magic can be made permanent with a *permanency* spell.

Material component: A clear crystal or mineral prism that is not consumed by the casting of this spell.

Regenerate (reversible)

Conjuration/Summoning

Level: Cleric 7, Druid 9

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Constitution negates

Magic Resistance: Yes

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails or even heads of multi-headed creatures), broken bones and ruined organs grow back. After the spell is cast the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 6d8 points of damage, rids the subject of fatigue and eliminates all non-lethal damage the subject has taken. It has no effect on non-living creatures (including undead).

The reverse of the spell, *wither*, causes 6d8 damage to the target and causes the limb, appendage or bodily member touched to shrivel and cease functioning immediately. The target creature must be touched in order to have this harmful effect occur and is entitled to a constitution save to negate the withering effect of this spell. Creatures without discernible limbs or appendages are immune to this secondary effect, though they still are wounded by this spell.

Material Component: The material components of this spell are a prayer device and holy/unholy water.

Reincarnate

Alteration

Level: Druid 4

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

d%	incarnation	d%	incarnation
01-02	badger	58-63	halfling
03-04	bear, black	64-65	hawk
05-06	bear, brown	66-69	hobgoblin
07-10	bugbear	70-76	human
11-14	centaur	77-80	kobold
15-16	deer	81-84	lizardman
17-21	dwarf	85-88	ogre
22-23	eagle	89-90	orc
24-29	elf	91	owl
30-31	fox	92	raccoon
32-35	gnoll	93	troglydote
36-41	gnome	94	troll
42-45	goblin	95-96	wolf
46-51	half-elf	97-98	wolverine
52-57	half-orc	99-00	dm's choice

A reincarnated creature recalls the majority of its former life and form. The subject of the spell loses one level (or 1 hit die) when it is raised, just as if it had lost a level or a hit die to an energy-draining creature. If the subject is 1st level, it loses 2 points of constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or constitution loss cannot be repaired by any means. Its class, bonus to hit (BtH), base save bonuses and hit points are unchanged, though its new form may not be suited to its profession. While its strength, dexterity and constitution scores depend partly on the new body (with penalties or bonuses to ability scores decided by the Dungeon Master) its intelligence, wisdom and charisma are unchanged.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Animated creatures, elementals, extraplanar creatures and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and movement rate, its armor class and natural attacks, its sensory powers and special defenses and its spell-like powers. It doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his original form.

Material Component: Rare oils and unguents worth a total of at least 1,000 gp, spread over the remains. These are expended once the spell is completed.

Remove Curse (reversible)

Abjuration

Level: Cleric 3, Magic-User 4, Illusionist 4

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature or item

Duration: Instantaneous

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

Remove curse instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of this spell, *curse*, places a permanent curse on the subject. Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1)
- -2 penalty to all attack rolls and ability checks
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Curse counters *remove curse* while *remove curse* counters and dispels *curse*.

Remove Fear

Abjuration

Level: Cleric 1, Bard 1

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Targets: One creature plus one additional creature per four caster levels, no two of which can be more than 30' apart

Duration: 1 turn; see text

Saving Throw: Wisdom negates

Magic Resistance: Yes

You instill courage in the subject, granting it a +4 bonus against *fear* effects for 1 turn. If the subject is under the influence of a *fear* effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels *cause fear*.

Remove Paralysis

Conjuration/Summoning

Level: Cleric 2

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Targets: Up to 4 creatures, no two of which can be more than 30' apart

Duration: Instantaneous

Saving Throw: Wisdom negates

Magic Resistance: Yes

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch, *hold person* or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 bonus.

The spell does not restore ability scores reduced by penalties, damage or drain.

Repel Vermin

Abjuration

Level: Bard 4, Druid 4

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 10' radius sphere centered on you

Duration: 1 turn/caster level (dismissible)

Saving Throw: None or Wisdom negates; see text

Magic Resistance: Yes

An invisible barrier holds back vermin (insects, arachnids and rodents). Vermin with hit dice of less than one-third your level cannot penetrate the barrier.

A vermin with hit dice of one-third your level or more can penetrate the barrier if it succeeds on a wisdom save. Even so, crossing the barrier deals the vermin 2d4 points of damage, and pressing against the barrier causes pain, which deters most vermin.

This spell effectively protects those within its radius from the *insect plague* spell.

Repulsion

Abjuration

Level: Cleric 7, Magic-User 6, Illusionist 7

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: Up to 10' radius/caster level sphere centered on you

Duration: 1 round/caster level (dismissible)

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures, cast spells or attack you with ranged weapons. If you move closer to an affected creature, nothing happens (i.e. the creature is not forced back). The creature is free to make melee attacks against you if you come within striking distance. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Material Component: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array is worth 50 gp. These items are not consumed by the casting of this spell.

Resist Energy

Abjuration

Level: Cleric 2, Druid 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire or sonic. The subject gains a +2 bonus to saving throws made against such attacks and only suffers half of the damage that they normally would from such attacks. The spell protects the recipient's equipment as well. The save bonus provided by this spell increases by +1 per 6 caster levels of the caster (to a maximum of +5 at level 18 and higher).

Note: *Resist energy* overlaps with *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs the reduced amount of damage affected by the *resist energy* spell until its power is exhausted.

Restoration

Conjuration/Summoning

Level: Cleric 4, Druid 4

This spell functions like *lesser restoration*, except that it cures all temporary ability damage and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Resurrection

Conjuration/Summoning

Level: Cleric 7

Casting Time: 1 turn

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The remains of a creature hit by a *disintegrate* spell count as a small portion of its body. The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of constitution if the subject was 1st level. If this reduction would bring its Con to 0 or lower,

it can't be resurrected. This level loss or constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Animated creatures, elementals, extraplanar creatures, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Reverse Gravity

Alteration

Level: Druid 8, Magic-User 7

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: 20' radius cylinder, 20' in height

Duration: 1 round/caster level (dismissible)

Saving Throw: None; see text

Magic Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a dexterity save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings. The lodestone is not consumed when this spell is cast.

Rope Trick

Alteration

Level: Magic-User 2, Illusionist 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One piece of rope from 5' to 30' long

Duration: 1 hour/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

When this spell is cast upon a piece of rope from 5 to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extra-dimensional space that is outside the multiverse of extra-dimensional spaces ("planes"). Creatures in the extra-dimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extra-dimensional interface, nor can area effects cross it. Those in the extra-dimensional space can see out of it as if a 3' radius window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extra-dimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extra-dimensional space.

Note: It is hazardous to create an extra-dimensional space within an existing extra-dimensional space or to take an extra-dimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment that are expended by this spell's casting.

Run

Alteration

Level: Magic-User 1

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/caster level (dismissible)

This spell increases your movement rate speed by 30' per round. There is no effect on other modes of movement, such as burrow, climb, fly or swim. As with any effect that increases your movement rate, this spell affects your jumping distance.

Sanctuary

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 round/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a wisdom save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Scare

Enchantment/Charm

Level: Bard 2, Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Targets: One creature per three caster levels, no two of which can be more than 30' apart

Duration: 1 round/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened and flee from the caster.

Arcane Material Component: A bit of bone from an undead creature. It is not consumed during the casting of this spell.

Scintillating Pattern

Illusion/Phantasm

Level: Illusionist 8

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: Colorful lights in a 20' radius circle

Duration: Concentration + 2 rounds

Saving Throw: None

Magic Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of hit dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its hit dice.

- **6 or less:** Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused*, as per the *confusion* spell, for 1d4 rounds. (Treat an unconscious result as stunned for non-living creatures.)
- **7 to 12:** Stunned for 1d4 rounds, then *confused* for 1d4 rounds.
- **13+:** *Confused* for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Material Component: A small crystal prism that is not expended when the spell is cast.

Screen

Illusion/Phantasm

Level: Illusionist 8

Components: V, S

Casting Time: 1 turn

Range: 30' (Close)

Area: 30' cube/caster level

Duration: 24 hours

Saving Throw: None or intelligence disbelief; see text

Magic Resistance: No

This spell combines several elements to create a powerful protection from *scrying* and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion) if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination

Level: Cleric 5, Bard 3, Druid 4, Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/caster level

Saving Throw: Wisdom (intelligence for the arcane version) negates

Magic Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds at its save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its save.

knowledge	save modifier
none ¹	+10
secondhand (you have heard of the subject)	+5
firsthand (you have met the subject)	+0
familiar (you know the subject well)	-5

¹ you must have some sort of connection to a creature you have no knowledge of.

connection	save modifier
likeness or picture	-2
possession or garment	-5
body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a movement rate of up to 150' (30") per round. The sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect evil or good*, *detect magic* and *message*.

If the save succeeds, you can't attempt to *scry* on that subject again for at least 24 hours.

Arcane Material Components: The eye of a hawk, an eagle or a roc, plus nitric acid, copper and zinc. These are consumed by the casting of this spell. The caster must also have a mirror of finely wrought and highly polished silver, costing no less than 1,000 gp. The mirror must be at least 2 feet wide by 4 feet in height. It is not consumed when this spell is cast.

Cleric Material Component: A holy water font costing not less than 100 gp.

Bard or Druid Material component: A natural pool of water.

Secret Page

Alteration

Level: Bard 3, Illusionist 2

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One page, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Magic Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word.

A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled and the hidden writings can be destroyed by means of an *erase* spell.

Material Component: Powdered herring scales and will-o'-wisp essence.

Seeming

Illusion/Phantasm

Level: Bard 5, Illusionist 5

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Targets: One creature per two caster levels, no two of which can be more than 30' apart

Duration: 12 hours (dismissible)

Saving Throw: Intelligence negates

Magic Resistance: Yes

This spell functions like *change self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by saving against it. *Magic resistance* applies as well.

Sending

Evocation

Level: Cleric 4, Bard 5, Magic-User 5, Illusionist 5

Components: V, S, M

Casting Time: 1 turn

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Magic Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its intelligence score. Even if the *sending* is received the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are there is a 5% chance that the *sending* does not arrive. Local conditions on other planes may worsen this chance considerably.

Arcane Material Component: A short piece of fine copper wire that is not consumed during the casting of this spell.

Sepia Snake Sigil

Conjuration/Summoning

Level: Magic-User 3, Illusionist 3

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One book or written work

Duration: Permanent until released, then 1d4 days + one day/caster level; see text

Saving Throw: Dexterity negates

Magic Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. The hidden sigil cannot be detected by normal observation and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text. *Sepia snake sigil* can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Abjuration

Level: Magic-User 7, Illusionist 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One willing creature or object (up to a 2' cube/caster level)

Duration: One day/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object *invisible* to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Material Component: A basilisk eyelash, gum arabic and a dram of whitewash.

Serten's Spell Immunity

Abjuration

Level: Magic-User 8

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: Up to one creature per four caster levels

Duration: 1 turn/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject gains a +8 bonus on saving throws against all spells and spell-like powers.

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets. Furthermore, each targeted creature must carry one 1,000 gp diamond in order to be granted the protection of this spell. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Shades

Illusion/Phantasm

Level: Illusionist 9

This spell functions like *shadow conjuration*, except that it mimics magic-user conjuration/summoning spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to non-

believers, and non-damaging effects are 80% likely to work against non-believers.



Shadow Conjuration

Illusion/Phantasm

Level: Illusionist 4

Components: V, S

Casting Time: 1 round

Range: See text

Effect: See text

Duration: See text

Saving Throw: Intelligence disbelief (if interacted with); varies; see text

Magic Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects or forces. *Shadow conjuration* can mimic any magic-user conjuration/summoning spell of 3rd level or lower. *Shadow conjurations* are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force or creature can make an intelligence save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on an intelligence save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows. In addition, any effect created by *shadow conjuration* allows Magic Resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. Roll for each use and each affected character separately. Furthermore, the shadow creature's AC is reduced. For every 5 full points that the simulated creature's AC exceeds 10, add 1 point to the shadow creature's base AC of 10. As such, a shadow version of a creature that normally has an 18 armor class would have an AC of 11. A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their intelligence saves against this spell.

Shadow Evocation

Illusion/Phantasm

Level: Illusionist 5

Components: V, S

Casting Time: 1 round

Range: See text

Effect: See text

Duration: See text

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a magic-user evocation spell of 4th level or lower.

Spells that deal damage have normal effects unless an affected creature succeeds on an intelligence save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or *magic resistance*) that the spell being simulated allows.

Non-damaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their intelligence saves against this spell.

Shadow Walk

Illusion/Phantasm

Level: Illusionist 6

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature/caster level

Duration: 1 hour/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Prime Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour (or 1000' per round), moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10×100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10×1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature *fatigued* (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a saving throw, negating the effect if successful.

Shambler

Conjuration/Summoning

Level: Druid 9

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: Three mounds, no two of which can be more than 30' apart; see text

Duration: Seven days or seven months (dismissible); see text

Saving Throw: None

Magic Resistance: No

The *shambler* spell creates 3 shambling mounds with 9 HD each. The creatures willingly aid you in combat or battle, perform a specific mission or serve as bodyguards. The creatures remain with you for

seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy or damp.

Shapechange

Alteration

Level: Druid 9, Magic-User 9

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/caster level (dismissible)

This spell functions like *polymorph*, except that it enables you to assume the form of any single non-unique creature of any type or size. The assumed form cannot have more than your caster level in hit dice (to a maximum of 20 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all the special attacks, defenses and spell-like powers of the assumed form, but you lose your own special attacks, defenses and spell-like powers. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round on your initiative, either before or after you act. If you use this spell to create a disguise, you get a +10 bonus on your *disguise* ability check. If you do not have the *disguise* ability you may make a charisma check, with no level modifier, to affect a disguise.

Material component: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The material component melds into your new form when you change shape.) It is not consumed by the spell.

Shape Wood

Alteration

Level: Druid 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One piece of wood no larger than 10 cu. ft. + 1 cu. ft./caster level

Duration: Instantaneous

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Shatter

Evocation

Level: Bard 2, Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area or Target: 5' radius circle; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Dexterity negates or half; see text

Magic Resistance: Yes

Shatter creates a loud, ringing noise that breaks brittle, non-magical objects; sunders a single solid, non-magical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys non-magical objects of crystal, glass, ceramic, or porcelain (no *Item Saving Throw*). All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Held or carried items need not save unless their bearer failed his dexterity save with a roll of "1".

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 9d6), with a dexterity save for half damage.

Arcane Material Component: A chip of mica.

Shield

Abjuration

Level: Magic-User 1

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/caster level (dismissible)

Shield creates an invisible, mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you.

The disk also provides 75% cover versus attacks (+6 to AC) and offensive spells originating from a point in front of the caster. As such the *shield* bearer suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful against a spell originating from a point in front of a *shield*-protected magic-user.

Shield of Faith

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 bonus to armor class, with an additional +1 to the bonus for every six levels you have (maximum +5 bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Shillelagh

Alteration

Level: Druid 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One non-magical oak club or quarterstaff

Duration: 1 minute/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

Your own non-magical club or quarterstaff becomes a +1 weapon that deals 1d12 damage. These effects only occur when the weapon is wielded by you. If you do not wield it the weapon behaves as if unaffected by this spell.

Shocking Grasp

Evocation

Level: Magic-User 1

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

Your successful melee attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal or the like).

Shout

Evocation

Level: Bard 4, Magic-User 4, Illusionist 4

Components: V

Casting Time: 1 round

Range: Personal

Area: 30' cone

Duration: Instantaneous

Saving Throw: Dexterity partial; see text

Magic Resistance: Yes

You emit an ear-splitting yell that stuns and damages creatures in its path. Any creature within the area is stunned for 1d4 rounds and takes 4d4 points of damage. An affected creature is allowed a dexterity save reduce the damage by half, negating the stun effect as well. Crystalline creatures suffer double damage from a *shout* spell.

Any exposed brittle or crystalline object within the cone must make an *Item Saving Throw* or be destroyed. Brittle, ceramic or crystalline items held or carried need not make *Item Saving Throws* unless their bearer failed his dexterity saving throw with a roll of "1".

A *shout* spell cannot penetrate a *silence 15' radius* spell.

Shrink Item

Alteration

Level: Magic-User 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One object of up to 2 cu. ft./caster level

Duration: One day/caster level; see text

Saving Throw: Intelligence negates

Magic Resistance: Yes

You are able to shrink one non-magical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). Optionally, you can also change its now shrunken composition to a cloth-like one.

Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence 15' Radius

Conjuration/Summoning

Level: Bard 2, Cleric 2

Components: V, S

Casting Time: 1 round

Range: 400' (Long)

Area: 15' radius centered on a creature, object, or point in space

Duration: 1 minute/caster level (dismissible)

Saving Throw: Wisdom negates or none; see text

Magic Resistance: Yes or no; see text

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast and no noise whatsoever issues from, enters or passes through the area.

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a wisdom save and use *magic resistance*, if any, to prevent the spell from being cast upon them. Items in a creature's possession or magic items that emit sound receive the benefits of saves and *magic resistance*, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Silent Image

Illusion/Phantasm

Level: Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Effect: Visual figment that cannot extend beyond four 10' cubes + one 10' cube/caster level

Duration: Concentration

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: No

This spell creates the visual illusion of an object, creature or force, as visualized by you. The illusion does not create sound, smell, texture or temperature. You can move the image within the limits of the size of the effect.

Material component: A bit of fleece.

Simulacrum

Illusion/Phantasm

Level: Magic-User 7, Illusionist 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: Special; see text

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or hit dice (and the appropriate hit points, saves and level bonuses for a creature of that level or HD). You can't create a *simulacrum* of a creature whose hit dice or levels exceed your caster level. You must make a *perception* check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful *perception* check (opposed by the caster's *perception* check).

At all times the *simulacrum* remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A *simulacrum* has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point and a fully equipped magical laboratory can repair damage to a *simulacrum*.

Material Component: The spell is cast over the rough snow or ice form and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the *simulacrum* to be created. These components are expended by the casting of this spell.

XP Cost: 1,000 XP per HD of the *simulacrum* to be created (minimum 10,000 XP).

Slay Living

Necromantic

Level: Cleric 5

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Once creature

Duration: Instantaneous

Saving Throw: Charisma partial

Magic Resistance: Yes

You can slay a single living creature. You must succeed on a melee attack to touch the subject, and it can avoid death with a successful charisma save. If it succeeds, it instead takes 5d6 points of damage.

Sleep

Enchantment/Charm

Level: Bard 1, Magic-User 1, Illusionist 1

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: One or more living creatures within a 10' radius circle

Duration: 1 minute/caster level

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

A *sleep* spell causes 2d4 hit dice of creatures to fall into a magical slumber. Only creatures with 4 or fewer hit dice are affected by this spell. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes 1 round. *Sleep* does not target unconscious, animated or undead creatures.

Arcane Material Component: A pinch of fine sand, rose petals or a live cricket. The live cricket is not harmed by this spell's casting and may be used for subsequent castings.

Sleet Storm

Conjuration/Summoning

Level: Druid 4, Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: 40' radius by 20' high cylinder

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a balance check with a -5 penalty. Failure means it can't move in that round, while failure by 5 or more means it falls. The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

Slow Poison

Conjuration/Summoning

Level: Cleric 2, Druid 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 hour/caster level

Saving Throw: Constitution negates

Magic Resistance: Yes

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Slow poison* does not cure any damage that poison may have already done.

Snare

Alteration

Level: Druid 3

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: Non-magical circle of vine, rope or thong with a 1" diameter + 1"/6 caster levels

Duration: Until triggered or broken

Saving Throw: None

Magic Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (-5 penalty to all *perception* checks to notice it). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make an *escape artist* check with a -10 penalty. The escape attempt counts as the target's action for the round. The snare has AC 10 and 10 hit points per 1' diameter. Piercing and blunt weapons only deal ½ damage to a snare (round fractions down). A successful escape from the snare breaks the loop and ends the spell.

Soften Earth and Stone

Alteration

Level: Druid 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: 10' square/caster level; see text

Duration: Instantaneous

Saving Throw: None; see text

Magic Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt and stone becomes soft clay that is easily

molded or chopped. You affect a 10' square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a dexterity save or be caught for 1d2 rounds and unable to move, attack or cast spells. A creature that succeeds on its save can move through the mud at half speed, but can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration/Summoning

Level: Magic-User 4, Illusionist 4

Components: V, S, M

Duration: 1 minute/caster level

Magic Resistance: No

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a movement rate of 5' per round, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, doing so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 1 turn.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Soul Bind

Necromantic

Level: Cleric 9, Magic-User 9

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One corpse

Duration: Permanent

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection* or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul.

Material component: A black sapphire of at least 1,000 gp value for every hit die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or hit dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more hit dice.)

Sound Burst

Evocation

Level: Bard 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: 10' radius circle

Duration: Instantaneous

Saving Throw: Constitution partial

Magic Resistance: Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a constitution save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Speak with Animals

Divination

Level: Cleric 2, Bard 2, Druid 1

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/caster level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead

Necromantic

Level: Cleric 2, Bard 3

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: One corpse

Duration: 1 minute/caster level

Saving Throw: Wisdom negates; see text

Magic Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic or repetitive. If the creature's alignment was different from yours, the corpse gets a wisdom save to resist the spell as if it were alive.

If the corpse has been subject to *Speak with Dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned. This spell does not affect a corpse that has been turned into an undead creature.

Speak with Plants

Divination

Level: Cleric 4, Bard 4, Druid 3

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/caster level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize)

detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spell Immunity

Abjuration

Level: Cleric 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable *magic resistance* regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which *magic resistance* doesn't apply. *Spell immunity* protects against spells and spell-like powers of creatures. It does not protect against breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain school of spells or a group of spells that is similar in effect.

A creature can have only one *spell immunity* or *improved spell immunity* spell in effect on it at a time.

Spell Turning

Abjuration

Level: Magic-User 7

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: Until expended or 1 turn/caster level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop spells with a range of "touch".

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly. When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. You subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d% roll	effect
01-70	spell drains away without effect.
71-80	spell affects both of you equally at full effect.
81-97	both turning effects are rendered non-functional for 1d4 minutes.
98-100	both of you go through a rift into another plane.

Material Component: A small silver mirror.

Spider Climb

Alteration

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Intelligence negates

Magic Resistance: Yes

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject moves at ½ their normal movement rate, rounded to the nearest 5' increment, and

does not need to make *climb* checks to traverse a vertical or horizontal surface (even upside down).

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Spike Growth

Alteration

Level: Druid 3

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: One 20' square/caster level

Duration: 1 hour/caster level (dismissible)

Saving Throw: Dexterity partial, see text

Magic Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert or bare stone. Any creature moving on foot into or through the spell's area takes 1d3 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a dexterity save or suffer injuries to its feet and legs that slow its movement rate by one-half. This penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 1 turn to dress the injuries and succeeding at a *profession (healer)* or *bind wounds* check with the damage dealt serving as the check penalty.

Note: An assassin or thief can use the *find traps* ability to find a *spike growth*. The check penalty is equal to the caster level of the spell.

Spike Stones

Alteration

Level: Druid 4

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: One 20' square/caster level

Duration: 1 hour/caster level (dismissible)

Saving Throw: Dexterity partial

Magic Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d6 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a dexterity save to avoid injuries to its feet and legs. A failed save causes the creature's movement rate to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 1 turn to dress the injuries and succeeding at a *profession (healer)* or *bind wounds* check with the damage dealt serving as the check penalty.

Note: An assassin or thief can use the *find traps* ability to find a *spike growth*. The penalty is equal to the caster level of the spell.

Spiritual Weapon

Evocation

Level: Cleric 2

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Magic weapon of force

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 points of damage per hit. The weapon takes the shape of a weapon favored by your deity.

It strikes the opponent you designate; starting with one attack in the round the spell is cast and continuing each round thereafter on your

turn. It uses your bonus to hit (BtH) plus your wisdom modifier as its attack bonus. The weapon of force strikes as a magical weapon equal to +1 per 3 levels of experience of the spell caster (maximum +5 at 15th level), adding this bonus to the weapon's attack rolls and damage.

The weapon always strikes from your direction. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can redirect the weapon to a new target within 30' (6") of its last target. Redirecting the weapon does not use your action for the round. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it may still attack. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affects it.

If an attacked creature has *magic resistance*, you must succeed at a *concentration* check (p. 62), modified by the target's MR rating, the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Statue

Alteration

Level: Magic-User 7, Illusionist 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 hour/caster level (dismissible)

Saving Throw: Wisdom negates

Magic Resistance: Yes

A *statue* spell turns the subject, along with any garments and equipment they wear or carry, to solid stone. The subject retains its own hit points and takes ½ damage from all attacks (round fractions down).

The subject can see, hear and smell normally, but does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can alternate between its normal and statue forms for as long as the spell is in effect, with 1 change of form permitted each round. Shifting forms does not count against the character's actions for the round but must be done during the character's turn.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Sticks to Snakes

Alteration

Level: Cleric 3, Druid 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One stick/2 caster levels

Duration: 1 round/caster level

Saving Throw: None

Magic Resistance: None

By means of this spell the cleric is able to change 1 stick into a 3 hit die snake for every two levels of experience he has attained, i.e. an 8th level cleric can change 4 sticks into 3 hit die snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) at hand to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell.

The probability of a snake thus changed being venomous is 5% per level of experience of the spellcaster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11th level cleric.

The effect lasts for 1 melee round for each level of experience of the spellcaster. The material components of the spell are a small piece of bark and several snake scales.

Stinking Cloud

Conjuration/Summoning

Level: Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 1 round/caster level

Saving Throw: Constitution negates; see text

Magic Resistance: No

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become sickened. Sickened creatures suffer a -2 penalty to strength and dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their armor class. Movement is reduced to ½ its normal rate. This condition lasts as long as the creature is in the cloud and for 2d4 rounds after it leaves. Roll separately for each nauseated character. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

The spell also obscures vision, providing concealment to those within the spell's radius. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 1 turn.

Material Component: A rotten egg or several skunk cabbage leaves.

Stone Shape

Alteration

Level: Druid 3, Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One stone object, up to 10 cu. ft. + 1 cu. ft./caster level

Duration: Instantaneous

Saving Throw: None

Magic Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 5 in 20 chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered. This clay may be reworked for subsequent castings of this spell.

Stoneskin

Abjuration

Level: Druid 5, Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level or until discharged

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Even a sword of *sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt* and so forth have their normal effects. The spell's effects are not cumulative with multiple castings.

The spell blocks 10 attacks, plus one attack per four levels of experience beyond 10th that the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical.

For example, a *stoneskin* spell cast by a 9th level magic-user would protect against 10 attacks. An attacking griffon would reduce the protection by three each round, while four *magic missiles* would count as four attacks in addition to inflicting their normal damage.

Material Component: Granite dust sprinkled on the target's skin.

Stone Tell

Divination

Level: Cleric 7, Bard 5, Druid 6

Components: V, S, M

Casting Time: 1 turn

Range: Personal

Target: You

Duration: 1 minute/caster level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Storm of Vengeance

Conjuration/Summoning

Level: Druid 9

Components: V, S

Casting Time: 1 round

Range: 400' (Long)

Effect: 200' radius storm cloud

Duration: Concentration, up to 1 round/2 caster levels

Saving Throw: See text

Magic Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a constitution save or be deafened for 1d6 turns.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

- *2nd Round:* Acid rains down in the area, dealing 1d6 points of acid damage (no save).
- *3rd Round:* You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 9d6 points of electricity damage. A creature struck can attempt a dexterity save for half damage. Items held by one of the spell's targets must save versus lightning (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".
- *4th Round:* Hailstones rain down in the area, dealing 4d6 points of bludgeoning damage (no save).
- *5th through 10th Rounds:* Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has 50% concealment. Creatures up to 10 feet away have 75% concealment while those further away have 100% concealment.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a *concentration* check with a check penalty equal to the level of *storm of vengeance's* caster. Movement rate is reduced to ½ normal within the storm, rounded to the nearest 5' increment.

Strength

Alteration

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Constitution negates

Magic Resistance: Yes

Application of this spell increases the strength bonus of the character by 1. This bonus is applied to all strength checks, as well to all attack and damage rolls. A character using a strength-boosting magic item such as *gauntlets of ogre power* or a *girdle of giant strength* cannot benefit from this spell.

The material component of this spell is a few hairs or a pinch of dung from a particularly strong animal - ape, bear, ox, etc.

Suggestion

Enchantment/Charm

Level: Bard 2, Magic-User 3, Illusionist 3

Components: V, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature

Duration: 1 hour/caster level or until completed

Saving Throw: Charisma negates

Magic Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with an additional save penalty (equal to the charisma modifier of the caster, if positive).

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Summon Insects

Conjuration/Summoning

Level: Bard 2, Druid 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: 5' diameter swarm

Duration: Concentration + 2 rounds

Saving Throw: None

Magic Resistance: No

You summon a small swarm of insects or spiders (your choice) that attacks the spell's designated target. If no living creatures are within the 5' square into which the swarm is summoned, the swarm attacks or pursues the nearest creature as best it can, moving at 30' (6") per round. The caster has no control over its subsequent target or direction of travel.

Those attacked take 1d4 points of biting and stinging damage each round and take a -2 penalty to all attack rolls and ability checks due to their distraction. Spellcasters must make a *concentration* check in order to cast while within a swarm of insects. Area of effect spells that cause physical damage will destroy the summoned swarm and a *repel vermin* spell will protect a creature from this spell.

Arcane Material Component: A square of red cloth.

Summon Shadow

Conjuration/Summoning

Level: Illusionist 6

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: See below

Duration: 1 round/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

When this spell is cast, the illusionist conjures up one *shadow* for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires. The material component for this spell is a bit of smoky quartz.

Sunburst

Evocation

Level: Druid 8

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: 80' radius sphere

Duration: Instantaneous

Saving Throw: Dexterity partial; see text

Magic Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 5d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful dexterity save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a dexterity save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes and slimes just as if they were undead creatures.

Items held by one of the spell's targets must save versus *magical fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".

Sunburst dispels any *darkness* spells of lower than 9th level within its area.

Sunray

Evocation

Level: Druid 7

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: A 60' long ray of light

Duration: 1 round/caster level or until all beams are exhausted

Saving Throw: Dexterity partial; see text

Magic Resistance: Yes

For the duration of this spell, you can evoke a dazzling ray of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the ray's straight path is blinded and takes 3d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful dexterity save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 18d6), or half damage if a dexterity save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes and slimes just as if they were undead creatures.

Items held by one of the spell's targets must save versus *magical fire* (see *Item Saving Throws* on page 52) if that target failed his saving throw with a "1".

Symbol of Death

Necromantic

Level: Cleric 8, Magic-User 8, Illusionist 8

Components: V, S, M

Casting Time: 1 turn

Range: Touch; see text

Area: 60' radius circle; see text

Duration: Permanent until discharged; see text

Saving Throw: Constitution negates

Magic Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60' of the symbol whose combined total current hit points do not exceed 100. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect.

Once triggered, the *symbol* becomes active and glows, lasting for 1 turn per caster level or until it has affected 100 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60'). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, hit dice and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60' of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a *knowledge: arcana* skill check (the penalty is equal to the caster level of the *symbol's* creator). Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 1 turn but, thereafter, can be triggered again as normal.

Note: An assassin or thief can use the *find traps* ability to find a *symbol of death* and thwart it. The penalty in each case is equal to the caster level of the *symbol's* creator.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each. These are expended when the spell is cast.

Symbol of Fear

Necromantic

Level: Cleric 6, Magic-User 6, Illusionist 6

Saving Throw: Charisma negates

This spell functions like *symbol of death*, except that all creatures within 60' of the *symbol of fear* instead become panicked for 1 round per caster level (as per the *fear* spell).

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Insanity

Enchantment/Charm

Level: Cleric 8, Magic-User 8, Illusionist 8

Saving Throw: Charisma negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead suffer from a permanent, continuous *confusion* effect (as per the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 1 turn per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Symbol of Pain

Necromantic

Level: Cleric 5, Magic-User 5, Illusionist 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -2 penalty on all attack rolls and ability checks (including saves). These effects last for 1 hour after the creature moves farther than 60' from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 1 turn per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Persuasion

Enchantment/Charm

Level: Cleric 6, Magic-User 6, Illusionist 6

Saving Throw: Charisma negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become *charmed* by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 1 turn per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Symbol of Sleep

Enchantment/Charm

Level: Cleric 5, Magic-User 5, Illusionist 5

Saving Throw: Wisdom (intelligence for arcane version) negates

This spell functions like *symbol of death*, except that all creatures of 9 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6 turns. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires. Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 1 turn per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. These are expended when the spell is cast.

Symbol of Stunning

Enchantment/Charm

Level: Cleric 7, Magic-User 7, Illusionist 7

Saving Throw: Wisdom negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Symbol of Weakness

Necromantic

Level: Cleric 7, Magic-User 7, Illusionist 7

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness. The subjects suffer a -5 penalty to attack and damage rolls, and have their carrying capacities quartered, for the duration of the spell.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 1 turn per caster level.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. These are expended when the spell is cast.

Tasha's Hideous Laughter

Enchantment/Charm

Level: Bard 1, Magic-User 2, Illusionist 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Target: One creature; see text

Duration: 1 round/caster level

Saving Throw: Charisma negates

Magic Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, losing its dexterity and shield bonuses to armor class, though it is not considered helpless. After the spell ends, it can act normally.

A creature with an intelligence score of 2 or lower is not affected. A creature whose creature type is different from that of the caster receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Telekinesis

Alteration

Level: Magic-User 5

Components: V, S

Casting Time: 1 round

Range: 400' (Long)

Target or Targets: See text

Duration: Concentration (up to 1 round/caster level) or instantaneous; see text

Saving Throw: Strength negates or none; see text

Magic Resistance: Yes; see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

- Sustained Force:** A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) at a movement rate of 30' (6"). A creature can negate the effect on an object it possesses with a successful strength save or with *magic resistance*. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond the spell's range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require intelligence common ability checks.
- Combat Maneuver:** Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple, or overbear (see page 58 for more details on these combat maneuvers). Resolve these attempts as normal, except that they use your caster level in place of your bonus to hit (BtH) and you use your intelligence modifier in place of your strength modifier. No save is allowed against these attempts, but *magic resistance* applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.
- Violent Thrust:** Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level). You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your bonus to hit (BtH) + your intelligence modifier. Weapons cause standard damage (with no strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects)

to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed strength saves (and *magic resistance*) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Hurled objects must save versus *crushing* (see *Item Saving Throws* on page 52).

Teleport

Conjuration/Summoning

Level: Magic-User 5

Components: V

Casting Time: 1 round

Range: Touch

Target: You and one willing creature/3 caster levels

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Inter-planar travel is not possible.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional, willing creature (carrying gear or objects up to its maximum load) per three caster levels.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is *magic resistance* applicable to you.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

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	95-98	99-100
viewed once	01-76	77-88	89-96	97-100
false destination	—	—	81-92	93-100

- **Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.
- **On Target:** You appear where you want to be.
- **Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.
- **Similar Area:** You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.
- **Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll

1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleport without Error

Conjuration/Summoning

Level: Magic-User 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Inter-planar travel is not possible.

Temporal Stasis

Alteration

Level: Magic-User 8

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Intelligence negates

Magic Resistance: Yes

You must succeed on a melee attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Material Component: A powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp. It is consumed by the casting of this spell.

Tenser's Floating Disk

Evocation

Level: Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: 3' diameter disk of force

Duration: 1 hour/caster level

Saving Throw: None

Magic Resistance: No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3' in diameter and 1" deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.)

The disk floats approximately 3' above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal movement rate each round. If not otherwise directed, it maintains a constant interval of 5' between itself and you.

The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3' away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

Tenser's Transformation

Alteration

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/caster level

You become a virtual fighting machine - stronger, tougher, faster and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You temporarily gain proficiency with all weapons as well as a +2 bonus to attack and damage rolls, a +2 bonus to armor class, 2 additional hit points per level and a +2 bonus to all strength, dexterity and constitution checks (including saves and initiative rolls).

Your bonus to hit (BtH) equals your magic-user level but you lose your ability to cast spells or use magic-user items such as scrolls, rods, staves and wands.

Time Stop

Alteration

Level: Magic-User 9

Components: V

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas and the like can still harm you.

While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies or flee from combat.

You cannot move or harm items held, carried or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagical shell* while under the effect of *time stop*.

Tongues (reversible)

Divination

Level: Cleric 4, Bard 2, Magic-User 3, Illusionist 3

Components: V, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 turn/caster level

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

The reverse of this spell, *babble*, cancels the effects of a *tongues* spell or confounds the target's ability to understand verbal communication of any sort. In addition the target's speech is rendered incomprehensible for the spell's duration.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Transmute Metal to Wood

Alteration

Level: Druid 7

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Area: All metal objects within a 40' radius circle

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes; see text

This spell enables you to change all metal objects within its area to wood. Weapons, armor and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has a *magic resistance* rating equal to its creator's caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack rolls and deal ½ damage (round fractions down). The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish* or similar magic can restore a transmuted object to its metallic state.

Transmute Rock to Mud (reversible)

Alteration

Level: Druid 5, Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Area: Up to two 10' cubes/caster level

Duration: Instantaneous

Saving Throw: See text

Magic Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10'. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its movement rate to 5' per round and imposing a -2 penalty to its attack rolls and armor class. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at 1/3rd their normal movement rate per round.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area or half damage to those who succeed on dexterity saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a *transmute mud to rock* spell restores its substance - but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind and normal drainage.

The reverse of this spell, *transmute mud to rock*, transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a dexterity save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud* and vice versa.

Arcane Material Component: Sand, lime, and water.

Transport via Plants

Conjuration/Summoning

Level: Druid 6

Components: V, S

Casting Time: 1 round

Range: Touch

Target: You and one willing creature/3 caster levels

Duration: 1 round

Saving Throw: None

Magic Resistance: Yes

This spell is a more powerful version of the *plant door* spell. Through the use of this spell you can enter any normal plant (of Medium size or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive.

The destination plant need not be familiar to you, but must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional, willing creature per three caster levels. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Trap the Soul

Conjuration/Summoning

Level: Magic-User 8

Components: V, S, M, (F); see text

Casting Time: 1 round or see text

Range: 30' (Close)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Magic Resistance: Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

- *Spell Completion*: First, the spell can be completed by speaking its final word as if you were casting a regular spell at the subject. This allows a *magic resistance* check (if any) and a charisma save to avoid the effect. If the creature's name is spoken as well, any *magic resistance* is ignored and the save penalty increases by 2. If the save is made (or *magic resistance* check is failed by the caster) the gem shatters.
- *Trigger Object*: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of *magic resistance* or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every hit die or level possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or hit dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more hit dice.)

Material Component (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree

Alteration

Level: Druid 2

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/caster level (dismissible)

By means of this spell, you are able to assume the form of a large living tree or shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint *Alteration* on the tree.

While in tree form, you can observe all that transpires around you just as if you were in your normal form. Your hit points and save bonuses remain unaffected as well. While in tree form you take ½ damage from all attacks (round fractions down) except for fire, which deals full damage. All clothing and gear carried or worn changes with you.

True Seeing (reversible)

Divination

Level: Cleric 5, Bard 5, Druid 7, Magic-User 6, Illusionist 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 1 minute/caster level

Saving Throw: Wisdom (intelligence for arcane version) negates

Magic Resistance: Yes

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees *invisible* creatures or objects normally, sees through illusions and sees the true form of *polymorphed*, changed, or transmuted creatures. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of *true seeing* conferred is 120' (24"). *True seeing*, however, does not penetrate solid objects. It in no way confers x-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

The reverse of this spell, *false seeing*, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The target does not lose its natural visual abilities (such as darkvision or twilight vision) but cannot see creatures or objects as they really are. While terrain features (hills, stairs, cliffs, etc) are still distinguishable, *false seeing* grossly distorts the details of their appearance. *False seeing* also dispels, and is dispelled by, the *true seeing* spell.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron (poppy dust for the *false seeing*), and fat. This ointment is expended when the spell is cast.

Turn Metal or Stone

Abjuration

Level: Druid 8

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 120' long by 5' wide wave

Duration: 1 round/caster level (dismissible)

Saving Throw: None; see text

Magic Resistance: No

Like *turn wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range.

Fixed metal or stone objects larger than 2" in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders and creatures in metal armor, is moved back. Fixed objects 2" in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 60' per round. Objects such as metal armor, swords and the like are pushed back, dragging their bearer with them unless he succeeds at a strength saving throw. Even magic items with metal components are repelled, although an *antimagic shell* blocks the effects. (A creature being dragged by an item it is carrying can let go.)

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Turn Wood

Alteration

Level: Druid 6

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 120' long by 5' wide wave

Duration: 1 round/caster level (dismissible)

Saving Throw: None; see text

Magic Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 2" in diameter that are fixed firmly are not affected, but loose objects are. Objects 2" in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 60' per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, arrows and bolts are pushed back, dragging those carrying them along unless they succeed at a strength saving throw. If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic shell* blocks the effects. (A creature being dragged by an item it is carrying can let go.)

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Unseen Servant

Conjuration/Summoning

Level: Magic-User 1

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/caster level

Saving Throw: None

Magic Resistance: No

An *unseen servant* is an *invisible*, mindless, shapeless force that performs simple tasks at your command. It can fetch things, open unstuck doors and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids and the like. It has an effective strength score of 2 (so it can lift 20 pounds at most). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires an ability check. Its movement rate is 30' per round.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks (it gets no saves against such attacks). If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: A piece of string and a bit of wood that are not consumed when the spell is cast.

Veil

Illusion/Phantasm

Level: Bard 6, Illusionist 6

Components: V, S

Casting Time: 1 round

Range: 400' (Long)

Targets: One or more creatures, no two of which can be more than 30' apart

Duration: Concentration + 1 hour/caster level (dismissible)

Saving Throw: Intelligence negates; see text

Magic Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a *disguise* check, with a +10 bonus, to duplicate the appearance of a specific individual. If you do not have the *disguise* ability you may make a charisma check, with no level modifier, to affect a disguise.

Unwilling targets can negate the spell's effect on them by making intelligence saves or with *magic resistance*. Those who interact with the subjects can attempt intelligence disbelief saves to see through the glamor, but *magic resistance* doesn't help.

Ventriloquism

Illusion/Phantasm

Level: Bard 1, Illusionist 1

Components: V, M

Casting Time: 1 round

Range: 30' (Close)

Effect: Intelligible sound, usually speech

Duration: 1 minute/caster level (dismissible)

Saving Throw: Intelligence disbelief (if interacted with)

Magic Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone

who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Material component: A parchment rolled up into a small cone. This parchment may be reused.

Vision

Divination

Level: Bard 6, Magic-User 7, Illusionist 7

Components: V, S, M, XP

Casting Time: 1 round

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + caster level) with a penalty of -10. If only detailed information on the person, place or object is known, the penalty is -15 and the information gained is incomplete. If only rumors are known, the penalty is -20, and the information gained is vague.

Arcane Material Component: Incense worth at least 250 gp must be burned when this spell is cast. Four strips of ivory (worth 50 gp each) that are formed into a rectangle are not consumed by this spell.

XP Cost: 1,000 XP.

Wall of Fire

Evocation

Level: Druid 5, Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Opaque sheet of flame up to 20' long/caster level or a ring of fire with a radius of up to 5' per two caster levels; either form is 20' high

Duration: Concentration + 1 round/caster level

Saving Throw: None; see below

Magic Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 1d6 points of fire damage to creatures within 10' and 1d4 points of fire damage to those past 10' but within 20'. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 5d6 points of fire damage to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5' length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 1 turn, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

Wall of Force

Evocation

Level: Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Effect: Wall whose area is up to one 10' square/caster level

Duration: 1 round /caster level (dismissible)

Saving Throw: None

Magic Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, is immune to damage of all kinds and is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation* or a *Mordenkainen's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport* and similar effects can bypass the barrier. It blocks corporeal and ethereal creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10' square per caster level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Evocation

Level: Magic-User 4

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Anchored plane of ice, up to one 10' square/caster level, or hemisphere of ice with a radius of up to 3' + 1'/caster level

Duration: 1 minute/caster level

Saving Throw: Dexterity negates; see text

Magic Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a dexterity save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 1 turn.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1" thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th level magic-user can create a wall of ice 100' long and 10' high, a wall 50' long and 20' high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10' square of wall has 10 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall reduced to 0 hit points is breached.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 4d6 points of cold damage (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3' + 1' per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration/Summoning

Level: Magic-User 6

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Iron wall whose area is up to one 5' square/caster level; see text

Duration: Instantaneous

Saving Throw: See text

Magic Resistance: No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding non-living material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1" thick per four caster levels. You can double the wall's area by halving its thickness. Each 5' square of the wall has 100 hit points per inch of thickness. A section of wall reduced to 0 hit points is breached.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a strength common ability check with a penalty of -15 to push the wall over. Creatures with room to flee the falling wall may do so by making successful dexterity saves. Any creature that fails takes 9d6 points of damage. Like any iron wall, this wall is subject to rust, perforation and other natural phenomena.

Material Component: A small piece of sheet iron, which is not expended upon the casting of this spell, plus gold dust worth 50 gp (1 pound of gold dust). The gold dust is expended upon the casting of this spell.

Wall of Stone

Conjuration/Summoning

Level: Druid 5, Magic-User 5

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Stone wall whose area is up to one 5' square/caster level

Duration: Instantaneous

Saving Throw: See text

Magic Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1" thick per four caster levels and composed of up to one 5' square per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20', the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5' square of the wall has 50 hit points per inch of thickness. A section of wall reduced to 0 hit points is breached.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful dexterity saves.

Arcane Material Component: A small block of granite that is not expended upon the casting of this spell.

Wall of Thorns

Conjuration/Summoning

Level: Druid 5

Components: V, S

Casting Time: 1 round

Range: 100' (Medium)

Effect: Wall of thorny brush, up to one 10'x10'x5' block/caster level

Duration: 1 turn/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes 1d8 points of damage per round of movement.

You can make the wall as thin as 5' thick, which allows you to shape the wall as a number of 10' by 10' by 5' blocks equal to your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a strength common ability check (this takes 1 round). Success means that the creature moves 5' through the wall, with an additional 5' of movement allowed for every 5 points by which the check exceeds the target number (up to a maximum distance equal to its normal movement rate). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1' deep for every 1 turn of work. Normal fire cannot harm the barrier, but magical fire burns it away in 1 turn.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Wall of Wind

Evocation

Level: Druid 3, Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Wall up to 10'/caster level long and 5'/caster level high

Duration: 1 round/caster level

Saving Throw: None; see text

Magic Resistance: Yes

An invisible vertical curtain of wind appears. It is 2' thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands (a dexterity save allows a creature to maintain its grasp on an object.)

Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wall of wind*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a -3 penalty to hit (targets protected by a *wall of wind* effectively have 75% concealment).

A giant-thrown boulder, a siege engine projectile and other massive ranged weapons are not affected by this spell. Gases, most gaseous breath weapons and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wall of wind* to enclose specific points.

Arcane Material Component: A tiny fan and a feather of exotic origin. It is not consumed when this spell is cast.

**Warp Wood** (reversible)

Alteration

Level: Druid 2

Components: V, S

Casting Time: 1 round

Range: 30' (Close)

Target: One small wooden object/caster level, all within a 20' radius

Duration: Instantaneous

Saving Throw: Wisdom negates

Magic Resistance: Yes

You cause wood to bend and warp, permanently destroying its straightness, form and strength. A warped door springs open (or becomes stuck, requiring a strength common ability check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -3 penalty on attack rolls.

You may warp one small object (such as a spear or club) or its equivalent per caster level. A medium-sized object (such as a door) counts as two small objects, a large object (such as a rowboat) counts as four or more objects, depending upon its relative mass.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Mending*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Water Breathing (reversible)

Alteration

Level: Cleric 3, Druid 3, Magic-User 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One or more creatures

Duration: 2 hours/caster level; see text

Saving Throw: Wisdom (arcane for intelligence version) negates

Magic Resistance: Yes

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does

not make creatures unable to breathe air and can be reversed to allow water-breathing creatures to breathe air.

Arcane Material Component: A short reed or piece of straw that is not expended upon this spell's casting.

Water Walk

Alteration

Level: Cleric 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: One creature/caster level

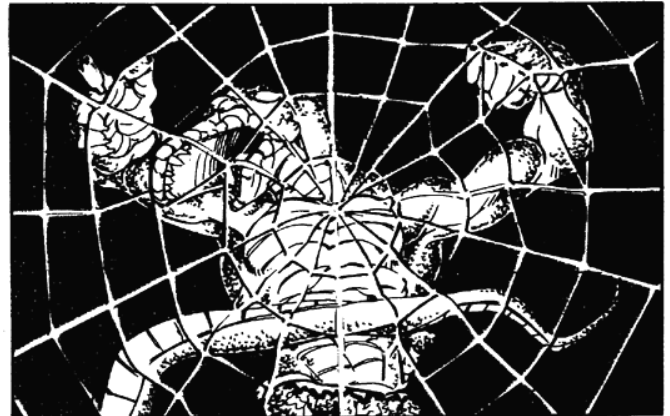
Duration: 1 turn/caster level (dismissible)

Saving Throw: Wisdom negates

Magic Resistance: Yes

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 120' per round until they can stand on it.

**Web**

Conjuration/Summoning

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: 100' (Medium)

Effect: Webs in a 20' radius cylinder, 20' in height

Duration: 1 turn/caster level (dismissible)

Saving Throw: Dexterity negates; see text

Magic Resistance: No

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears.

Creatures caught within a web become entangled among the gluey fibers and cannot move or attack. Those within the web lose any dexterity bonus they might have to armor class and may not employ a shield to defend themselves.

Anyone in the area of effect when the spell is cast must make a dexterity save. If this save succeeds, the creature has avoided entanglement and may attempt to move through the web's area of effect (see below).

If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making an *escape artist* check with a -5 penalty.

Once loose (either by making the initial dexterity save or a later *escape artist* check), a creature may move through the web at a rate of 5' per round.

The web offers cover to those within it. A creature 5' away from his attacker has 50% cover. Creatures up to 10' away have 75% cover while those further away have 100% cover and cannot be attacked nor targeted by sight by spellcasters. Attacking a creature in a web won't cause you to become entangled.

The strands of a *web* spell are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burns away the entire web in 1 round. All creatures within *flaming webs* take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent web that is destroyed regrows in 1 turn.

Material Component: A bit of spider web.

Weird

Illusion/Phantasm (Phantasm)

Level: Illusionist 9

Targets: Any number of creatures, no two of which can be more than 30' apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's charisma save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 2 points of temporary strength damage.

Whirlwind

Evocation

Level: Druid 8

Components: V, S, M

Casting Time: 1 round

Range: 400' (Long)

Effect: Cyclone 10' wide at base, 30' wide at top, and 30' tall

Duration: 1 round/caster level (dismissible)

Saving Throw: Dexterity negates; see text

Magic Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a movement rate of 120'. You can concentrate on controlling the cyclone's every movement or let it move randomly each round. Directing the cyclone's movement requires you to concentrate upon the spell. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.)

Any creature that comes in contact with the spell effect must succeed on a dexterity save or take 3d6 points of damage. A Medium-sized or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Wind Walk

Alteration

Level: Cleric 6, Druid 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: You and one creature per three caster levels

Duration: 1 hour/caster level (dismissible); see text

Saving Throw: Wisdom negates

Magic Resistance: Yes

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a movement rate of 15' (3") with maneuverability class A. If desired by the subject, a magical wind wafts a *wind walker* along at up to 1200' per round (240" movement rate) with maneuverability class E. *Wind walkers* are not *invisible* but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like (gaining a +10 bonus to *stealth* checks made to conceal themselves).

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the

spell, and you can even dismiss it for individual *wind walkers* and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 100' per round (for a total of 600'), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wish

Conjuration/Summoning

Level: Magic-User 9, Illusionist 9

Components: V, XP

Casting Time: 1 round

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Magic Resistance: Yes

Wish is the mightiest spell a magic-user or illusionist can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any magic-user or illusionist spell of 8th level or lower.
- Duplicate any other spell of 6th level or lower.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a non-magical item of up to 50,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 bonus to an ability score. Two to five *wish* spells cast in succession can grant a creature a +2 to +5 bonus to an ability score (two wishes for a +2 bonus, three for a +3 bonus, and so on). These bonuses are instantaneous, so they cannot be dispelled. *Note:* Bonuses granted through *wish* spells may not exceed +5 for a single ability score, nor can ability scores be raised beyond 20 through the use of *wish* spells.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or constitution loss from being raised from the dead.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets an intelligence save to negate the effect, and *magic resistance* (if any) applies.
- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful hit, a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets an intelligence save to negate the effect, and *magic resistance* (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated spells allow saves and a *magic resistance* check as normal.

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum XP cost for casting *wish* is 50,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 50,000 XP or

that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay the normal FP cost for crafting or improving the item, plus 50,000 XP.

Wizard Eye

Divination

Level: Magic-User 4, Illusionist 4

Components: V, S, M

Casting Time: 1 turn

Range: Unlimited

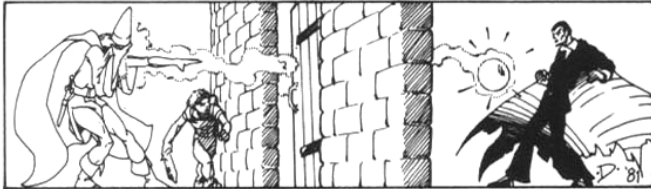
Effect: Magical sensor

Duration: 1 minute/caster level (dismissible)

Saving Throw: None

Magic Resistance: No

You create an invisible magical sensor that sends you visual information. You can create the *wizard eye* at any point you can see, but it can then travel outside your line of sight without hindrance. A *wizard eye* travels at 60' per round if viewing an area ahead as a human would (primarily looking at the floor) or 15' per round if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.



The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use a *wizard eye*. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

Wizard Lock

Abjuration

Level: Magic-User 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One door, chest, or portal, up to 30 sq. ft./caster level in size

Duration: Permanent

Saving Throw: None

Magic Resistance: No

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *wizard lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal penalty to break open a door or portal affected by this spell. (A *knock* spell does not remove a *wizard lock*; it only suppresses the effect for 1 turn.)

Material Component: Gold dust worth 25 gp.

Wizard Mark

Alteration

Level: Magic-User 0, Illusionist 0

Components: V, S

Casting Time: 1 round

Range: 0'

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Magic Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. A *wizard mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

Detect invisibility, *true seeing*, a *gem of seeing* or a *robe of eyes* likewise allows the user to see an invisible *wizard mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If a *wizard mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Wizard mark must be cast on an object prior to casting *Drawmij's instant summons* on the same object (see that spell description for details).

Word of Recall

Conjuration/Summoning

Level: Cleric 5, Druid 7

Components: V

Casting Time: 1 round

Range: Unlimited

Target: You and additional, willing creatures

Duration: Instantaneous

Saving Throw: None

Magic Resistance: Yes

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10' by 10'. You can be transported any distance within a plane but cannot travel between planes.

You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional, willing creature (carrying gear or objects up to its maximum load) per three caster levels.

All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

Write

Evocation

Level: Magic-User 0, Illusionist 0

Components: V, S, M

Casting Time: Special (see text)

Range: Personal

Duration: Permanent

Area of Effect: One magical spell inscription

Saving Throw: None

Magic Resistance: No

By means of this spell an arcane spellcaster might be able to inscribe a spell he cannot understand at the time (due to level or lack of sufficient intelligence) into the tome or other compilation he employs to maintain a library of spells.

The caster must make a *knowledge: arcana* skill check to attempt the writing of any spell, with a +2 bonus if it is only up to 1 level greater than he currently uses, ± 0 at 2 levels higher, and -1 per level from 3 levels higher onwards.

If this throw fails, the caster temporarily loses 1 point of intelligence for every level of the spell he was attempting to transcribe into his spellbook and is knocked unconscious for a like number of turns.

Furthermore, a spell will take 1 hour per level to transcribe in this fashion, and during this period, the spellcaster is in a trance state and can always be surprised by any foe. In addition to the writing surface upon which the spell is to be transcribed, the spell caster needs a fine ink composed of rare substances (minimum cost 100 gp per spell level to be scribed).

Zone of Truth

Enchantment/Charm

Level: Cleric 2

Components: V, S, M

Casting Time: 1 round

Range: 30' (Close)

Area: 20' radius circle

Duration: 1 minute/caster level

Saving Throw: Wisdom negates

Magic Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures that leave the area are free to speak as they choose.



REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some little experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser and more capable.

Experience points are awarded by the Dungeon Master to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good roleplaying and successful adventuring.

EXPERIENCE POINTS

After characters defeat monsters or acquire treasure, they earn experience points (XP). The Dungeon Master is free to award experience points in whatever manner desired, but the following is a recommended general method.

Magic Items: Like monsters, magic items have an XP value. The Dungeon Master should award a magic item's XP value to a character who possesses and uses the item for a period of time.

Monsters: The Dungeon Master adds the value of all monsters defeated or overcome on the adventure. Each monster has a base XP value, and a bonus can be given if a specific monster was greater than normal for its type. The total XP are then divided by the number of characters that defeated the monsters.

Money: Although not all Dungeon Masters do so, some award XP for non-magical treasure. The Dungeon Master should award 1 XP to the party for every 1gp value of non-magical treasure such as money, gems, art and other items acquired during the adventure.

Roleplaying: The Dungeon Master can also award specific characters XP bonuses for good roleplaying (or penalties for bad) in a specific situation or over the course of an adventure. A good range to award is from 25 to 250 XPs, depending on the level of the character.

Story: The Dungeon Master should assign an XP value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story XP value is to compare the adventure to a monster of a hit dice that is challenging to the party. The Dungeon Master can then award XPs as if the party overcame that monster.

Gaining Levels of Experience: Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit points increase as does a character's bonus to hit (BtH).

To gain a level, the character must accumulate enough experience points to meet the next level's experience point requirement (XPs). Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure and as rewards for good roleplaying.

The Dungeon Master awards experience points as described in the rules but always has the right to add or subtract experience points for whatever reason. Monster experience points are located in the *Monster Manual*. Experience points awarded for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Optionally, the Dungeon Master may not allow this or only some percentage of the treasure's value, as this may speed up the rate of level progression depending on the amount of treasure acquired. For experience points awarded for defeating monsters and roleplaying, see the *Dungeon Master's Guide*. Bear in mind that the Dungeon Master does not have to award this amount if the player did a poor job of roleplaying, but can if he wants to.

Once enough experience points are acquired to advance a level, the character must train for the number of weeks equal to the level reached before receiving the benefits of that level. For example, a 6th level cleric, upon acquiring the experience points necessary to reach 7th level, must train for 7 weeks before receiving the benefits of that level. Once training is completed, the character gains the extra hit points, spells or abilities which that level confers upon the class.

TREASURE

Treasure can consist of any, some or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks and magic items.

Treasure can be found in lost dungeons, hidden in a merchant's pocket or serve as the bed for an ancient red dragon. Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.



SUGGESTED AGREEMENTS FOR DIVISION OF TREASURE

Agreements:

1. Equal shares (share and share alike) is a simple division by the total number of characters involved.
2. Shares by level is a division whereby all* character levels of experience are added and the total treasure divided by this sum. One share of treasure is given for each experience level.
3. Equal shares plus bonus is a method to reward excellence and leadership. Treasure is divided by the sum of all characters, plus two or three. The outstanding character or characters, as determined by vote, each gain one extra share.

*For multiclassed characters multiply their class level by 125% in order to determine total experience levels for the division of treasure. Characters with two classes receive shares based upon their total levels in all classes.

Modifiers:

1. Non-player characters who are henchmen of a player character count as one-half character or for one half of their levels and cannot gain bonus shares.
2. A character incapacitated or killed (but subsequently brought back to life) is eligible to share only in treasure gained prior to such incapacity or death.
3. Characters who are uncooperative, who obstruct the party, attack party members, or are the proximate cause of the incapacitation or death of a party member shall forfeit from one-quarter to all of their share(s) as penalty for their actions.



GLOSSARY

Ability: any of the six natural traits that represent the basic definition of a player character: strength, dexterity, constitution, intelligence, wisdom, and charisma. A player character's abilities are determined at the beginning of a game by rolling 6-sided dice (d6s). The scores continue to be used throughout the game as a means of determining success or failure of many actions.

Ability check: a 1d20 roll that adds your character's ability modifier, level bonus (if applicable) and a difficulty modifier. If the result is equal to or greater than 15 (the Challenge Base) the attempted action succeeds.

AC: abbreviation for armor class.

Alignment: a factor in defining a player character that reflects his basic attitude toward society and the forces of the universe. Basically there are nine categories demonstrating the character's relationship to order vs. chaos and good vs. evil. A player character's alignment is selected by the player when the character is created.

Area of effect: the area in which a magical spell or a breath weapon works on any creatures unless they make a saving throw.

Armor Class (abbr. AC): a rating for the protective value of a type of armor, figured from 10 (no armor at all) to 20 (heavily armored or difficult to hit) or even 30 (extremely difficult to hit). The higher the AC, the less vulnerable the character is to attacks.

Attack roll: the 1d20 roll used to determine if an attack is successful.

Blinded: Blind characters have their movement rate reduced to ½ of their normal movement rate. All opponents are effectively "invisible" to blinded characters. See *Invisible* or *Unseen Opponents* under **SPECIAL ATTACK MANUEVERS & MODIFIERS** for more details.

Bonus spells: extra spells at various spell levels that a spellcaster is entitled to because of a high wisdom (for divine casters) or intelligence score (for arcane casters), as shown in the **ABILITY MODIFIER** table.

Breath weapon: the ability of a dragon or other creature to spew a substance out of its mouth just by breathing, without making an attack roll. Those in the area of effect must roll a saving throw.

CB: abbreviation for Challenge Base.

Cha: abbreviation for charisma.

Challenge Base (abbr. CB): The base number (15) that must be met or exceeded on a character's ability check in order to succeed.

Charisma (abbr. Cha): an ability score representing a character's persuasiveness, personal magnetism, and ability to lead.

Class: A character's primary profession or career.

Class ability: an ability that a character of a given class may use. Members of that class may add their level bonus to such ability checks.

Common: the language that all player characters in the AD&D game world speak. Other languages may require the use of proficiency slots.

Common ability: an ability that all characters and most intelligent creatures may attempt. These are ability checks, like *saving throws* or *class ability* checks, but only receive ½ of a character's level bonus.

Con: abbreviation for constitution.

Confused: a confused creature acts as if under the effects of a *confusion* spell (see pages 81-82 for more details).

Constitution (abbr. Con): an ability score that represents a character's general physique, hardiness, and state of health.

Cower: a cowering creature may defend itself normally, but is unable to attack.

d: abbreviation for dice or die. A roll that calls for 2d6, for example, means that the player rolls two six-sided dice.

d3: since there is no such thing as a three-sided die, a roll calling for d3 means to use a d6, making 1 and 2 be a 1, 3 and 4 be a 2, and 5 and 6 be a 3.

d4: a four-sided die.

d6: a six-sided die.

d8: an eight-sided die.

d10: a ten-sided die. Two d10s can be used as percentile dice.

d12: a twelve-sided die.

d20: a twenty-sided die.

d100: either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.

DMG: a reference to the *Dungeon Master Guide*.

Damage: the effect of a successful attack or other harmful situation, measured in hit points.

Deafened: deafened creatures cannot make *perception* checks to hear sounds. A *deafened* spellcaster must make a *concentration* check to cast a spell with a verbal component.

Demihuman: a player character who is not human: a dwarf, elf, gnome, half-elf, half-orc or halfling.

Dex: abbreviation for dexterity.

Dexterity (abbr. Dex): an ability score representing a combination of a character's agility, reflexes, hand-eye coordination, and the like.

Encumbrance: the amount, in pounds, that a character is carrying. How much he can carry and how being encumbered affects his movement rate are based on strength and are shown in the Encumbrance section, on page 53.

Energy drain: the ability of a creature, especially undead, to drain energy in the form of class levels from a character, in addition to the normal loss of hit points.

Exhausted: exhausted characters act as if *sickened* (see below).

Experience points (abbr. XP): points a character earns (determined by the Dungeon Master) for completing an adventure, for doing something related to his class particularly well, or for solving a major problem. Experience points are accumulated, enabling the character to rise in level in his class, as shown in each class's description.

Fascinated: while fascinated, the creature is distracted, suffering a -4 penalty to all saving throws and armor class. If attacked they are considered *surprised* (see page 55 for more details).

Fatigued: fatigued creatures suffer a -1 penalty to strength and dexterity checks, as well as attack & damage rolls, and to armor class. Their movement rate is reduced by 25%.

Follower: a non-player character who is drawn to the service of a player character by his reputation.

Gaze attack: the ability of a creature, such as a basilisk, to attack simply by making eye contact with the victim.

Henchmen: non-player characters who work for a character mainly out of loyalty and love of adventure.

Hiring: non-player characters who work for a character just for money. Hirelings are completely under the control of the DM.

Hit Dice (abbr. HD): the dice rolled to determine a character's hit points. Up to a certain level, one or more new hit dice are rolled each time a character attains a new class level. A fighter, for example, has only one 10-sided hit die (1d10) at 1st level, but when he rises to the 2nd level, the player rolls a second d10, increasing the character's hit points.

Hit Points (abbr. HP): a number representing: 1. how much damage a character can suffer before being killed, determined by hit dice. The hit points lost to injury can usually be regained by rest or healing; 2. how much damage a specific attack does, determined by weapon or monster statistics, and subtracted from a player's total.

Initiative: the right to attack first in a combat round, usually determined by the highest roll of a 20-sided die. Initiative is not rolled by surprised combatants.

Int: abbreviation for intelligence.

Intelligence (abbr. Int): an ability score representing a character's memory, reasoning, and learning ability.

Italic type: used primarily to indicate spells and magical items.

Level: any of several different game factors that are variable in degree, especially: 1. *class level*, a measure of the character's power, starting at the 1st level as a beginning adventurer and rising through the accumulation of experience points to the 20th level or higher. At each level attained, the character receives new powers. 2. *spell level*, a measure of the power of a magical spell. A magic-using character can use only those spells for which his class level qualifies him. 3. *challenge level*, the relative difficulty of any given ability check. 4. *dungeon level*, a term that describes both the depth and difficulty of a particular dungeon's layer.

Level bonus: a bonus to ability checks that is based on a character's or creature's level or hit dice.

M: abbreviation for material component.

Material component (abbr. M): any specific item that must be handled in some way during the casting of a magical spell.

Melee: combat in which characters are fighting in direct contact, such as with swords, claws, or fists, as opposed to fighting with missile weapons or spells.

Missile combat: combat involving the use of weapons that shoot missiles or items that can be thrown. Because the combat is not "toe-to-toe," the rules are slightly different than those for regular combat.

Movement rate (abbr. MR): a number used in calculating how far and how fast a character can move in a round. This number is in feet and units of 1" squares that represent 5'x5' squares. Thus, an MR of 12" equates to 60 feet of movement and vice versa.

MR: abbreviation for movement rate.

Multiclass character: a character who improves in two or more classes at the same time by dividing experience points between the different classes.

Mythos (pl. mythoi): a complete body of belief particular to a certain time or place, including the pantheon of its gods.

Neutrality: a philosophical position, or alignment, of a character that is between belief in good or evil, order or chaos.

Non-human: any humanoid creature that is neither a human nor a demihuman.

Non-player character (abbr. NPC): any character controlled by the DM instead of a player.

NPC: abbreviation for non-player character.

PC: abbreviation for player character.

Percentage (or percent) chance: a number between 1 and 100 used to represent the probability of something happening. If a character is given an X percentage chance of an event occurring, the player rolls percentile dice.

Percentile dice: either a 100-sided die or two 10-sided dice used in rolling a percentage number. If 2d10 are used, they are of different colors, and one represents the tens digit while the other is the ones.

Perception check: a *common ability* check that is based on a character's or creature's wisdom score.

Player character (abbr. PC): the characters in a role-playing game who are under the control of the players.

Race: a player character's species: human, elf, dwarf, gnome, half-elf, halfling, or half-orc.

Regeneration: a special ability to heal faster than usual.

Resistance: the innate ability of a being to withstand attack, such as by magic. Gnomes, for example, have an innate resistance that adds bonuses to their saving throws against magic.

Round: in combat, a segment of time approximately 10 seconds long, during which a character can accomplish one action (typically moving, attacking, readying an item or casting a spell). 6 combat rounds equal one minute.

S: abbreviation for somatic component.

Saving throw: a measure of a character's ability to resist (to "save vs.") special types of attacks, especially poison, paralyzation, magic, and breath weapons. Success is determined by rolling the relevant ability check.

Sickened: Sickened creatures suffer a -2 penalty to strength and dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their armor class. Movement is reduced to ½ its normal rate, rounded to the nearest 5' increment.

Somatic component (abbr. S): the gestures that a spellcaster must use to cast a specific spell. A bound magic-user cannot cast a spell requiring somatic components.

Split-classed character: a character who improves in two or more classes, advancing in each class separately.

Str: abbreviation for strength.

Strength (abbr. Str): an ability score representing a character's muscle power, endurance, and stamina.

Stunned: while stunned, a creature can take no actions and suffers a -2 penalty to armor class.

Surprise roll: a *perception* check made by combatants who might be surprised at the start of combat. Success indicates that the combatant may act normally during the surprise round, while failure indicates that the combatant is surprised and may not act during the surprise round (see page 55 for more details).

To-hit roll: another name for attack roll.

Turn: in game time, approximately 10 minutes; used especially in figuring how long various magic spells may last. In combat, a turn consists of 60 rounds.

Turn undead: an ability of a cleric or paladin to turn away an undead creature, such as a skeleton or a vampire.

V: abbreviation for verbal component.

Verbal component (abbr. V): specific words or sounds that must be uttered while casting a spell.

Wis: abbreviation for wisdom.

Wisdom (abbr. Wis): an ability score representing a composite of a character's intuition, judgment, common sense, and will power.

XP: abbreviation for experience points.

